


September 1993

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The Journal of Washington Apple Pi, Ltd.

WASHINGTON APPLE PI



Volume 15, Number 9



*Artists on
Exhibit*

22




















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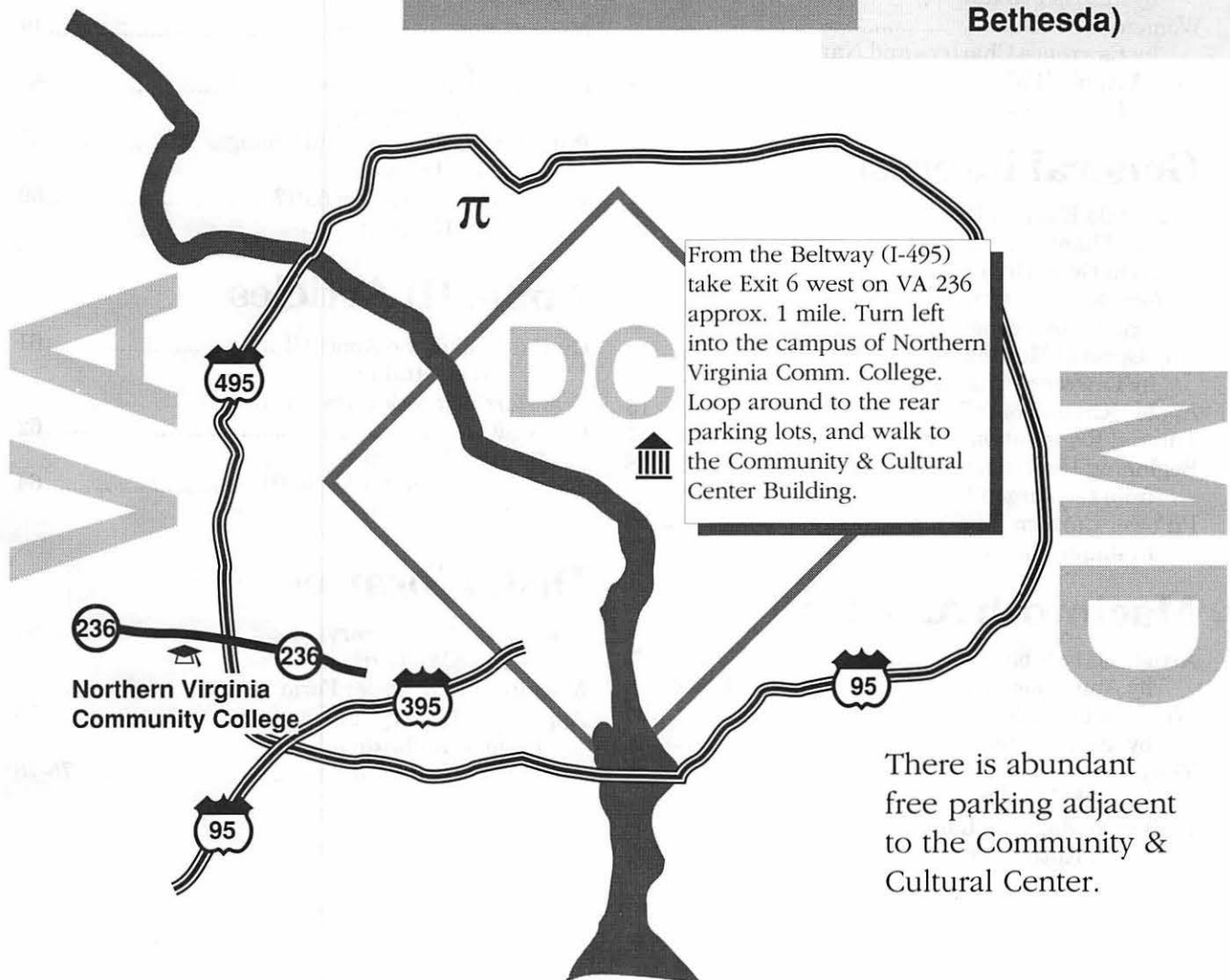


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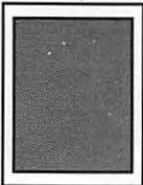
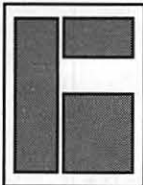


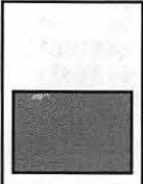
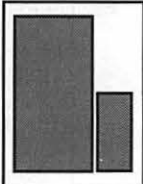

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Washington Apple Pi












This issue of the Washington Apple Pi Journal was created on a Mac IIci, proofed on a newgen TurboPS/880p printer, and produced by electronic typesetting at The Publishers Service Bureau.

The page layout program used was PageMaker 4.2a, the word processing program was Microsoft Word 5.1; the principal typeface is New Century Schoolbook (10/12) for the articles; and Helvetica for headlines, subheads, and emphasis.

Cover Design: New WAP Journal cover design was created by Ann Aiken in collaboration with Nancy Seferian. The Capital artwork was illustrated by Carol O'Connor for One Mile Up, which donated it for use on our cover.

Icon Guide

	Macintosh		Calendar Pages
	Apple II, IIe, & IIGS		Apple Disk Libraries
	Apple III (SARA)		Macintosh Disketeria
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	TeleCommunications System (TCS)		

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November Sept. 15

Editors' submissions
October Aug. 24
November Sept. 23

Ad space reservations
October Aug. 18
November Sept. 17

Camera-ready ad copy
October Aug. 26
November Sept. 25

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 Jonathan Hardis
 Dana Schwartz
 Bob Shaffer
 Paula Shuck
 Jon Thomason
 Tom Vier
 Dave Weikert
 Tom Witte
 Bill Wydro

Special Thanks

Dear Pi Members,

I would like to take this opportunity to thank Washington Apple Pi for its donation to the American Cancer Society in Bernie's memory. It will help someone along the way.

I have been pleased and gratified with the outpouring of cards and letters from so many members of the Pi, not only from those who are currently active, but from some who have literally "come out of the woodwork" to write a note. This has been very comforting to us in a time of overwhelming sadness. I was particularly touched but so many who came to the viewing or the service, or both. I'm sure that Bernie would be pleased, as was I.

I hope that the Pi will continue to thrive in the future as it has in the past.

Sincerely,

Gena Urban



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In Fond Memory of Marty Milrod

January 31, 1932-June 24, 1993

Tribute delivered by Leonard Nacht,
Temple Solel

We are not here to mourn Marty Milrod, but rather to celebrate his life; and to give thanks for the bonus of fourteen years of life that he was given since he was first diagnosed as having chronic leukemia in 1979. It was during this time that the Milrod and the Nacht families had the opportunity to become extremely close.

Born in Toronto Canada, Marty and his twin sister Sylvia were the fourth and fifth children born to their Polish immigrant parents. Typical of the gentleman he eventually became, he let Sylvia be born first; one and one half hours later, Marty decided to join her.

The Milrods moved to Bensonhurst Brooklyn when Marty was three years old. Marty worked for his father in Milrod's luncheonette on Bay Parkway. Marty told me his father was a tough task master and he remembers having to lug cases of soda from the basement for his dad. In later years, however, Marty kvelled when at age 65, his father went back to school to earn his high school equivalency diploma and then, amazingly, his Bachelors, Masters and Ph.D.

Marty graduated from NYU in 1954 with a degree in Political Science and was inducted into the Army later that year. He served eight months in Heidelberg, Germany and then transferred to the Army Reserve in 1956. He had risen to the rank of Lt. Colonel when he was honorably retired from the Army in January, 1992.

Louise and Marty met while he was a graduate student at Georgetown University [he received a masters in International Law] and she was a nurse at Georgetown University Hospital. As luck would have it, Marty lived in the room above Louise in the same boarding house! They were married in 1957.

Upon completing his studies, Marty dedicated himself to public service. Over the years, he worked for the Department of Education where, from 1978 through 1983, he served as project officer for the National

Assessment of Educational Progress. He was a tireless and dedicated civil servant, making many significant contributions.

Marty was first diagnosed as having chronic leukemia in 1979 and, rather soon after, was classified as being in 'stage four' presumably the final stage of that disease.

Marty was a great Redskin fan and, in January of 1983, we were planning on going to see the 'Skins in the Superbowl in Pasadena, California. Unfortunately, there was a foul-up in getting the tickets and we couldn't go. That weekend, Marty was working at home, lifted his typewriter, and herniated a disk in his vertebrae. Although he underwent surgery, his back problems never fully subsided. The combination of leukemia and back problems led to his early retirement from the government.

Another Redskins story. One year we got two tickets to see the 'Skins play in Giant stadium in New York. My brother, a staunch Giant fan, had seats on the opposite side of the stadium. At half-time, he came over to visit; it was pretty easy to find us, with Marty sporting the only Burgundy and Gold Redskins jacket in a sea of New York Giant Blue!

Now most people tend to retire to a life of leisure; with Marty, however, it was just the opposite. Marty never 'dabbled' in anything, he always threw himself totally into whatever he was involved with at the time. An avid speed reader, he could read and digest almost anything within no time at all. His retirement allowed him the opportunity of throwing himself almost completely into the world of personal computing. Although I had been in the business many years, his detailed knowledge of computers quickly surpassed mine with blinding speed.

Louise's only competition for Marty's love and attention came from the chunk of iron and software referred

to simply as 'Marty's Mac.' Marty became a voluntary beta tester for the Apple Macintosh, and software packages flowed in and out of the Milrod residence constantly. He quickly established himself as a Mac expert, even having a program called 'Marty's Mac' on the local Bowie Cable-TV station. Calls came into the Milrod home from all over. One day, while I was visiting, he even got a call for help from Europe! Hardly a day went by that he was not helping someone with a problem. He got many of his friends 'hooked' on the Macintosh constantly advising and helping people whenever they asked, and frequently, even if they didn't.

His sensitivity to the needs for adequate health care coverage, especially for the elderly, became a driving force in his life. His voluntary work on newsletters, Temple Topics, AARP [American Association of Retired Persons] and NARFE [National Association of Retired Federal Employees] kept him busier in retirement than most people during their normal working years. He would frequently push himself to physical exhaustion, only to get up early the next morning and run off to the Maryland legislature to give some testimony, or present a paper or attend a Washington Apple Pi meeting somewhere.

Marty was truly a 'people person,' and always displayed a sincere interest in others. My 89 year old mother-in-law Eva loved Marty because, as she put it, "He gave me respect." In truth, he gave everyone respect. The ability of a man to say "How great it is to see you!" or "I'm so glad you could stop by" and truly mean it, is extremely rare. This WAS Marty! Although I eventually got used to hearing him say it, it always impressed me.

BIG-BETTER-BEST. Those of you who know Marty, know what's coming next. His philosophy was always: If you said you wanted one, he figured you really needed two so naturally he got you three! In the building of Temple Solel, this approach drove Wally and Norman (and others I'm sure) almost crazy; but I believe, for the most part, Marty was eventually vindicated. If you look at the walkways to the 'temporary' classrooms' you should know that the Temple Board authorized a three foot wide concrete walk. Marty insisted that it be four foot so, you guessed it, he had it poured five foot wide. [The Pi witnessed this firsthand. We asked Marty to see if he could get us a donation of one or two Jukebox disk duplicators from Fifth Generation—he talked them into giving us six.]

BIG-BETTER-BEST. Marty's Mac kept growing until the end. When I first started in data processing

back in the dark ages, the IRS Martinsburg Monster computer had about 75,000 bytes of memory. Today, the typical PC comes with an 80 million byte hard drive. Marty's most recent acquisition for his Mac was a hard drive capable of storing about 700 million characters. BIG-BETTER-BEST. Maybe he needed all that memory to store the names of all his friends.

Having been diagnosed as stage four of his disease, Marty lived in constant fear of not knowing when the slightest illness could end it all for him. It was not, I believe, a personal fear, but rather a fear of what it would do to his loved ones. So as he has done all throughout his live, Marty prepared thoroughly for this eventuality.

Over the past several weeks, this was especially true; he appeared as though he were a composer, orchestrating his final exit to the last detail. The family reunion brought over 50 Milrod relatives into Bowie from around the world. Although remarkably fighting this disease and other illnesses for many years, he apparently had the premonition that, this time, his time was finally running out. He demanded the doctors let him come home from the hospital so that he could be with all his loved ones this one last time.

Following a great weekend with his entire family, he returned to the hospital, however in a much weakened state. Still completely in charge, he directed the doctors that no extraordinary measures were to be taken to extend his life when he began to go. On Wednesday, he ordered Louise (for the first time in their lives she thinks) to get him some frozen yogurt. Over the protests of the hospital staff, Marty got and enjoyed his yogurt. Even as his body was failing him, he was going to be in complete control of his destiny.

BIG-BETTER-BEST. Marty's philosophy of life best describes him for me:

He was a big man (with an even bigger heart)...

We are all better for having know him...

And he was my best friend... He will be sorely missed.

[Many members of the Washington Apple Pi who attended the memorial service for Marty Milrod at Temple Solel on June 29 were particularly moved by the tribute of one of his friends, Leonard Nacht. Since it so eloquently captures our feelings for our dear friend, we thought we would like to share excerpts of it with those who knew Marty but were unable to attend. Washington Apple Pi extends our sympathy to Marty's wife Louise, sons Jeffry and Marc, daughter Lyn and to the rest of his extended family. Marty, we will miss you! Peace!]

StockSIG

by Morris Pelham

It's time to think about 1994!

Stan Larsen first brought up the idea at our May meeting, forecasting that IBM and Philip Morris might be on our Beating the Dow list this fall.

There are seasons in the stock market. Selling season is in the fall, and selling drives prices down. For example, someone who bought Philip Morris last year probably paid around \$80 per share. A purchase of just one round lot (100 shares) would have cost about \$8,000. In the Spring of 1993 that company cut the price of it's most profitable cigarette brand, thus cutting it's future profits. That stock is now selling for about \$48 per share, or \$4800 for the 100 shares. The owner would be smart to sell it this fall, deduct the maximum \$3,000 loss on the 1993 federal tax return, and 30 days or more after the sale, he'll be free to buy it back if he still wants in the portfolio.

This selling for tax reasons generally occurs in the August to December time period, and drives down further the price of the unwanted stock. Last year it happened to IBM.

There are other reasons to sell in the fall. Many people, including stock fund managers, simply want to start the new year without last year's mistakes still hanging around. Out they go!

- Selling drives prices down.
- We want to buy low and sell high.
- We want to buy in the fall.

So, for our July meeting I key-punched the 30 Dow stocks as reported in Barron's dated July 5, 1993. Following our Beating the Dow strategy, Excel then sorted and separated the ten with the highest yield,

then sorted and separated the five with the lowest price. They five lowest priced are:

<u>NAME</u>	<u>DIV</u>	<u>PRICE</u>
Union Carbide	\$0.75	\$19
Woolworth	\$1.16	\$27 1/4
DuPont	\$1.76	\$47 3/8
Philip Morris	\$2.60	\$48 1/8
IBM	\$2.16	\$48 1/4

But this is not necessarily the final list. Dividends can change and prices too. IBM has already cut it's dividend once, and one more could cut it right off our list. In July of 1992 IBM sold for \$100 per share. Something new could fall in price in 1993 right onto our list. We never know until it happens.

This preliminary 1994 list is very different from our 1993 list. Only Union Carbide is on both. If we are to continue to Beat the Dow, it looks like we will have to do some selling and buying.

My plan for our meetings this fall is to continue what has worked well for us so far. We need to talk about what to sell and when. We need to talk about what to buy and when. All are welcome to join the discussion. I want to point out that an Apple II can run a spreadsheet too. In fact, I used one with a spreadsheet called VisiCalc, I think, years ago. About 1977? And I'm doing basically the same thing now on the Mac with Excel. And I'm told even the Intel machines can run Excel now too. So, we don't discriminate. Come one, Come all.

We meet in the WAP office on the 2nd Thursday of each month at 7:30.

PS—Our Journal has won a "Best Publication" award. Congratulations to our very helpful Debbie Hoyt, Editor of the Journal. She's the wonderfully encouraging person at the other end of the phone line when our TCS refuses to accept my column, garbles my words, or decides I am an intruder and throws me off the system! Thanks, Debbie!



Women's SIG

by Nancy Seferian and Lawrence Charters

If there was a common theme to the last two Women's SIG meetings (May 20, 1993 and July 15, 1993), it was camaraderie, and possibly food. Both meetings were blessed by good attendance, by men and women, and both were also blessed by good food, compliments of Grace Gallagher.

Things Macintosh

The May meeting was a general exploration of "things Macintosh," with Lawrence Charters (currently the Pi's Vice President-Macintosh) as special guest. There was no set agenda for the evening; the format consisted of members asking questions about the Macintosh, and Lawrence offering answers. Two general attitudes were immediately apparent:

- Macintosh users may not be able to wring the last ounce of performance out of any given program, but this isn't usually troubling. For the most part, users are content to discover new features and capabilities as the need arises, or as curiosity strikes.
- "Configuration" issues, on the other hand, are common annoyances. Users depend on their Macs to perform consistently and reliably, and are frustrated when problems crop up. Knowing that the problem is rooted in some configuration issue (how the System software was installed, what extensions are loaded, how certain peripherals are attached) does not lessen the frustration, though

it does tend to give it more focus.

After a time, virtually all discussion revolved around configuration issues, and some general suggestions and comments were offered:

- If at all possible, use System 7, preferably System 7.1. Most modern software (anything released in the last two years) either requires System 7, or works best under System 7. System 7.1, in addition to fixing a few bugs, also reduces configuration problems through the way it handles fonts (see below).
- Add as much memory and disk space as you can afford. Accelerators and other “enhancements” are not nearly as cost-effective as having abundant memory and storage space.
- When you install System 7, do *not* install it on a computer that already has a System Folder. It is best to do a “clean install” by first removing the old System Folder. If necessary, “rescue” any fonts and other goodies from the old System Folder and store them away somewhere before removing the old System.
- Run, do not walk, to your favorite bookstore and purchase a copy of *The Little Mac Book*, third edition, by Robin Williams (Peachpit Press, 1993). This is the best one-volume reference on the Macintosh, small enough to actually read yet well-indexed for quick skimming (see the review “Thrice Upon a Little Mac Book,” in the May *Journal*).
- If all else fails, turn off all extensions. By far the most common cause of “my Macintosh isn’t working” problems is a conflict caused by extensions

(control panels, extensions, and other things lurking in the System folder). If you are using System 7, you can prevent all extensions from loading by merely holding down the Shift key while starting, or restarting, your Macintosh. For greater control, purchase Now Utilities 4.0, which has a superb Startup Manager utility as part of the package.

Aside from general configuration problems, the most common questions dealt with fonts. Fonts are both a blessing and a curse on a Macintosh, a blessing in that they give the user far greater freedom of expression with the printed word, and a curse in that there are *four* common font formats. In addition to screen fonts (bitmapped fonts), there are TrueType fonts, PostScript fonts (with and without ATM, Adobe Type Manager), and Hewlett-Packard DeskWriter fonts.

It is a Really Good Idea to limit yourself to *one* type of scalable font. While TrueType, PostScript (with ATM) and DeskWriter fonts will all print beautiful, smooth text in virtually any size, it is not a good idea to use all three at once. Or even two of the three.

- First suggestion: toss the DeskWriter fonts, if you have a DeskWriter. Even the folks at Hewlett-Packard who designed the DeskWriter tend to use ATM and PostScript fonts *or* TrueType fonts.
- Second suggestion: use either TrueType fonts *or* PostScript fonts with ATM. If you don’t have a PostScript printer, you may find TrueType fonts are all you’ll need. Several different families are included with System 7, and hundreds more are available commercially, or as ShareWare.
- If you have a PostScript printer,

use ATM 3.0 and PostScript fonts. ATM can be purchased as part of a font package from most software retailers and mail order houses. It can also be purchased for a small handling fee (with a very limited set of fonts) direct from Adobe. There are thousands of PostScript fonts available commercially or as ShareWare.

- If you use TrueType fonts, *don’t* use PostScript fonts. If you use PostScript fonts, *don’t* use TrueType fonts. Mixing the two tends to be confusing at a minimum, and frustrating if you move documents between different machines with different configurations.
- Use System 7.1. With this version of the operating system, Apple has introduced a Font Folder, and this folder greatly simplifies font installation: just grab your font files and dump them on the System folder. The Mac will cheerfully store them in the Font Folder without further assistance.

The final question of the evening dealt with the time and subject of the next meeting. The time was set for July 15, and the subject selected was:

Wet T-Shirts

To be honest, the *real* topic was using the computer to create designs for printing on T-shirts. But a large number of people, SIG members and non-members, saw great marketing possibilities in linking the Women’s SIG with *wet* T-shirts.

Reality was just as entertaining as fantasy. After an excellent meal prepared by Grace Gallagher, Grace didn’t even pause before assuming the role of presenter. The key elements to getting a design on a T-shirt appear to be:

- creating a design. Words, especially in a nice font with a



dash of color, are often more than enough. Add a bit of clip-art to make things interesting. Note: because they print nicely in large sizes, TrueType and PostScript fonts work best.

- printing the design. Grace used an ImageWriter II dot-matrix printer with a special wax ribbon cartridge to print on a thermal transfer paper. A critical step: the design must be "flipped" so that a mirror image is printed on the transfer paper.
- high-quality T-shirts with a nice, tight weave. Light, cheap T-shirts with a loose weave don't work nearly as well.
- a heat source to transfer the design from paper to shirt. An iron works fine, but Grace used a thermal press, found in almost any school audio-visual lab or art room.

Aside from the wax ribbons and transfer paper, very little is required in the way of "special" equipment. In fact, since an ImageWriter works equally well with an Apple II or a Macintosh, the computer you use isn't too important. Since TrueType works only on an Apple IIGS or Macintosh, and ATM only on a Macintosh, printing oversized text is best left to these machines. Also, not all graphics programs have the ability to create a mirror image of a design, so this is also a consideration.

The Women's SIG will meet again on Thursday, October 21, when the topic will be CD-ROMs. Call Grace Gallager if you plan to attend (703) 222-4570 (it's a Metro line, so no need to dial 1), so we can plan the food. We'll meet at 6:00 PM for an hour of dinner and conversation, followed by the presentation and talk about CD-ROMs, and anything else we want to talk about :)

NOVA Mac & Apple II Educators' SIG

by Pat Fauquet

Thanks to all of you who made the June meeting of the NOVA Ed SIG such a success. We had 52 people in attendance, even though it was the first (or second) week of school vacation for teachers! Barbara DelBove of Claris was impressed with the turn-out and promises to bring more exciting Claris demos our way. She was an enthusiastic presenter with a great deal of knowledge to share.

ClarisWorks 2.0 certainly looks impressive. Among the new features are a paint module with filters available for shading and the ability to work with perspective. In the word processing module they have added the ability to use seven different outline formats. In the communications module there is now a "phone list" for storing frequently called numbers. More mathematical functions have been added to the spreadsheet module, and there are several more chart types in the databases. A totally new feature is the presentation module. It is possible to make screens using all the features of the program and then to link the screens into a "slide show" with timed transitions between each slide. In the spell checker, available in all modules (even paint and draw) it is now possible to check an individual word or a selected section.

Linking all this together is a new floating palette of tools that can be customized for each module. Within the palette is the macro-building feature of the program. You can create, edit, name, and make an icon to represent your macro. Then you can add it to the wide range of existing tools available on the palette.

With the release of each software upgrade comes the question: "Is this a must buy or should I wait for the next upgrade. This one qualifies as a "Must Buy."

We will be looking at telecommunications projects for the new school year at our August 25 meeting. Please look around on the various education bulletin boards for projects which sound interesting. Either bring several printed copies of the details, or bring them on disk. Bring a formatted disk to collect the details of projects which interest you. Our meeting will be held at Walnut Hill at 7:30 p.m. It is located at 7423 Camp Alger Avenue in Falls Church. From the Beltway, take the Route 50 East exit. Proceed to Graham Road and make a right turn. Go about one mile and make a right on Camp Alger Avenue. The Walnut Hill center is located on the left side of the road.

Beginning in September, we will be meeting on the third Monday evening of each month at Chapel Square at 7:30.

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July General Meeting Summary

by Lawrence I. Charters,
Vice President-Macintosh

Summer may be upon us, but a large crowd turned out at Northern Virginia Community College in Annandale for the July 24 General Meeting. The highlights included an award for the Pi, adoption of a budget, and presentations by Mannesmann Tally Corp., and Claris Corp.

Before the meeting opened, a PowerPoint "slide show" cycled continuously, showing upcoming meeting topics and dates. Interspersed with the text were full-page images of penguins. These penguins were provided by Dennis Dimick who, in response to a short-notice request, traveled to darkest Silver Spring and photographed the mural on the Silver Spring Metro Station. He then scanned the 35 mm slides, and I used these images in the "slide show."

Why penguins? With any luck, you'll see the answer over the next month or two. "Coming soon!"

After an opening question and answer session on "things Macintosh," conducted by two guys wearing shorts, the more formal portion of the meeting opened with an award presentation. Chris Bastian, a Pi member (and currently Treasurer of NYMUG), presented Washington Apple Pi with a nice brass award for having the "Best Publication over 32 pages Award" at the Sixth

Annual Intergalactic User Group Officers Conference. Chris was one of the organizers of the conference, sponsored by InfoWorld and Lotus, and dressed for the presentation: he wore shorts. Pi President Lorin Evans accepted the award in similar attire.

Lorin next turned to the FY 1993-94 Pi budget. Like the Federal budget, the Pi has certain fixed expenses (rent, salaries, telephones) and very little discretionary income. So, like the Federal budget, next year's budget will look pretty much like last year's; there will be no grand innovations (at least none requiring money). Lorin's explanation was a bit more involved, and included pie charts (pi charts?) and tables. After a few questions, the membership moved the budget be adopted, and it passed with only one vote opposed.

Gregory Nelson of Mannesmann Tally, wearing a long-sleeved white shirt, tie and slacks, ruined the fashion trend with his presentation. He had no notes, no slides, no pretty pictures, but one great prop: the MOBILEWriter^{PS} (yes, it is written that way), an 8.5 pound, battery-operated, PostScript printer, sporting 300 dpi, 35 Type 1 PostScript fonts, AppleTalk and Centronics parallel ports, dark gray case, etc.

The printer has roughly the same dimensions as a closed PowerBook, and will print 150 pages using thermal print technology on regular paper — nothing special required. It also doesn't require any special software: it will print TrueType fonts, Adobe fonts, and other brand PostScript fonts in any combination, using the standard Apple LaserWriter driver (as far as the Mac is concerned, it is talking to a LaserWriter NT).

On the down side, after his short presentation Greg went out into the lobby—and printed pages using an old Compaq luggable. I invited him back for the September meeting to give another short presentation (he'll try to get permission to *give away a printer*) but told him, "Next time, bring a PowerBook." While the print

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quality was a shock—outstanding!—not too many Mac people were impressed by pages printed from a Compaq.

Next up was Robert Dudley of Claris Corp. Robert also violated the ground rules on dress by wearing slacks, though he offered to take off his polo shirt (there didn't seem to be any interest). Robert gave a decent demonstration of MacWrite Pro, focusing on the ease of use features compared with other word processors (meaning Microsoft Word). The interface is unquestionably superior, with some great innovations, and the word processor is quite small: my entire MacWrite Pro folder is less than a megabyte in size, including sample documents. Even after tossing in the stuff Claris installs in the System Folder, it is still far smaller than the seven megabytes required by Word 5.1, for example. On the downside, MacWrite Pro crashed toward the end of the demonstration.

Robert then gave a brief demonstration of Retrieve It!, a file-finding utility marketed under the Claris Clear Choice program. Claris Clear Choice repackages and markets programs (utilities and applications) developed outside of Claris but in a Claris box with Claris clout. Unlike On Location, for example, Retrieve It! does not require an extensive index; files can be found "on the fly" with no advance preparation.

What can you find? Basically, you can find text: a file name, or text inside a resource fork, or text inside a data fork, or in either kind of fork. Once found, the file can be viewed, or opened. Extensive searches can be done in the background, and you can specify such details as AND, OR, NOT, BEFORE, NEAR, and WITHIN 25 CHARACTERS OF.

Julie Visnich, also of Claris, closed the meeting in proper fashion: wearing shorts and a T-shirt. (She also was the consensus choice for having the best legs.) A true Mac person, she

rode her bicycle to the meeting, with her PowerBook in her backpack. On the other hand, we could not get the PowerBook's video-out port to work with the projection system, so her demonstration of the Claris Clear Choice "Power to Go" utility package had to be taken on faith. She held up her PowerBook and pointed the screen at the audience, but in the dimly lit auditorium, not even those in the first row could see anything.

Power to Go appears to be a general PowerBook package: password protection, emergency airport startup, file synchronization, battery management, "find the cursor" and similar goodies to make life on a battery easier. Now if it also made the video cable work, they'd have a winner!

Next month: the annual Games SIG presentation, a multi-platform games extravaganza which promises to be graphic and glorious. Plus a surprise.

Drawing Winners

- Claris: Power to Go—Melissa Sprott
- Claris: Retrieve It!—R. Clifton Bailey
- Claris: Brush Strokes—Herbert Foster
- Claris: MacWrite Pro—Wilmer J. Whetzel, Jr.
- BMUG: BMUG T-shirt—Ken Kessler
- Que Software: Right Writer—Jan Bailey
- Peachpit Press: Little Mac Book, 3rd Ed.—Grady Houseknecht
- Peachpit Press: Art of Darkness—Lauri Rohn
- Peachpit Press: Peachpit Press T-shirt—Gary Mannering
- Symantec: GreatWorks—Temple Darry
- Falcon Microsystems: Mousepad and wristpad—Frank Potter

Supporting Cast

- Projection Panel: Proxima Ovation, loaned by Proxima
- Setup: Tom Witte and Bill Wydro
- Penguins: Dennis Dimick
- Mac IICI: donated by Falcon Microsystems
- Hard disk: La Cie ZFP-105Q, loaned by Kathleen Charters



Apple IIGS and Macintosh Tutorials

Volunteers and Instructors

The Washington Apple Pi is always on the look out for teachers. 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 the office if there is a subject that you are qualified to teach.

I am very pleased with the response to our requests for volunteers. We have a very bright and enthusiastic group of volunteers working to bring you the best possible classes and programs. We encourage and welcome additional support for the training program. Graphic designers, desktop publishers, and illustrators—we could use your help in promoting our program with brochures and fliers. For further information call Beth Medlin at the Pi office, 301-654-8060.

Apple IIGS Tutorials

The Apple IIGS Tutorials are an introductory three-part series for the novice or the “player” who wants to learn more. We ask that you take all three classes in sequence and in the same month because the IIGS classes are not offered every month. Space is limited to six students, so please register early.

Introduction To AppleWorks 3.0 (Course #AW10993) For those

with limited experience in AppleWorks 3.0, this will be a basic introduction to the powerful word processing, database, and spreadsheet program. Topics will be based on student needs, i.e., how and when to use special features, menus and commands.

Date: Tues., Sept. 28, 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 # M91393) 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: how to safely turn your Macintosh on and off; what the basic dos and don'ts are; how to understand common Macintosh terminology found in manuals and other documentation; and how the basic components of your Macintosh system, hardware and software, work. You'll also learn why the Macintosh user interface is consistent

across all applications, and how this makes learning and using software easier.

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

Date: Mon., Sept. 13, 7-10 pm.

Introduction to the Macintosh, Part II (Course # M92093) Part II will continue the exploration of the basic components of your Macintosh system, hardware and software. You'll learn more of the dos and don'ts; the finer points of the Menu Bar, Error Messages, Dialog Boxes, Icons, Folders, Keyboard Shortcuts, Scrapbook, and Clipboard will be discussed. You'll learn the basics of installing software, as well as about the Chooser, 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.

Date: Mon., Sept. 20, 7-10 pm.

Introduction to the Macintosh, Part III (Course # M92793) Part III will follow up the concepts in Parts I and II. You will learn more advanced Macintosh skills and terminology; about the system software and using, installing, and updating system files; about managing memory, hard disk space, fonts, sounds, and other resources, the Apple menu, aliases, launching applications, inter-application communications (Publish and Subscribe), and Balloon Help. You'll also learn about how to buy hardware and software, how to upgrade, and what kinds of software are available for your Macintosh.

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

Date: Mon., Sept. 27, 7-10 pm

Maintaining Your Macintosh

π

(Course # OS92993) How to maintain and troubleshoot your Mac. Topics will include: organizing and managing your hard disk; backing up and back-up strategies, archiving, disk formatting, defragmentation and optimization; managing start-up resources (including System 7 extensions or System 6 INIT's); avoiding conflicts and incompatibilities; virus protection; memory management; upgrading or replacing the operating system; system enhancements; customizing software installation; cleaning your mouse; and Macintosh "housekeeping" philosophies.

Date: Wed., Sept. 29, 7-10 pm.

Intermediate Quark XPress (Course #QX20993) This course is designed for people with some working knowledge of QuarkXPress. Using style-sheets and page-grids most efficiently will be covered as will the inclusion of art boxes. Linking, layering, and use of color for interesting effect, and preparing documents for

printing and output by a service bureau will also be included.

Materials Suggested: Your Mac, hard drive, and Quark XPress

Date: Tues., Sept. 14, 7-10 pm, WAP Office.

Advanced Quark XPress (Course #QX30993) This is for the user with some QuarkXPress experience. This course will cover unusual page grids, effective use of non-standard type treatment and interesting uses of both line art and photographic images. We will also discuss newer features such as anchoring of boxes within text, intricate layering of boxes, and blending. If you have samples of unusual projects done in Quark, or projects which you believe could have been done more easily in Quark, please bring them with you for the class to discuss.

Materials Suggested: Your Mac, hard drive, and Quark XPress

Date: Tues., Sept. 21, 7-10 pm, WAP Office.

Other Educational Opportunities

I've listed some training resources to supplement our class schedule. The Pi is not endorsing the listed resources. Call or write me on your training experiences outside the Pi. I am very interested in documenting courses at local schools, colleges, universities, Adult and Continuing Education programs, at the Smithsonian, and any other Macintosh or Apple II training. Any information would be very helpful in this regard.

- Personal Training Systems (828 S. Bascom Avenue, Suite 100, San José, CA 95128): 1-(800)-TEACH-99. Offers a 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. Loudoun Campus (1000 Harry Flood Byrd Highway, Sterling, VA 20164): 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 Mac classes are Computer Graphics I and II. Advanced projects and seminars are required for degree students.
- AFI-Apple Computer Center for Film and Videomakers, Los

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

Maine: 1-800-428-7400. State-of-the-art, Mac-based imaging, digital photography, and electronic pre-press. Courses on beautiful Maine campus in the Atelier.

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.

- 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 Mac-based. If you're interested in video, film editing, or production, learning the Avid system is a good idea. Courses around the country.
- The Sony Video Institute (The 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 Mac. Courses in Hollywood and around the country.
- Dynamic Graphics Educational Foundation: 1-800-255-8800. The "Step-by-Step Graphics"
- Diversified Technographics (formerly Don Thompson Laser Service) Seminars: 1-800-457-5776. Seminars in laser printer repair that are taught at various locations in the area and around the country. Maximum class size is 12 persons. 23072 Lake Center Drive, Suite 100; Lake Forest, CA 92630. 1-800-457-5776.
- The Corcoran School of Arts: 202-628-9484. Courses in Mac color computing, design, illustration, art, and electronic pre-press. Location: Georgetown.
- The Eastman Kodak Center for Creative Imaging, Camden,

Washington Apple Pi Tutorial Registration Form

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

Basic Information

Course Numbers

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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.

Beginning HyperSpeak: The D's

The following are selected excerpts from the on-line Jargon File, version 2.9.9, a comprehensive compendium of hacker slang illuminating many aspects of hackish tradition, folklore, and humor.

As usual with slang, the special vocabulary of hackers helps hold their culture together—it helps hackers recognize each other's places in the community and expresses shared values and experiences. Also as usual, *not* knowing the slang (or using it inappropriately) defines one as an outsider, a mundane, or (worst of all in hackish vocabulary) possibly even a {suit}.

Hackers love word play and are very conscious and inventive in their use of language. Their inventions thus display an almost unique combination of the neotenous enjoyment of language play with the discrimination of educated and powerful intelligence. Further, the electronic media which knit them together are fluid, 'hot' connections, well adapted to both the dissemination of new slang and the ruthless culling of weak and superannuated specimens. The results of this process give us perhaps a uniquely intense and accelerated view of linguistic evolution in action.

dangling pointer: n. A reference that doesn't actually lead anywhere (in C and some other languages, a pointer that doesn't actually point at anything valid). Usually this is because it for-

merly pointed to something that has moved or disappeared. Used as jargon in a generalization of its techspeak meaning; for example, a local phone number for a person who has since moved to the other coast is a dangling pointer.

de-rezz: /dee-rez/ [from 'de-resolve' via the movie "Tron"] (also 'derez') 1. vi. To disappear or dissolve; the image that goes with it is of an object breaking up into raster lines and static and then dissolving. Occasionally used of a person who seems to have suddenly 'fuzzed out' mentally rather than physically. Usage: extremely silly, also rare. This verb was actually invented as *fictional* hacker jargon, and adopted in a spirit of irony by real hackers years after the fact. 2. vt. On a Macintosh, many program structures (including the code itself) are managed in small segments of the program file known as 'resources.' The standard resource compiler is Rez. The standard resource decompiler is DeRez. Thus, decompiling a resource is 'derezzing.' Usage: very common.

death code: n. A routine whose job is to set everything in the computer—registers, memory, flags, everything—to zero, including that portion of memory where it is running (its last act is to stomp on its own "store zero" instruction). Death code isn't very useful, but writing it is an interest-

ing hacking challenge on architectures where the instruction set makes it possible, such as the PDP-8 (it's also been done on the DG Nova). Death code is much less common, and more anti-social, on modern multi-user machines. It was very impressive on earlier hardware that provided front panel switches and displays to show register and memory contents, esp. when these were used to prod the corpse to see why it died.

Death Star: [from the movie "Star Wars"] 1. The AT&T corporate logo, which appears on computers sold by AT&T and bears an uncanny resemblance to the 'Death Star' in the movie. This usage is particularly common among partisans of {BSD} UNIX, who tend to regard the AT&T versions as inferior and AT&T as a bad guy. Copies still circulate of a poster printed by Mt. Xinu showing a starscape with a space fighter labeled 4.2 BSD streaking away from a broken AT&T logo wreathed in flames. 2. AT&T's internal magazine, 'Focus,' uses 'death star' for an incorrectly done AT&T logo in which the inner circle in the top left is dark instead of light—a frequent result of dark-on-light logo images.

DEChad: /dek'hed/ n. 1. A DEC {field servoid}. Not flattering. 2. [from 'deadhead'] A Grateful Dead fan working at DEC.

deep space: n. 1. Describes the notional location of any program that has gone {off the trolley}. Esp. used of programs that just sit there silently grinding long after either failure or some output is expected. "Uh oh. I should have gotten a prompt ten seconds ago. The program's in deep space somewhere." Compare {buzz}, {catatonic}, {hyperspace}.

2. The metaphorical location of a human so dazed and/or confused or caught up in some esoteric form of {bogosity} that he or she no longer responds coherently to normal communication. Compare {page out}.

defenestration: [from the traditional Czechoslovak method of assassinating prime ministers, via SF fandom] n. 1. Proper karmic retribution for an incorrigible punster. "Oh, ghod, that was *awful*!" "Quick! Defenestrate him!" 2. The act of exiting a window system in order to get better response time from a full-screen program. This comes from the dictionary meaning of 'defenestrate,' which is to throw something out a window. 3. The act of discarding something under the assumption that it will improve matters. "I don't have any disk space left." "Well, why don't you defenestrate that 100 megs worth of old core dumps?" 4. [proposed] The requirement to support a command-line interface. "It has to run on a VT100." "Curses! I've been defenestrated!"

dehose: /dee-hohz/ vt. To clear a {hosed} condition.

delint: /dee-lint/ v. To modify code to remove problems detected when {lint}ing. Confusingly, this is also referred to as 'linting' code.

demented: adj. Yet another term of disgust used to describe a program. The connotation in this case is that the program works as designed, but the design is bad. Said, for example, of a program that generates large numbers of meaningless error messages, implying that it is on the brink of imminent collapse. Compare {wonky}, {bozotic}.

depeditate: /dee-ped*-tayt/ [by (faulty) analogy with 'decapitate'] vt. Humorously, to cut off the feet of. When one is using some com-

puter-aided typesetting tools, careless placement of text blocks within a page or above a rule can result in chopped-off letter descenders. Such letters are said to have been depeditated.

Devil Book: n. 'The Design and Implementation of the 4.3BSD UNIX Operating System,' by Samuel J. Leffler, Marshall Kirk McKusick, Michael J. Karels, and John S. Quarterman (Addison-Wesley Publishers, 1989)—the standard reference book on the internals of {BSD} UNIX. So called because the cover has a picture depicting a little devil (a visual play on {daemon}) in sneakers, holding a pitchfork (referring to one of the characteristic features of UNIX, the 'fork(2)' system call).

diddle: 1. vt. To work with or modify in a not particularly serious manner. "I diddled a copy of {ADVENT} so it didn't double-space all the time." "Let's diddle this piece of code and see if the problem goes away." See {tweak} and {twiddle}. 2. n. The action or result of diddling. See also {tweak}, {twiddle}, {frob}.

die horribly: v. The software equivalent of {crash and burn}, and the preferred emphatic form of {die}. "The converter choked on an FF in its input and died horribly."

dirty power: n. Electrical mains voltage that is unfriendly to the delicate innards of computers. Spikes, {drop-outs}, average voltage significantly higher or lower than nominal, or just plain noise can all cause problems of varying subtlety and severity (these are collectively known as {power hit}s).

do protocol: [from network protocol programming] vi. To perform an interaction with somebody or something that follows a clearly defined procedure. For example,

"Let's do protocol with the check" at a restaurant means to ask for the check, calculate the tip and everybody's share, collect money from everybody, generate change as necessary, and pay the bill. See {protocol}.

doco: /do'koh/ [orig. in-house jargon at Symbolics] n. A documentation writer. See also {devo} and {mango}.

documentation: n. The multiple kilograms of macerated, pounded, steamed, bleached, and pressed trees that accompany most modern software or hardware products (see also {tree-killer}). Hackers seldom read paper documentation and (too) often resist writing it; they prefer theirs to be terse and on-line. A common comment on this is "You can't {grep} dead trees." See {drool-proof paper}, {verbiage}.

dongle: /dong'gl/ n. 1. A security or {copy protection} device for commercial microcomputer programs consisting of a serialized EPROM and some drivers in a D-25 connector shell, which must be connected to an I/O port of the computer while the program is run. Programs that use a dongle query the port at startup and at programmed intervals thereafter, and terminate if it does not respond with the dongle's programmed validation code. Thus, users can make as many copies of the program as they want but must pay for each dongle. The idea was clever, but it was initially a failure, as users disliked tying up a serial port this way. Most dongles on the market today (1991) will pass data through the port and monitor for {magic} codes (and combinations of status lines) with minimal if any interference with devices further down the line—his innovation was necessary to allow daisy-chained

π

dongles for multiple pieces of software. The devices are still not widely used, as the industry has moved away from copy-protection schemes in general. 2. By extension, any physical electronic key or transferrable ID required for a program to function. See {dongle-disk}.

dongle-disk: /don'gl disk/ n. See {dongle}; a 'dongle-disk' is a floppy disk with some coding that allows an application to identify it uniquely. It can therefore be used as a {dongle}. Also called a 'key disk.'

doorstop: n. Used to describe equipment that is non-functional and halfway expected to remain so, especially obsolete equipment kept around for political reasons or ostensibly as a backup. "When we get another Wyse-50 in here, that ADM 3 will turn into a doorstop." Compare {boat anchor}.

double bucky: adj. Using both the CTRL and META keys. "The command to burn all LEDs is double bucky F."

This term originated on the Stanford extended-ASCII keyboard, and was later taken up by users of the {space-cadet keyboard} at MIT. A typical MIT comment was that the Stanford {bucky bits} (control and meta shifting keys) were nice, but there weren't enough of them; you could type only 512 different characters on a Stanford keyboard. An obvious way to address this was simply to add more shifting keys, and this was eventually done; but a keyboard with that many shifting keys is hard on touch-typists, who don't like to move their hands away from the home position on the keyboard. It was half-seriously suggested that the extra shifting keys be implemented as pedals; typing on such a keyboard would be very much

like playing a full pipe organ. This idea is mentioned in a parody of a very fine song by Jeffrey Moss called "Rubber Duckie," which was published in 'The Sesame Street Songbook' (Simon and Schuster 1971, ISBN 671-21036-X). These lyrics were written on May 27, 1978, in celebration of the Stanford keyboard:

Double Bucky: Double bucky, you're the one! You make my keyboard lots of fun. Double bucky, an additional bit or two: (Vo-vo-de-o!) Control and meta, side by side, Augmented ASCII, nine bits wide! Double bucky! Half a thousand glyphs, plus a few! Oh, I sure wish that I Had a couple of Bits more! Perhaps a Set of pedals to Make the number of Bits four: Double double bucky! Double bucky, left and right OR'd together, outta sight! Double bucky, I'd like a whole word of Double bucky, I'm happy I heard of Double bucky, I'd like a whole word of you!—The Great Quux (with apologies to Jeffrey Moss)

[This, by the way, is an excellent example of computer {filk}—ESR] See also {meta bit}, {coke bottle}, and {quadruple bucky}.

double DECKers: n. Used to describe married couples in which both partners work for Digital Equipment Corporation.

DPB: /d*-pib/ [from the PDP-10 instruction set] vt. To plop something down in the middle. Usage: silly. "DPB yourself into that couch there." The connotation would be that the couch is full except for one slot, just big enough for you to sit in. DPB means 'DePosit Byte,' and was the name of a PDP-10 instruction that inserts some bits into the middle of some other bits. This usage has been kept alive by the Common LISP function of the same name.

Dragon Book: n. The classic text 'Compilers: Principles, Techniques and Tools,' by Alfred V. Aho, Ravi Sethi, and Jeffrey D. Ullman (Addison-Wesley 1986; ISBN 0-201-10088-6), so called because of the cover design featuring a dragon labeled 'complexity of compiler design' and a knight bearing the lance 'LALR parser generator' among his other trappings. This one is more specifically known as the 'Red Dragon Book' (1986); an earlier edition, sans Sethi and titled 'Principles Of Compiler Design' (Alfred V. Aho and Jeffrey D. Ullman; Addison-Wesley, 1977; ISBN 0-201-00022-9), was the 'Green Dragon Book' (1977). (Also 'New Dragon Book,' 'Old Dragon Book.')

The horsed knight and the Green Dragon were warily eyeing each other at a distance; now the knight is typing (wearing gauntlets!) at a terminal showing a video-game representation of the Red Dragon's head while the rest of the beast extends back in normal space. See also {{book titles}}.

droid: n. A person (esp. a low-level bureaucrat or, service-business employee) exhibiting most of the following characteristics: (a) na"ive trust in the wisdom of the parent organization or 'the system'; (b) a propensity to believe obvious nonsense emitted by authority figures (or computers!); blind faith; (c) a rule-governed mentality, one unwilling or unable to look beyond the 'letter of the law' in exceptional situations; and (d) no interest in fixing that which is broken; an "It's not my job, man" attitude.

Typical droid positions include supermarket checkout assistant and bank clerk; the syndrome is also endemic in low-level government employees. The implication

is that the rules and official procedures constitute software that the droid is executing. This becomes a problem when the software has not been properly debugged. The term 'droid mentality' is also used to describe the mindset behind this behavior. Compare {suit}, {marketroid}; see {-oid}.

drool-proof paper: n. Documentation that has been obsessively {dumbed down}, to the point where only a {cretin} could bear to read it, is said to have succumbed to the 'drool-proof paper syndrome' or to have been 'written on drool-proof paper.' For example, this is an actual quote from Apple's LaserWriter manual: "Do not expose your LaserWriter to open fire or flame."

drop-ins: [prob. by analogy with {drop-outs}] n. Spurious characters appearing on a terminal or console as a result of line noise or a system malfunction of some sort. Esp. used when these are interspersed with one's own typed input. Compare {drop-outs}.

drop-outs: n. 1. A variety of 'power glitch' (see {glitch}); momentary 0 voltage on the electrical mains. 2. Missing characters in typed input due to software malfunction or system saturation (this can happen under UNIX when a bad connection to a modem swamps the processor with spurious character interrupts). 3. Mental glitches; used as a way of describing those occasions when the mind just seems to shut down for a couple of beats. See {glitch}, {fried}.

drunk mouse syndrome: n. A malady exhibited by the mouse pointing device of some computers. The typical symptom is for the mouse cursor on the screen to move in random directions and

not in sync with the motion of the actual mouse. Can usually be corrected by unplugging the mouse and plugging it back again. Another recommended fix for optical mice is to rotate your mouse pad 90 degrees.

At Xerox PARC in the 1970s, most people kept a can of copier cleaner (isopropyl alcohol) at their desks. When the steel ball on the mouse had picked up enough {cruft} to be unreliable, the mouse was doused in cleaner, which restored it for a while. However, this operation left a fine residue that accelerated the accumulation of cruft, so the dousings became more and more frequent. Finally, the mouse was declared 'alcoholic' and sent to the clinic to be dried out in a CFC ultrasonic bath.

dusty deck: n. Old software (especially applications) which one is obliged to remain compatible with (or to maintain). The term implies that the software in question is a holdover from card-punch days. Used esp. when referring to old scientific and {number-crunching} software, much of which was written in FORTRAN and very poorly documented but is believed to be too expensive to replace. See {fossil}.

DWIM: /dwim/ [acronym, 'Do What I Mean'] 1. adj. Able to guess, sometimes even correctly, the result intended when bogus input was provided. 2. n., obs. The BBNLISP/INTERLISP function that attempted to accomplish this feat by correcting many of the more common errors. See {hairy}. 3. Occasionally, an interjection hurled at a balky computer, esp. when one senses one might be tripping over legalisms (see {legalese}).

Warren Teitelman originally wrote DWIM to fix his typos and spelling errors, so it was somewhat idiosyncratic to his style, and would often make hash of anyone else's typos if they were stylistically different. This led a number of victims of DWIM to claim the acronym stood for 'Damn Warren's Infernal Machine!'

In one notorious incident, Warren added a DWIM feature to the command interpreter used at Xerox PARC. One day another hacker there typed 'delete *\$' to free up some disk space. (The editor there named backup files by appending '\$' to the original file name, so he was trying to delete any backup files left over from old editing sessions.) It happened that there weren't any editor backup files, so DWIM helpfully reported '*\$ not found, assuming you meant 'delete *.' It then started to delete all the files on the disk! The hacker managed to stop it with a {Vulcan nerve pinch} after only a half dozen or so files were lost.

The hacker later said he had been sorely tempted to go to Warren's office, tie Warren down in his chair in front of his workstation, and then type 'delete *\$' twice.

DWIM is often suggested in jest as a desired feature for a complex program; it is also occasionally described as the single instruction the ideal computer would have. Back when proofs of program correctness were in vogue, there were also jokes about 'DWIMC' (Do What I Mean, Correctly). A related term, more often seen as a verb, is DTRT (Do The Right Thing); see {Right Thing}.

Artists on exhibit

by Ann Aiken

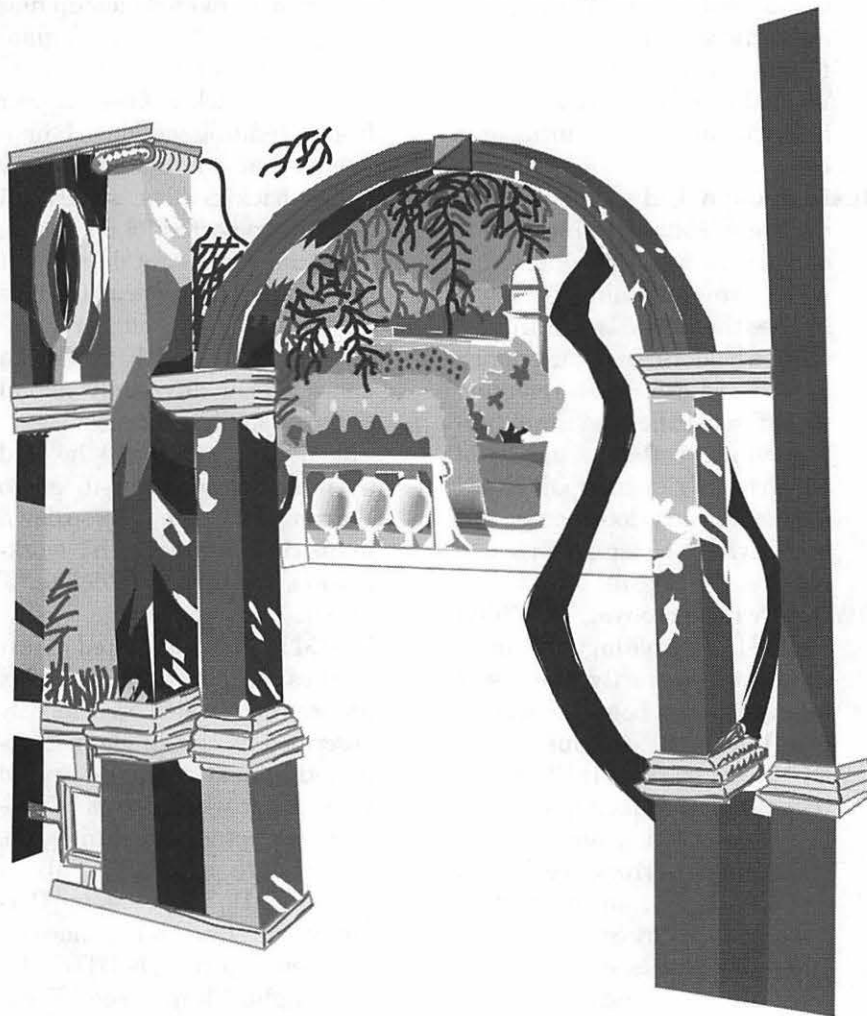
This column will look at the art and artists of Washington Apple Pi and the techniques and tools used to create the art.

Artist Info: Gail McElhaney Feser, originally from Dunkirk, NY, graduated from State University at

Buffalo in Biology with a Fine Art minor. She currently is a Research Associate in the Department of Microbiology at Georgetown University School of Medicine.

Tools: Mac IICI, Adobe Illustrator, PhotoShop.

Techniques: "Since I'm self-

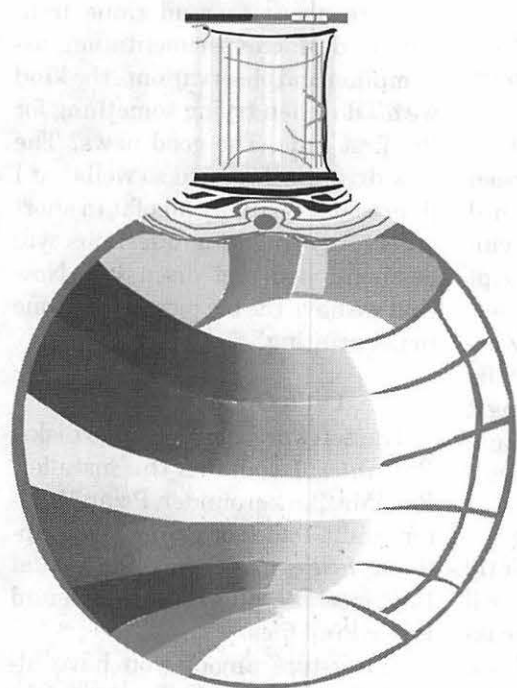


Adapted from JARDINERE by Linda Bastian
(work in progress)



taught on the computer, I tend to have unorthodox methods while trying to create watercolors, pastels, and other fine art approaches. Most of these are my learning pieces. Some of these images were taken from postcards that I had because I find it hard to be creative and learn techniques at the same time.

"I liked working on the *Garden Scene*, which was adapted from 'Jardinere' by Linda Bastian because of the many views and horizons within it. I was trying to get the delicacy of a watercolor by working with the light effects. I had to be careful not to create 'mud' the same as in watercolor painting. If I used too many colors, it would only create confusion. I had to pick a few things that would best say what illusion I was trying to create. I mixed my own colors from

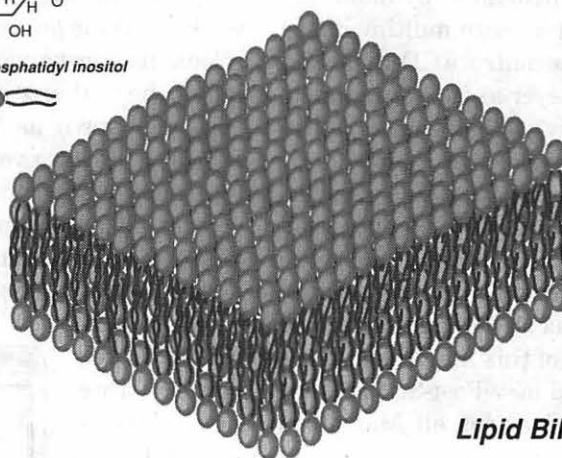
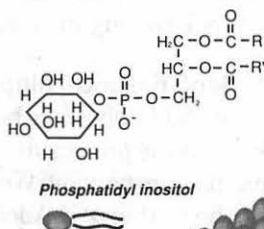


Adaption from Sir Isaac Newton (*Optics*)
 Reproduction of stamp design by Sara Godwin,
 issued by The Post Office on 24 March 1987.
 London, England.
 (work in progress)

Process for this because I wasn't aware of the Pantone selection available to me at the time! It was a great way to learn about color and the piece was a good exercise in perspective. I tried to create the illusion of depth with color, and I made my own guide lines by drawing a normal line and turning it into a guide line. Most of it was drawn with the pen tool. I found it very helpful to choose one small area at a time, which I then blew up to work on. This way I didn't create problems with other parts of the drawing. The leaves in the foreground were drawn with the freehand tool,

using varying widths. Some of the shading was also done with the free-hand tool.

"On the *Beaker* I had to create the look of a pastel drawing. Again I pulled a section out of the whole in order to work on it separately. I had to use a lot of blends. In trying to create glass and reflection areas, I found working with



Lipid Bilayer

greys and lines to be very effective. I used the freehand and pen tools most. It was hard to get the subtle colors and flow that you get by hand. I began with the circle tool and continued to create the basic geometric shapes. The neck is all drawn with the freehand tool using lines and greys. Again I made my own curved guide lines for the areas of color bands. Each color band is made up of several areas of blend.

"The *Lipid Bilayer/Membrane* was totally made up of a single unit illustration of a molecule (shown in the upper left). It was a great learning tool and I found it quite hard to achieve the correct perspective. First I formed a mat with the duplicated molecules on the top, and then I reversed them for the bottom layer. I eventually duplicated entire rows of them at a time. They are positioned like a sandwich. I found working entirely in a drawing program to be helpful while rendering the chemical

formulas.
 "The *Florentine Border* was drawn totally with the pen tool to create the curved lines. I magnified it while drawing to better see what I was doing. I used several mirror images to create the whole border and again used guide lines to get it squared off right. I worked color areas in with the pen tool and added extra flourishes for detail."



Welcome to the Next Level

by Ken Gruberman

When was the last time you actually gasped in amazement while using a new Mac software program for the first time? The "oh geez! I can't believe this... honey, come here, quick—you gotta see this!" response. Know what I mean now?

I can count those times on the fingers of one hand. Of course there was the first time I used MacWrite and MacPaint, the first time I realized that I could publish sheet music on the Mac instead of by hand, my first encounters with multimedia as I saw the Mac control a CD-ROM and laser disc player at the same time... and the giddy goofball wonder of Kid Pix. (My good friend Marty Safir would undoubtedly say his number-one was the first time he used Photoshop!) Now it's time to go to the fingers of my other hand, because lightning has struck again and the perpetrator of this magic is Adobe's long-awaited new Post-Script Level 2 printer driver for all Macintosh models.

Huh? What did he say? A printer driver? That doesn't sound very exciting, especially when compared to the previously-mentioned examples. Agreed, but that's exactly why it caught me so off-guard. Think about it... that familiar page setup and print dialog box that we all see every day has been with the Macintosh, virtually unchanged, since the very beginning. Now, all of a sudden, it's all new and different... and quite impressive!

Years in the works, the highly anticipated software promised to speed up all Macintosh printers by several hundred percent, depending on vintage, and would bring PostScript Level 2 functionality to the masses. It does all this and more, partly because it is an entire "re-think" of the whole printing process. After using it for a couple of days, I can understand why it took so long in getting here.

Making a Good Thing Beta

Apple and Adobe have been jointly working on the project, and each will release it's own version. We'll be looking at the authorized Adobe release version, known as "Adobe Printer Driver-PSPrinter version 8" according to the Adobe Installer's splash screen. That's an important fact as beta copies of the software have been floating around the general Mac developer community for some time now. Therefore, I'll reiterate: *This is the real thing.*

Because I'm "jumping the gun" a bit (the product, as of this writing, still hasn't been officially released), this article will be

of the "first look" variety as opposed to a full-blown review. I can't be sure exactly when the product will be released (it could already be out by the time you read this) or if it is free or not, or even what kind of documentation comes with it; the observations you are about to read came from standard Mac experimentation, assumption and observation... the kind we all do when trying something for the first time. The good news? The new driver is designed so well that I figured out virtually all of it in short order. Any lingering questions will be mentioned and discussed. Now that we have the big picture, it's time to get printing!

Let's Go for a Drive

The software comes on two disks: *PSPrinter 1* contains the installer, ReadMe, Backgrounder, Print-Monitor, and a folder of Printer Descriptions. *PSPrinter 2* has the actual PSPrinter file, plus LaserWriter and Laser Prep files.

The astute among you have already figured out that the new driver works with System 6.0.7 as well as System 7, as Backgrounder and Laser Prep files were eliminated under System 7. The software won't work with anything less than 6.0.7, but

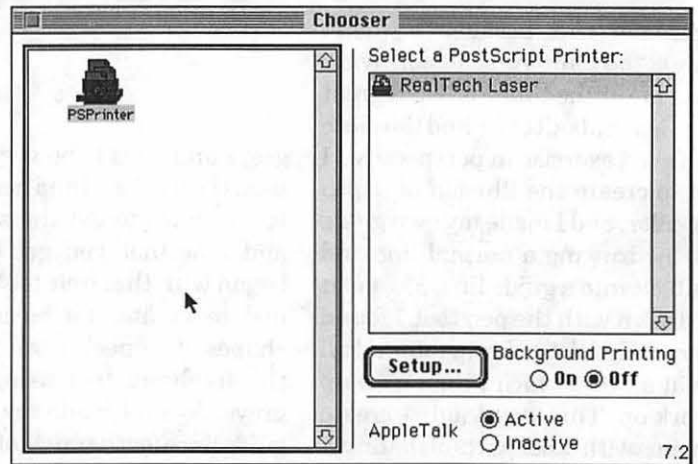


Figure 1.



will work on any Macintosh model that can run 6.0.7 or above. Upon "getting info" on the version of TeachText included on the disk, as well as the "System 6" files, you see that the actual system software version they sport is 6.0.8... the last System 6 variant released before going to 7. The testing was done on my home setup:

Quadra 700 running System 7.1 and a Data Products (aka RealTech) LZR 960 PostScript Level 2 laser printer. (Now you know why I stay home a lot!)

If you're running System 7.1, the installer will not remove your regular LaserWriter print driver or PrintMonitor; if you're running either System 7 or 7.0.1 you may want to install the 7.1.2 version of LaserWriter that comes on the disk. The Laser Prep, Backgrounder and PrintMonitor files on the disks are strictly for System 6 users... System 7 people should leave their PrintMonitors alone. What *will* be installed is a new printer driver, called "PSPrinter," which resides in your Extensions folder, as well as another folder next to it called "Printer Descriptions." The PPSpinner file and LaserWriter file will peacefully co-exist in your Chooser.

Choosing the Future

The first stop after installing is the Chooser, as it is after *any* system install. Right away, though, you'll be treated to a new experience—the start of many. Assuming your printer is on and properly connected, you click on the PPSpinner icon and wait for the printer's name to appear on the right-hand side. But what's this? A new button has appeared called "Set Up," right next to the background printing buttons. (See Figure 1)

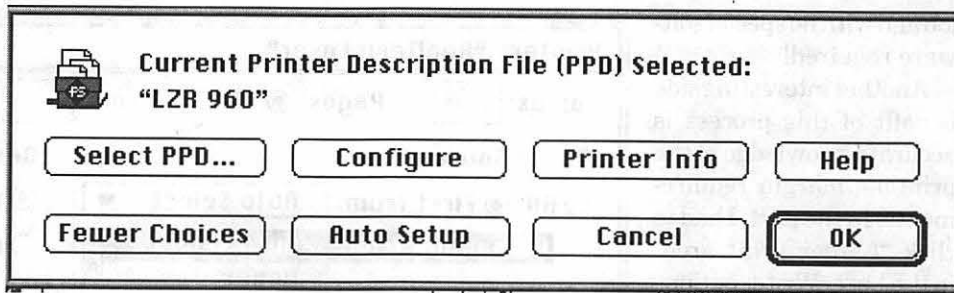


Figure 2.

This Set Up function is one of the key features of the new driver and is what gives the new driver its super-functionality.

Adobe and Apple worked with virtually every major printer manufacturer to gather detailed information on their various printer models and what capabilities they possessed, then created individual "setup" files on them. The software comes with 49 PD's from 18 different manufacturers including the entire Apple Laser line past and present. New PD's will be shipped with the machines as well as uploaded to online services.

Granted, this idea isn't exactly new because Aldus has been using something like it for its own printer driver since PageMaker was young, but this is the first time the concept has been applied on a systemic level. Because it's completely integrated into system software, the results are more

satisfying... especially for me. You see, my printer came with its own custom files to provide "hooks" into the LaserWriter driver. I had to use a system extension (incompatible with several of my regular ones of course) as well as two control panels in order to use my envelope feeder and other special features of my printer. The process was kludgy at best, and I found myself leaving them "turned off" most of the time. But no more! Now, after pressing the Set Up button (see Figure 2) my Mac knows all about my printer... what it can do, and how it can do it. After successfully setting up the printer, a new icon appears next to its name indicating the process was done. I will now be able to print the first page of a letter from my letterhead tray, the following pages from my regular stock tray, and even print an envelope from the feeder... all during the same print

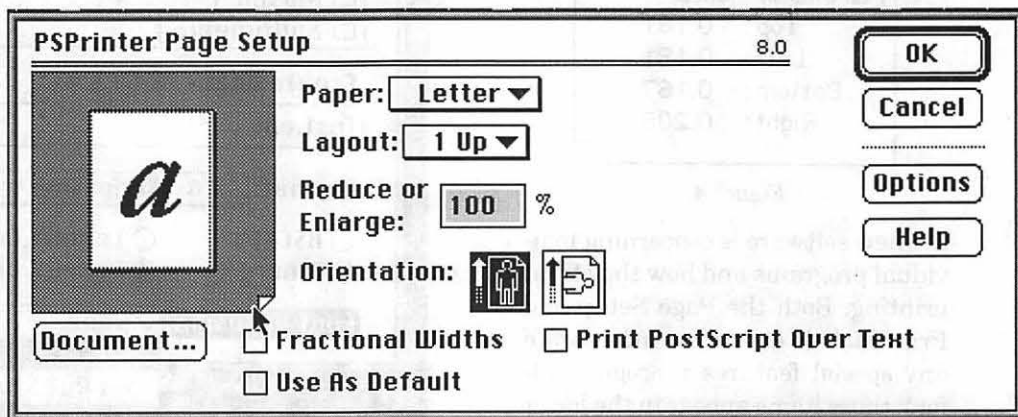


Figure 3.



job and with no special software required!

Another interesting side benefit of this process is accurate knowledge of the printer's margin requirements. In the past, I had to click "Larger print area" in the LaserWriter options box if I wanted TouchBASE to correctly print an envelope with FIM's and bar-coding on it. With PSPrinter, that box is greyed out, but the envelopes print properly anyway. This leads me to believe that "true margins" are being employed so there's no more reason to "trick" the printer into printing correctly. Nice!

Room Enough for Everything

Now we're ready to take this baby for a spin! I tried printing a number of files of differing complexity from various programs. The first thing I noticed was how "accommodating"

PSPrinter Page Set

Paper size in inches	
Width:	8.5
Height:	11
Margins in inches	
Top:	0.181
Left:	0.181
Bottom:	0.167
Right:	0.208

Figure 4.

the new software is concerning individual programs and how they treat printing. Both the Page Setup and Print dialogs expand to incorporate any special features a program offers; those items appear in the lower half of each box.

PSPrinter's Page Setup (see Fig-

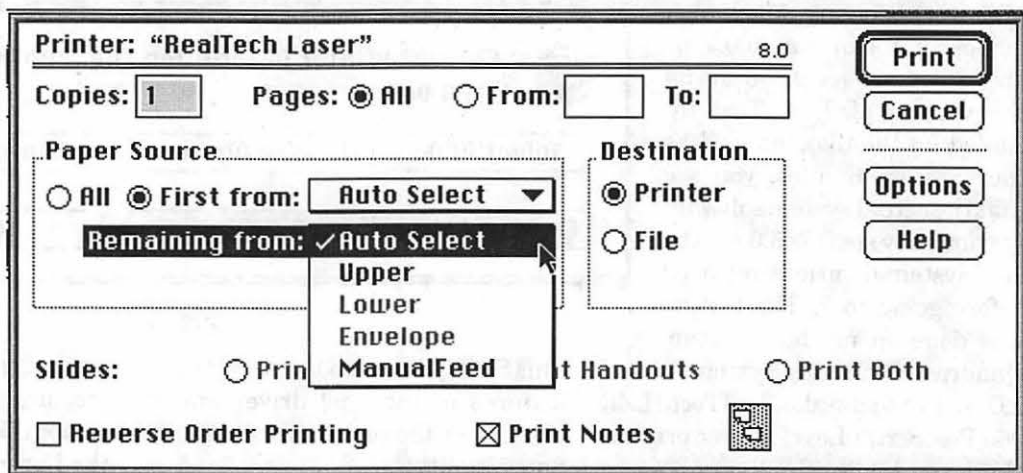


Figure 5.

ure 3) is beautiful in both form and function. The "Paper" pop-down now gives users *ten* choices of paper size, including envelopes, executive and invoice sizes. The "Layout" pop-down can put one, two or four pages on a single printed page. Use PSPrinter 8, save a tree, right?

Clicking on the page area graphic yields more information on the con-

nected printer, including precise margin statistics. (See Figure 4) I never knew my printer could do that!

It's always a good idea to go to the Page Setup dialog after installing a new printer driver, and doing so with this one will get you up and running fast. Now, on to the Print dialog itself. (see Figure 5)

The new dialog is a combination of

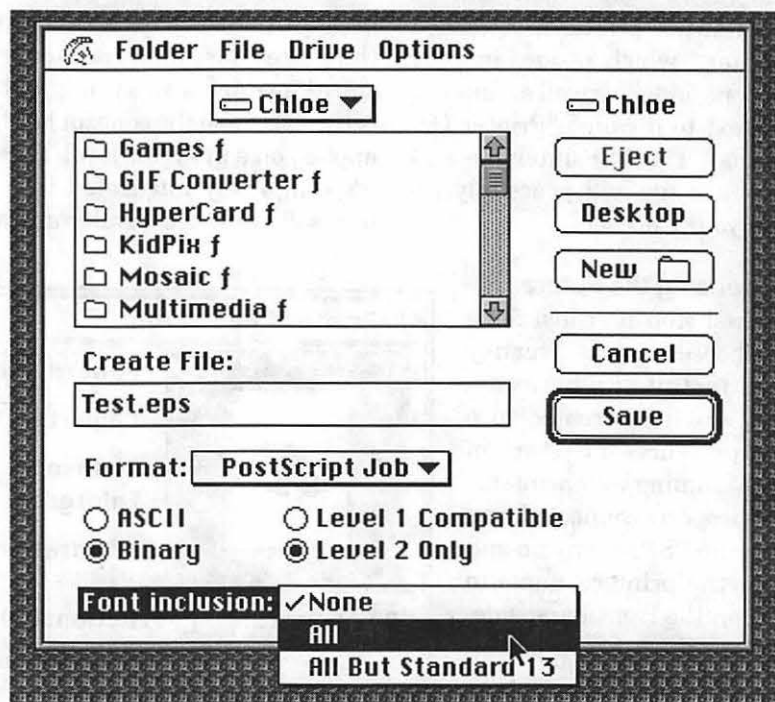


Figure 6.



the new and the familiar. The page range is there, and so are any special commands the program you're in may insert, but there are two new areas of interest: the Paper Source and Destination areas.

Obscured from view in Figure 5 is the "Remaining from..." pop-down that's right under the "First from..."

"PostScript Job" but also "EPS Mac Standard Preview," "EPS Mac Enhanced Preview," and "EPS No Preview." That, and the ability to include some, all, or none of the fonts used in a document make this a powerful new file exchange formatting tool. Only Acrobat will eclipse it with its promise of fully editable docu-

(See Figure 7) Added to Black and White and Color/Grayscale is the new "Calibrated Color/Grayscale." I wasn't sure what this last option was for, so I clicked the "Help" button and... low and behold, the answer was given to me! (I'm always amazed at how many people never click on Help to get answers for their problems; sometimes they don't even realize it's there!)

According to the help screen, this item is a PostScript Level 2 function that attempts to closely match the printed colors with the ones on the monitor. I think that's a good reason to get a PS Level 2 printer if you don't already have one!

The "Tray Switch" pop-down contains True and False in addition to the Printer's Default selection, which can enable default tray overriding. Oddly, no mention of this feature appears in the Help window, leading me to believe it was a last-minute add-on.

Best of all is the PostScript Errors function. Now, if your print job ends up sabotaged by some obscure PostScript problem, you won't have to see some cryptic, unintelligible notice that solves nothing. Rather,

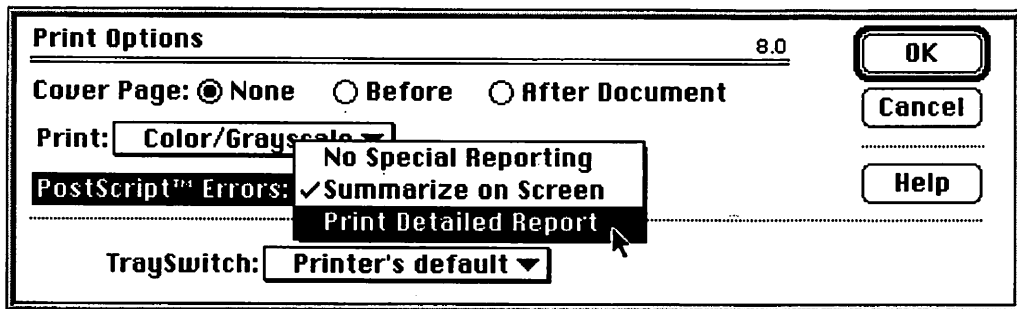


Figure 7.

item in the Paper Source area. The two pop-downs contain identical listings, derived from the PD file, and this is where custom multi-tray print jobs can be accomplished. The Destination area looks like it should, or will, contain a third button in the near future, and I'd bet my RAM chips that button will be called "Acrobat," Adobe's shocking new paperless-printing technology that's about to be unleashed on all computing platforms sometime soon.

ment printing no matter what computer you use or whether you have the creating application. I hope that Acrobat's new file format will result in smaller files than the current EPS disk file standard because they are still quite large; choosing ASCII and All fonts will deposit a humongous file on your hard disk!

When "Printer" is selected as the destination, clicking the Options button brings up some interesting new options as well as some old friends.

There's No Script Like PostScript Like No Script I Know

This assumption makes sense, especially when you look at the increased functionality of the "File" Destination button. (see Figure 6)

Clicking on the "File" button changes the "Print" button to a "Save" button and brings up the Create File dialog. Older printer drivers have been able to create PostScript files on disk, but PSPrinter adds extras in the form of multiple options for saving a print file to disk. The Format pop-down contains not only

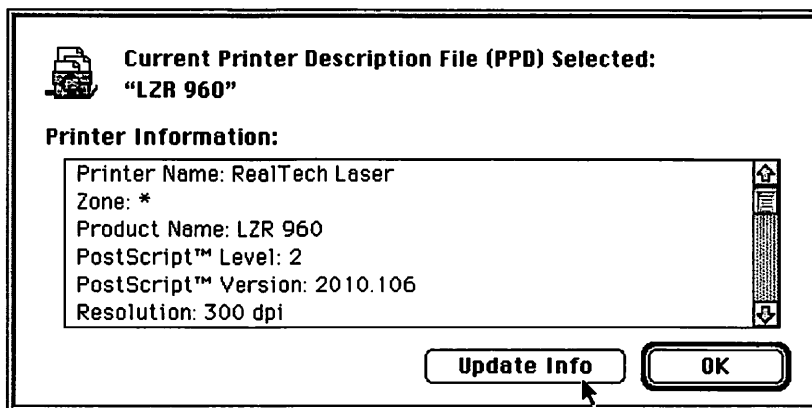


Figure 8.



the driver will help you locate the source of the problem and eradicate it. I wish I'd had this last year... I probably could have saved some of the hair that I was ripping out of my head when a critical job wouldn't print for love or money. At least now I have one less thing to worry about!

If you want to know as much about your printer as the software does, go back to the Chooser, click the Set Up button and click Printer Info. (See Figure 8) You'll get a scrolling list of information about your printer that is so technical it will make your head spin! At least I was able to visually confirm that all my printer's RAM was online and functioning.

Speed Demon

All those options may sound like

overkill, but in reality, printing is still as simple as ⌘-P Return. When you do this with Background Printing Off, you'll see the new Printing Progress dialog. Even this mundane aspect of printing has been improved.

PSPrinter lets your program continue to display whatever messages it chooses to display during printing; it shoves them half-way down the screen while its own message box appears toward the top of the screen. It's clear, concise and informative about what is going on. The driver "spools" the print job immediately, even with BG printing off, so if anything happens the print job may continue later. The next thing you'll see is "Creating Prolog" then "Printing pages 1... 2..." etc. Finally, if there are fonts to be downloaded to the printer, they'll get downloaded *one after another...* and quickly. Finally the pages come out.

Informal testing on my PostScript Level 2 printer yielded impressive results. My printer is rated at nine pages per minute (ppm) which it has, on occasion, *almost* reached. Now it has exceeded that number! My first test was a two-page Word document in Times Bold and Times Roman (Adobe versions, naturally.) The print process was so fast that I almost didn't see the message box at all! Three seconds and—bang!—the pages came out, one directly after another.

Next up, Mark of the Unicorn's *Mosaic*, my current music publishing program of choice. The program is somewhat finicky when it comes to printing, and I find myself often holding my breath until the print job is completed. Not this time, amigos! Since there were a few fonts to download, the message dialog was up for about

ten seconds and then all four pages of the Master Rhythm part started coming out... one after another! No halts, no gaps, no getting the first two pages and waiting 40 seconds or more for the last two. Smooth, easy, and very, very fast!

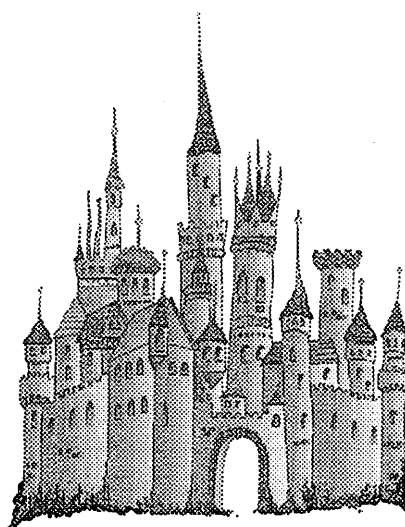
Finally, PageMaker time. I picked a flyer I'd made that contained eight discrete typefaces and several fonts as well. (This was done for a particular effect and not because I am tasteless.) There were also two EPS graphics in the one-page document. The printed page came out after 22 seconds... *almost three times faster* than the Aldus Prep driver! Going back to the Aldus driver showed me the difference: Aldus' driver would download a font, process, download, process, etc. PSPrinter's driver downloads all needed fonts at one time, thus saving time.

Graphics printing from MacDraw Pro was just as impressive, yielding speed-ups from two to five times faster than normal.

Finally, I turned on Background Printing to see what differences there were from the old BG function. After selecting "Print" in Word, the message box came up and *immediately* released! The cursor's movements became slightly jerky after that as the file was being processed in the background, which is just what it used to do with the old driver. However, the jerkiness subsided quickly and the pages finally came out at about a 20 percent faster rate. As I suspected, though, Background Printing is still markedly slower than with the function turned off. I recommend it only to those whose time-restraints concerning printing are non-existent. (In other words: *I don't care how fast it prints!*)

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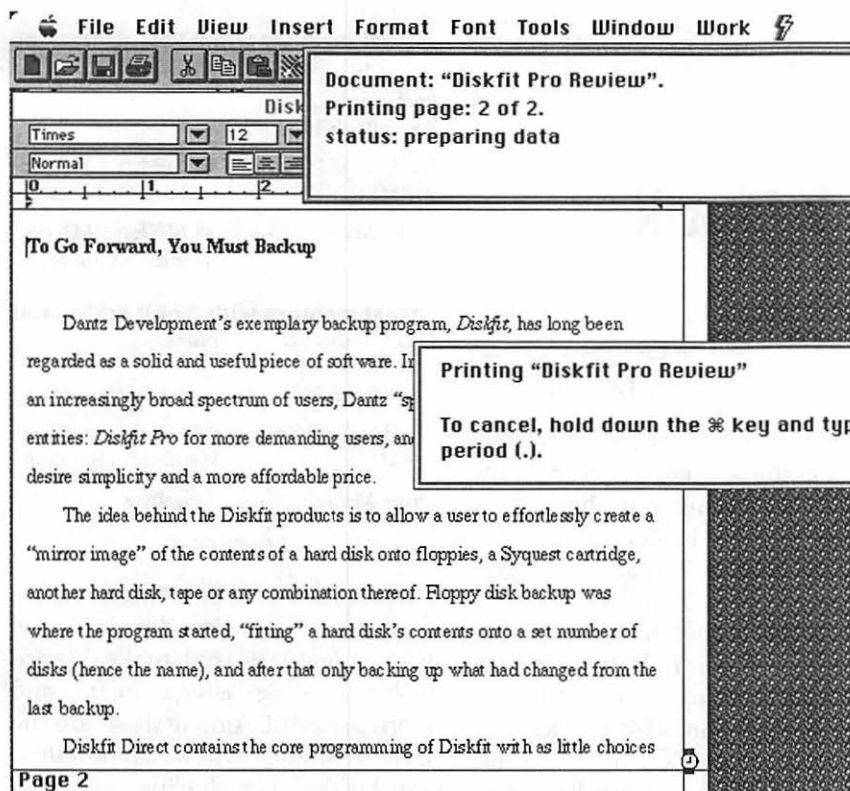


Figure 9.

I'm All Shook Up

As with anything that is revolutionary, there is bound to be some fall-out and shake-ups concerning Adobe and the general software community, but from what I've seen, the transition is going smoother than normal, thanks to the close ties between them. Adobe obviously took great pains to interface with as many vendors as possible in order to keep chaos to a minimum. New versions of PageMaker and Quark are already in development that take even further advantage of the new drivers, and more companies are joining them in the PostScript Level 2 revolution.

I can assure you that if you *do* have either incompatible software or hardware, it would be worth your while to upgrade them to match PSpinter 8. I don't always recommend such actions when "the latest thing" arrives, but this is a special situation. The future really is here now, and it's yours for the taking.

ships with a ReadMe file, but PSpinter's is pretty long and contains a lot of useful information. Most importantly, it lists all of the software Adobe knows to be either somewhat or totally incompatible with the driver. If there is a new software update to correct the problem, it tells you so.

I suspect that there will be a lot of software updating as vendors play "catch-up" to take advantage of all the new functionality, but in my informal tests everything worked just fine, so I wouldn't be overly concerned. Besides, if you do encounter a problem, you can always go back to the Chooser and return to your regular Apple driver. If you're a Hewlett-Packard DeskWriter customer,

don't despair—HP has promised to incorporate (read "license") the new technology into their own proprietary drivers soon. LaserJet II and III's are supported and LJ IV's should be arriving soon.

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The System 7 Book

by Debbie Hoyt

Since it was released, System 7 has been making Macintosh computing more enjoyable for many Mac users. Now System 7 is not a minor change to the previous operating system; in fact, it is a step toward more advanced interfacing with the computer. The System 7 Book by Craig Danuloff is a comprehensive guide to this latest in Macintosh system software. And the second edition of the book even covers System 7.1.

Unlike several of the other Ventana Press titles that I have reviewed for the Journal, this one starts out slow and, if you are not technically-minded, it can bog you down very quickly once

ters cover extremely basic information on the system software, the Finder, managing your hard drive and the System Folder.

With Chapter 5 the journey begins through System 7 and starts by discussing the compatibility of your software to System 7. It gives as the reason that many incompatibilities occur the fact that Mac applications are heavily dependent on the system software that is being run. The chapter defines and explains the difference between "System 7 compatible" and "System 7 savvy." It also explains how the desktop is changed in System 7 (see Figure 1) and some of the neat new ways that we can navigate through it.

Unlike its predecessor, in System 7 the Finder does not disappear when you launch an application—they run simultaneously. More applications can also be opened if you have the memory—this is multitasking and it is unique to the Macintosh. To further enhance this ability, System 7 also allows for background processing, a productivity enhancement which lets you calculate a spreadsheet, print a newsletter, and dial a bulletin board all at the same time. Sidebar 1 lists the steps which enable you to continue to work on your files while the Finder copies a file in the background.

Virtual memory w/o 32-bit addressing

Plus, Classic, SE, Portable, LC, II, PowerBook 100	None
IIx, IIcx, SE/30 or II w/PMMU	14 MB less 1 MB per installed NuBus card
Other Macs	14 MB less 1 MB per installed NuBus card

Virtual memory with 32-bit addressing

Plus, Classic, SE, Portable, LC, II, PowerBook 100	None
IIx, IIcx, SE/30 or II w/PMMU	14 MB less 1 MB per installed NuBus card
Other Macs	1 gigabyte

Figure 2.

Other New and Exciting Events

System 7 introduced us to a new host of features that make Macintosh computing easier, more fun, and more powerful. Among these are the Edition Manager, new font handling capabilities, file sharing, networking, memory management, extensions, and third party utilities. Getting data from Application A to Application B has not always been the most convenient of tasks. It often involved a considerable amount of copying and pasting. But the Edition Manager changes all of that by using a process known as Publish and Subscribe.

By means of Publish and Subscribe, you can move data between applications and even automatically update data in various files as soon as you modify the information. How is this accomplished? By selecting elements that you want to share and then publishing them to an edition file. The data is not transferred to memory; instead it is saved to the edition file in the location on your hard drive that you choose with the name that you give it. The originally chosen selection is the Publisher and an automatic link now exists between it and the edition file. So, again, how do you do this? See Sidebar 2 for

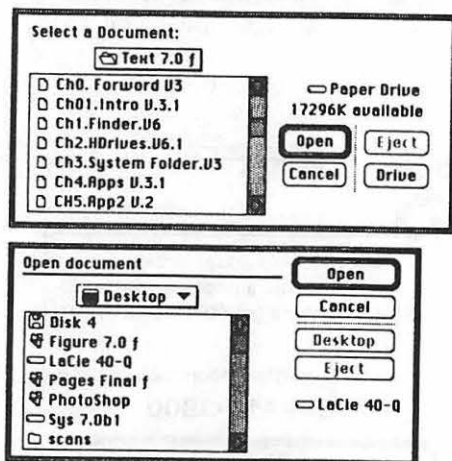


Figure 1.

it does pick up some speed. Its first four chapters are really for the beginning MacNovice. These four chap-



details.

Fonts have never been easy, but System 7 has streamlined the way that we have to handle them. It has simplified installation, improved on-screen appearance and even offered a new font format, TrueType. Gone is the bulky Font/DA Mover which often caused problems because of its random numbering system to identify fonts. This created difficulty because some applications track fonts by ID numbers and the old system would assign different ID numbers for fonts on different Macintoshes. One helpful way of handling your system folder and thwarting printer errors is learning to distinguish between and in keeping separate Type 1 PostScript fonts and TrueType fonts. Many draw packages can only create outlines of Type 1 fonts. Printing errors often result from having both TrueType and Type 1 fonts installed in your system folder. So keep these two separated; it will definitely make your printing chores more trouble-free.

Back in 1984, the first Macintoshes had built-in AppleTalk which made file sharing and networking between Macs possible, but back then there was no compelling reason to create a Macintosh network. Times have changed and so have the limitations on system software. System 7 allows you to designate up to ten folders and volumes on your computer to be shared with other computers on your network, each with pre-assigned access privileges which limit who has access to what, should you choose to employ such features. Chapter 9 goes to great lengths to show you exactly how to individualize working with groups of fellow computer users, and Chapter 10 explains the ins, outs, and advantages of working on a network.

I'm sure that there are not many out there who haven't been stopped cold by memory limitations. System

Sidebar 1—Copying in the Background

In System 7, the process of copying files takes a huge step forward: the wait has been eliminated altogether. You can now work in any open application while the Finder copies a file in the background. To use this feature,

- Open the application you want to use while the Finder is copying.
- Switch to the Finder using the Applications menu or by clicking on the Finder desktop.

Start the copy process in the normal way by dragging the desired files from their source location to the icon of the destination folder or volume. The copying process will begin and the copying dialog box will appear.

- Then select the Applications menu with the stopwatch cursor and choose the name of the open application you want to use while the file copy is in progress. This application will come to the foreground and is ready for you to use, while the Finder continues its copy operation in the background.
- Switch back to the Finder any time you like, using the Applications menu or clicking on the Finder desktop.

7 sports several tools which enhance available memory and even allow you the freedom to decide how much memory can be allocated to certain applications. One marvelous feature of System 7 is Virtual Memory. Virtual Memory is a software trick which allows you to assign an unused portion of your hard drive to serve as more random access memory (RAM). And by turning on 32-bit addressing in the Memory Control Panel, Virtual Memory can provide more access to memory than is possible with RAM chips alone (see Figure 2). In order to use Virtual Memory, your Macintosh must be equipped with at least a 68030 processor. Computers with the 68030 processor are the SE/30, IIci, IIsi, and IIfx. A Mac II with a 68020 can use Virtual Memory only if it has a PMMU chip installed. Virtual Memory is not supported by the Plus, Classic, SE, LC, or the Portable. To enable Virtual Memory, go

to the Memory Control Panel, select which hard drive that you wish to use Virtual Memory with, and click the On button. There are, of course, trade-offs for this added RAM: paging slow down, an overall reduction in performance time, and, in extreme cases, even crashes.

System 7 provides two tools to manage memory: the About This Macintosh and the Get Info dialog boxes. The About This Macintosh command was About The Finder before System 7. In System 7 it provides information on the Macintosh being used, the system software version, installed, the available memory, and the amount of memory used by each application. The Get Info dialog box allows you to use the information in the About This Macintosh dialog box to manipulate your Mac's memory. You do this by adjusting the amount of memory assigned to specific applications.



The memory related options in the Get Info box differs between System 7 and System 7.1. In System 7.0 (see Figure 3), you are shown an application's "Suggested size" and are allowed to allocate its "Current size." In System 7.1 (see Figure 4), you are shown the "Suggested size," but allowed to change the "Minimum size" and the "Preferred size." These two options eliminate the need to change settings for different memory situations by allowing you to set parameters that determine the amount of memory that will be used depending on the amount of memory available at the time that an application is launched. Naturally, the advantage to increasing memory allocation is that this can improve application performance, permit the opening of larger documents, and reduce the possibility of running up against memory-related crashes.

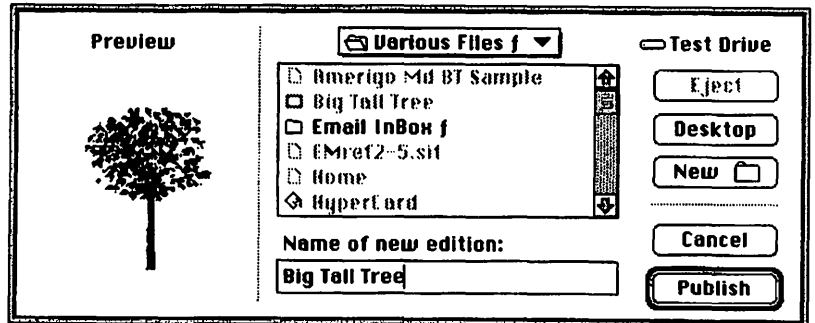
With the release of System 7, Apple Computer chose to incorporate a modular approach to system software as a means of delivering significant new features in the form of extensions. Some of these are QuickTime, PCEExchange, AtEase, ColorSync, and ATM. More are on the way. Third party vendors have also developed extensions to enhance the Mac's system software, such as Mode 32 by Connectix Corp. Sidebar 3 gives a brief overview of the extensions available at the time of the book's printing.

In addition to extensions, there are also many utilities available to the Macintosh owner running System 7 if only he knew what they were and how to find them. The "System 7 Companion Disk," available from Ventana Press (call 919-942-0220), contains many of the FreeWare and ShareWare programs designed to increase productivity which are mentioned in the book. Chapter 13 groups these utilities into eight categories, plus a special "collection" category.

Sidebar 2—Publish and Subscribe

The Create Publisher Command

(1) Create Publisher creates a new edition file, which you name and store in any desired location on any available volume. The edition file contains the text and graphic elements selected when the command is chosen. (2) Select the areas of the current document that you wish to share and choose the Create Publisher command. The Create Publisher dialog box, below, then appears.

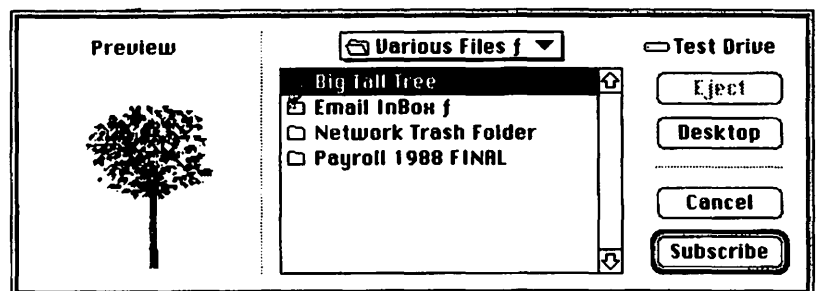


(3) To complete the creation of the edition, enter a name in the Name of New Edition option box, and select a destination to which the file will be saved. (4) Then click the Publish button, which saves your new edition to disk. This makes a new file on disk. It's this file—this edition—that will be placed into other documents and applications using the Subscribe To command. The edition will be updated to include any changes made to the elements it contains, according to the options set in the Publisher Options dialog box.

The Subscribe To Command

(1) The Subscribe To Command imports a copy of an edition file into the current document. (2) Choose an edition from the names of edition files that appear in the scrolling list (a preview of any edition appears when you select the file name). (3) Click the Subscribe button, and the chosen edition appears in your document.

When working in text-based applications, the edition appears at the place where the cursor was positioned when the Subscribe To command was chosen. In graphics applications, the edition file usually appears in the current screen display area. The Subscribe To dialog box appears below.



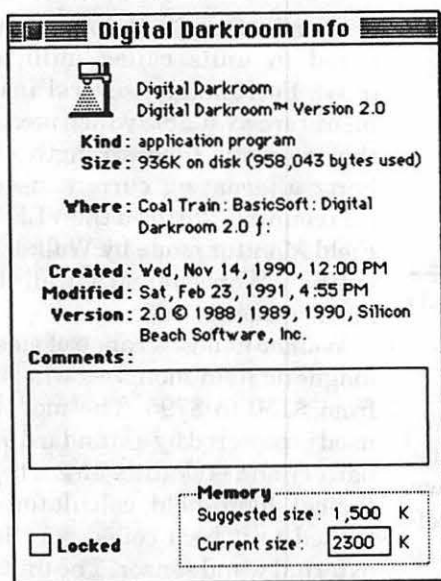


Figure 3.

In summary, The System 7 Book is a lengthy stroll through the complex world of System 7. At times it is technical and occasionally tedious, but it can't be accused of not being thorough. Many times it is too thorough, especially the opening four chapters which spoon feed you general Macintosh pabulum. Now, granted, if you're an extraterrestrial who has never laid eyes on a Macintosh, these four chapters may be important, but I personally feel that they could eas-

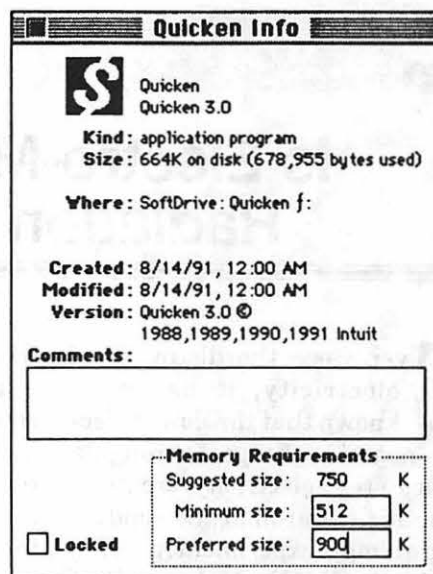


Figure 4.

The descriptions are thorough and should give you just about all the information that you'll need to decide on a purchase.

ily be abbreviated into one chapter without compromising the reader's understanding. This book is a departure from the Ventana Press

titles that I have read so far in that it is more technical and doesn't easily guide you through its pages with lively, readable text. It is, however, most functional. If you want or need to know about System 7.0/7.1 and have some time on your hands, this is the book for you.

And remember, Ventana Press has a standard user group offer of 50% off orders of ten or more units and 20% off for orders of fewer than ten.

Sidebar 3—System 7 Extensions

- ATM improves the display and print quality of PostScript typefaces on any Mac, helping to answer some of the challenges that TrueType brought to PostScript.
- MODE32 (or the 32-bit system enabler) allows certain older Macs to use 32-bit addressing (and therefore, more memory) by making their ROMs 32-bit clean.
- PC Exchange lets Mac users easily mount on the desktop floppies formatted for the DOS environment. It also helps map documents created by DOS applications to certain Mac applications.
- At Ease presents a less complicated interface to children and first-time Mac users. It also guards against the possibility of important files being deleted or changed inadvertently.
- QuickTime brings video, animation and sound to the Mac in a format that is standard across the entire Macintosh line.
- ColorSync helps compensate for the differences between various input, viewing and output devices when working with color files.

Title: The System 7 Book

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PO Box 2468
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Fax: 919-942-1140

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Is Electro-Magnetic Radiation Safe?

by A. Kutner, Ph.D

Ever since the discovery of electricity, it has been known that the flow of electrons (negative charges) through a conductor (i.e., electricity) creates a magnetic field around the conductor. In a simple experiment, passing electric current through a coil of wire around an iron bar temporarily converts the iron bar to a magnet. The magnetic field surrounding the wire can be measured easily.

Electric fields on the other hand are created by voltage, simply defined as electrical pressure. These fields exist near any electrical appliance that is plugged in, even if it is not operating. Electric fields are insulated or blocked by most objects such as walls, buildings, and trees, but magnetic fields will pass easily through most materials.

In addition to man-made fields, there are naturally occurring EMF (electro-magnetic field) sources such as static electricity and the earth's magnetic field, which guides a compass needle. So, try as we may, there is no way we can completely escape exposure to EMF.

Health Concerns

Over the past twenty or more years, concerns have been expressed about the potential health effects of EMF. A number of studies have been conducted by groups such as the World Health Organization, National Academy of Sciences, Environmental Protection Agency, and Department of Energy, as well as a host of universities and electric utili-

ties.

These studies have shown that short-term biological effects can result from exposure to magnetic fields, but it has not been shown conclusively that any of these effects adversely impact human health. A number of studies have attempted to establish an association between exposure to EMF and cancer. The cancer that has been studied the most is childhood leukemia. There is great controversy about whether the various epidemiological studies show any true relation between EMF exposure and cancer. Some responsible scientists argue that they do, others argue otherwise. And with regard to those who point to a statistical association between EMF and cancer, it can be argued equally well that the statistical association between a rooster crowing in the morning and the usual increase in daytime temperature that follows, does not mean that the rooster caused the temperature to rise!

The one factor that is certain is that the jury is still out on a causal relationship between EMF and cancer, or any other health problems.

What to do Now?

In light of conflicting evidence or conclusions regarding health risks of EMF, should we disregard the results and do nothing? Or, should we be prudent and minimize our exposure to EMF?

The low intensity radiation emitted by appliances in the home and

equipment found in the office is measured in units called milligauss (mG). Fortunately, several instruments are available which measure the magnetic field strength of 60 hertz alternating current used in this country. We used the VLF-80D Field Monitor made by Walker Scientific of Worcester, MA in all of our measurements.

Walker makes a range of electro-magnetic field monitors which list from \$150 to \$795. The model we used is powered by a standard 9 volt battery and is slightly larger than a typical hand-held calculator. Attached to it by a coiled wire is an external wand sensor. The unit features a large digital LCD display, 3 position switch for power and range of measurement, and measures accurately from .01 to 200 milligauss over a bandwidth of 12 Hz to 50 kHz. It is also equipped with two analog outputs which let the user view either the 60 Hz field or the wider bandwidth on an oscilloscope.

Virtually all electric power (alternating current) and appliances in the US is 60 hertz, but there are many items which are designed to generate or receive signals at much higher rates. Cellular phones operate in the range of 840 million cps, AM radios receive signals in the range of 500,000 cps, and FM waves cycle 88 million to 108 million cps. It should be noted that many items which operate at 60 hertz range, also generate magnetic radiation at different frequencies. Among them are microwave ovens which generate 2.8 billion cps and TV/computer monitors which operate at 20,000. Some of our measurements are shown below.

Note: Your measurements are likely to vary according to the items measured, your measuring techniques, and other variables. These results are offered as examples only.

Using the Walker Field Meter,



Item Measured	Highest Surface Reading	At 1 Foot	
Macintosh SE/30	Right side	45 mG	2 mG
Macintosh IIfx	Left side	5 mG	0 mG
Apple RGB 13 Color Monitor	Both sides	50mG	2 mG
PC VGA Monitor	Both sides	39 mG	2 mG
LaserWriter NTX Printer	Back side	53 mG	2 mG
Desktop Clock/radio	Top side	168 mG	4 mG
Electric range on broil	Back side	20 mG	26 mG
Microwave oven on high	Front side	505 mG	52 mG
Pool pump (*at 2 ft.)	All sides	*90 mG	N/A
Washer-dryer	Back	65 mG	4 mG
Television	Top	57 mG	5 mG
Standard house fuse panel	Both sides	298 mG	7 mG
Heating Pad	Both sides	17 mG	0 mG
Heating Blanket	Both sides	19 mG	1 mG

dividual situations, at a minimum cost per member. Great idea!

[For additional information and prices, contact Walker Scientific, Inc., Rockdale St., Worcester, MA 01606. Phone (800)962-4638, (508)852-3674, Fax (508)856-9931.

Note: Printed sources used to prepare this review include the Harvard Medical School Letter and information provided by the Carnegie-Mellon Univ. Dept. of Engineering and Florida Power & Light.]

this reviewer discovered that the headboard in his Florida home was adjacent to the pool pump motor on opposite side of the wall. It came as a shock that the magnetic radiation level measured 5mG right on the pillow. This level of continuous exposure is not considered safe by some scientists and doctors. Since then, the timer has been reset to operate during non sleeping hours.

These results clearly show that the intensity of a magnetic field drops off rapidly with distance. If there is a choice with respect to the location of a particular electrical device or appliance (even a clock), it may be wise to consider proximity to your sleeping or seating accommodations, and arrange one or the other accordingly. For example, if the computer at the desk behind yours is close to your chair, you might consider moving your chair or repositioning the desk.

Conclusion

With the scientific evidence now available, it is not possible to estab-

lish a safe standard for exposure to magnetic fields. Logic tells us that minimizing exposure times and radiation intensities would be the safest path to follow. Nonetheless, even among some of the experts, there is no consensus regarding the relative health effects of high vs. low radiation intensities.

To eliminate all EMF exposure would require banishment of electricity in the United States, and a return to horse-and-buggy technology, to oil-burning lamps, to life without television or radio. Would we follow that course? Hardly! In the meantime, turn off the TV, kick off your boots, put another log on the fire, and curl up with the latest who-done-it!

It is our understanding that at least one MUG is planning to make a group purchase of an EMF monitor for use by the entire membership, thereby enabling each member to study exposure intensities in their in-

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Coloring Book—Version 1.1

by David K. Page

Overview

Most of us remember, back when we were children, drawing on everything—be it on paper, the sidewalk or the living room wall (oops!). We can recall the coloring in of pictures in coloring books and newspapers. We reminisce about the good times we had doing this and we now buy coloring books for our kids to play with and to be creative with. Well, the good times are back....

The Program

Coloring Book is a new ShareWare program for the young at heart (and body, too) and it is exactly what its name says it is. It is very simple to use and most children don't need an explanation of the controls as they explore the program's many areas of enjoyment. Not only can the user color in the drawings, but it will play a sound for him each time a color is selected from the palette. There are several sounds and the user doesn't seem to get tired of checking them out. There are many hidden animations and sounds in the pictures, as the user will discover as he explores the program. One such sound is the cake picture. Click on the picture of the Chef and it will suggest a set of colors, a recipe, for the cake, like "make a blueberry cake with orange frosting."

When opened, Coloring Book displays a very simple screen for the younger users to use. There are lots

of colors, about 22 that can be selected from, and only one drawing tool. Since Coloring Book is a program to color in pictures, it doesn't

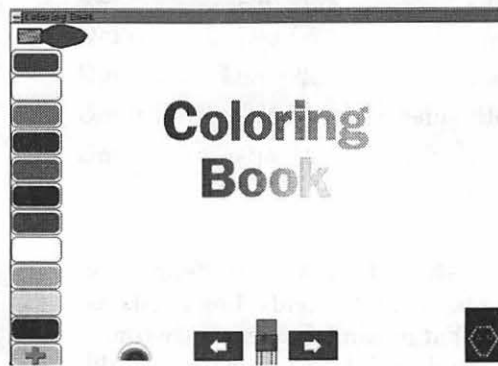


Figure 1.

need all the tools that the Mac illustrator would usually require—at least not yet. The budding illustrator selects the pictures by clicking on the arrows at the bottom of the page. Or he can select the color for

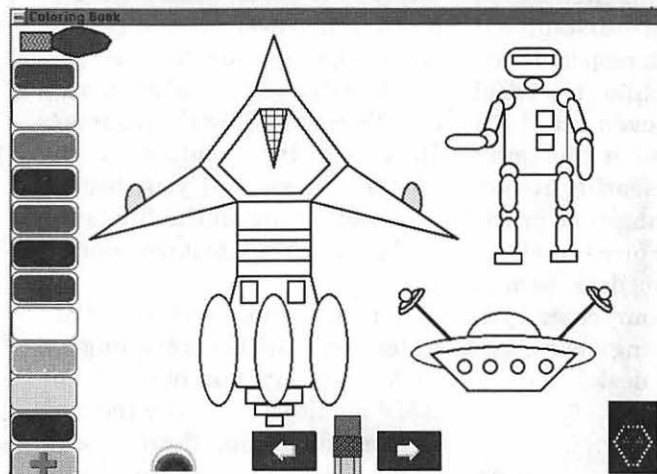


Figure 2.

painting by clicking on the color at the left side of the screen. (See Figure 1.)

There are about 15 pictures that can be selected and colored in. The colors can be changed around at will and the drawing can be returned to its original state by clicking on the eraser (Figure 2) at the bottom of the screen.

Some pictures have animation as well as color and sound. The Jack-in-the-Box picture (Figure 3) will play the song and pop the Jack-in-the-Box out. This is great entertainment for the users as they explore all the different areas and click on each item to see what it will bring next.

The pictures are very nicely drawn and allow for the imagination to wander while different colors. There are pictures for just about everyone, and spending some time discovering the hidden treasures of this program can bring great laughs and giggles.

Extras

One very nice change to a typical coloring book is the implementation of a light peg coloring book. This section allows one to select the peg set from the lower right hand icon (see Figure 4) and bring up another different screen.

This screen, which is black, has peg holes in it and allows the user to draw what ever comes to mind. The possibilities are endless and the fun goes on for hours. For inspiration, the program has built-

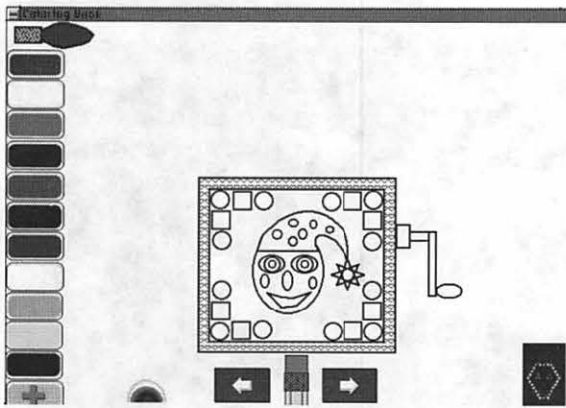


Figure 3.

in aids to show where to place the pegs and what colors to use (Figure 5), in order to get some very nice graphics affects—all in color, of course.

To bring this aid up, all the user has to do is click on the ? icon and select the picture with a click of the

mouse and it is then drawn on the peg board for him. Or, click on the arrows and see more peg art to play with and select. The colors are suggested for each picture, but you may use any color that you wish and you can change them over and over again.

The rainbow in the lower left hand corner animates the screen colors and rotates them through all the colors that can be selected. This works in both the coloring book and the peg art sections and really gets the color flying around the screen.

Problems

The one shortfall that I would

like to see addressed would be the addition of more drawings to the program. Maybe if the ShareWare fee was paid an additional set of drawings could be sent as a thank you. Or, include an editor so the user can import or create this own drawings for the program.

Conclusion

This program is well worth downloading and taking a close look at. Once the kids get a look at the program, you will have no choice but to pay the ShareWare fee. It is just that good. The fee is very reasonable for the time invested in the programming and for the enjoyment that we all will get from it—either by using it ourselves or watching the laughs and giggles from our youngest loved ones as they use it. Thanks, Jim Allison, for the time



Figure 4.

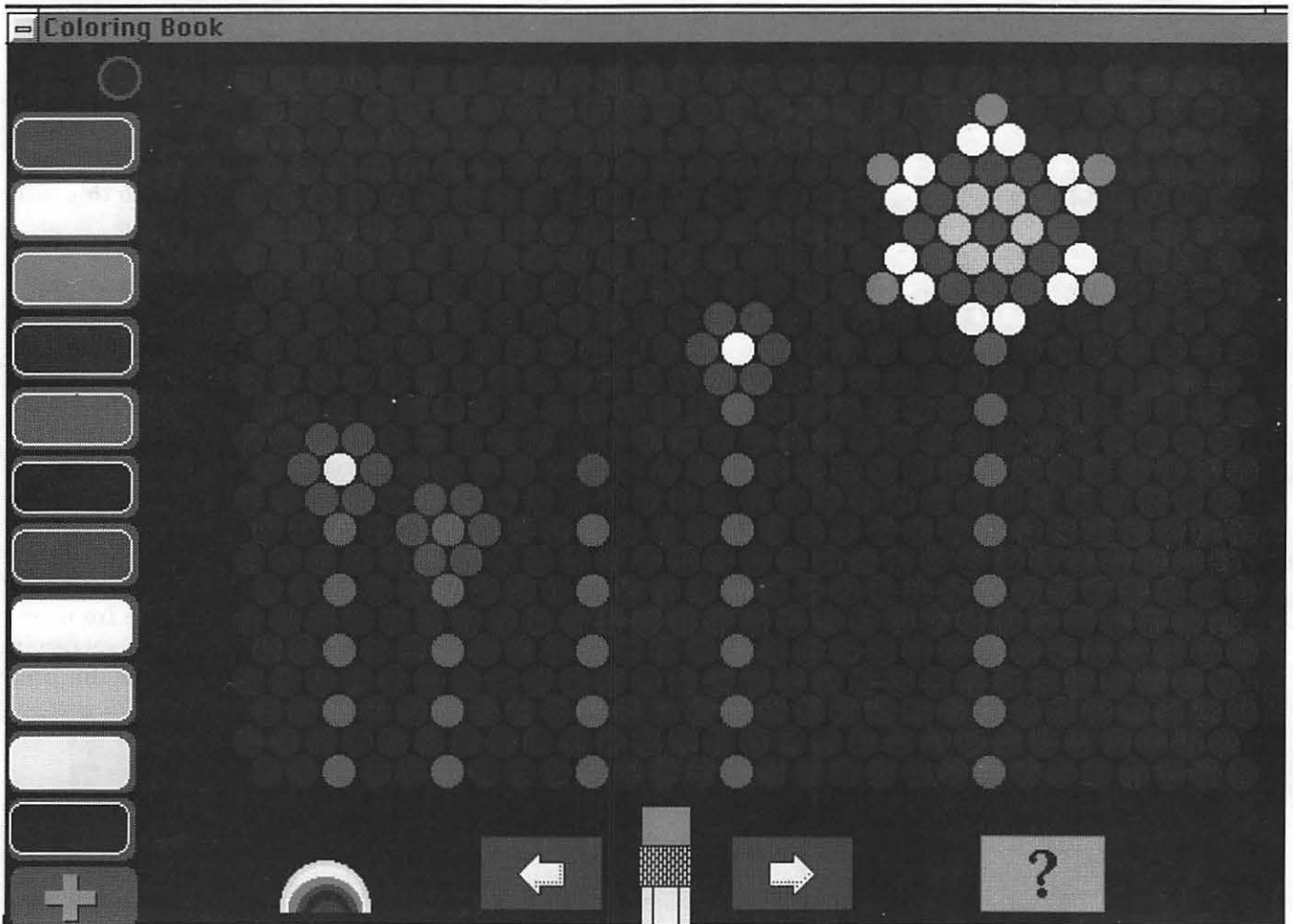


Figure 5.

invested in this program. What's next?

Title: Coloring Book

Creator: Jim Allison

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Why, you @#%\$&*! Or, #&*@\$! on the BBS

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Once upon a time people were reserved, even reverent. Unless you were being accused of witchcraft or heresy, it was considered impolite for the educated class to get emotional — about anything. The phrase, “you, sir, are a scoundrel,” would have caused heads to turn just a few decades back. “Oh, my. Someone is very angry.” Today, calling someone a scoundrel will be taken by everyone as a joke, or even a compliment.

But not anymore!

In the not too distant past, English teachers would scold students for using exclamation points, and rap your knuckles if you attempted to emphasize something by underlining. “Your thoughts should convey emotion without adornment,” they’d admonish in hushed tones. [Hey, I’m not making this up. Stop laughing.]

No longer. If someone is a jerk, you write, “You jerk!” Or, better, yet, “You jerk!!!” If you have a Macintosh, you can do even more violence to traditional English prose:

You jerk!!!

If you have a color DeskWriter, you can get really creative, with three dimensional letters in bright red. Or maybe a sick green. Six inches high.

Alas, most of the computer world is not blessed with Macintosh computers; they must plod along with every letter exactly the same height and width as every other. And much of what is written on computers to-

day—maybe most—is never printed. How do you convey emotion without *italics*, underscores and **other tricks???** Especially on a bulletin board or in E-mail, where much of what is written tends toward the emotional?

You do it like this. The strange placement of underscore characters shows how to underline something on a bulletin board — you place underscores before and after the word or phrase being emphasized. Note that, traditionally, underlining was a typographic convention for italics, so if you want to italicize something, use underscores.

On rare occasions, however — and I mean **rare** occasions — you can use asterisks to highlight a word for emphasis.

Because of its special cult following (numbering in the hundreds of millions), the dollar sign can also be used to highlight words — but only words containing an “s.” Even then, care must be taken to make sure the meaning make sense in context. For example, if you were talking about the Great Flood of ‘93, it would make sense to say something like:

Ah, yes, the mighty Mi\$\$i\$\$ippi but it doesn’t make too much sense to say home\$\$\$\$.

You can ALSO, but only OCCASIONALLY, write things in upper case. This either indicates a rise in inflection or yelling, depending on context. Do you UNDERSTAND, or should I REPEAT that?

Ironic capitalization is also useful,

if you want to sound mockingly pompous. If used improperly, however, it can Bring An End To Life As We Know It. Or Worse.

Exclamation points are back. In a big way!! And you can use them in a pseudo-Spanish fashion, both before and after the word or phrase being emphasized. !!Really!!

With a little creativity, you can use parenthetical exclamation points to indicate quiet alarm or caution:

Everyone (!!!) must back up before Friday.

Much of E-mail and bulletin board banter is written in “conversational English,” with deliberately casual spelling and grammar. Kinda like the way ya talk when yer not giving a lecture, y’know? This is an excellent way to convey a tone without any strange typography, but be warned: it really baffles non-native English speakers. Y’know what I mean, eh?

Parenthetical phrases come in several flavors. You can carry on an ironic conversation with yourself:

The department budget will sail through without modification. (Yeah. Right.)

For variety, you can use square brackets:

I always thought him a bit strange. (OK, I thought him a whole lot strange.) [OK, OK, to be honest, “strange” is too mild a word.]

You can also use dashes for parenthetical phrase. Since a bulletin board won’t support a true dash, use two hyphens in a row:

I looked at his proposal — one of the worst pieces of writing I’d ever seen — and said, ‘Boss, I’ll never be able to fill your shoes.’



“Smilies” are a very popular form of expression, but mostly on bulletin boards (they just don’t look right in regular office E-mail). If you want to poke fun at a computer expert who did something disastrous, you could write:

Still a novice, I see. :-)
and the strange combination of colon, dash and parenthesis indicates you are “smiling” and the comment is not to be taken seriously. If you don’t see a smile, tilt your head to the left a bit — yes, even you Republicans out there... :-)

There are also many, many standard bits of jargon, acronyms and abbreviations designed to convey emotion or complex thoughts:

LOL = Laughing Out Loud
ROTFL = Rolling On The Floor Laughing

TANSTAAFL = There Ain’t No Such Thing As A Free Lunch

The last phrase, incidentally, pre-dates personal computers, E-mail, and networks: TANSTAAFL is a very succinct summation of much of the philosophy contained in the science fiction of Robert A. Heinlein. Put another way, there is a dizzying depth of culture to what often looks like juvenile blithering. Or, possibly, juvenile blithering is degrading some of our most important pillars of modern culture.

Hey, I don’t care EITHER way, y’know? Get a *life* already!!!

image as a reference, then either paint a “straight” copy, or modify the image by applying one of several visual effects included in the program. A color clarity filter has been added for increased image-enhancement capabilities. Other new plug-in tools include the Crop Mark, Flowers, Grid, and Magic Marker tools, and a Variable-size Eraser.

- Support for the TWAIN technology allows users to scan images directly into SuperPaint from devices that incorporate this technology. With the QuickTime plug-in module, users can place frames of QuickTime movies or images from Kodak Photo CD directly into SuperPaint at a specific resolution, thus extending SuperPaint’s capabilities for specialized tasks in the desktop-publishing process.
- The program is now System 7 savvy and supports Publish and Subscribe, TrueType, 32-bit addressing, virtual memory, and Balloon Help.
- In response to customer requests, SuperPaint 3.5 now lets users print up to 16.8 million colors to an ImageWriter II that has a color ribbon and offers improved compatibility with TIFF and EPS files. Document file saving speed has also been improved, especially with documents that contain numerous draw layer objects.
- In addition to its native format, SuperPaint 3.5 opens or places the following types of images: PICT (up to 24-bit color), TIFF (up to 24-bit color), EPS, MacPaint, StartupScreen, Apple Scanner, ThunderScan TIFF, Paint Texture, Draw Texture, QuickTime, and images from TWAIN-compatible scanners. SuperPaint saves or exports files

Special Macintosh Offers

The following summary of currently available special offers and discounts on Macintosh software and publications was provided by The MacPublicity Network of Vista, CA. Feel free to contact them about any of the offers that you are interested in at (619) 941-4100.

Aldus Ships SuperPaint 3.5

Award Winning Painting & Drawing Graphics Program

Aldus Corporation is currently shipping SuperPaint 3.5 for the Macintosh, the award-winning painting and drawing graphics program. For the suggested retail price of \$149.94 (U.S.), SuperPaint is a ver-

satile personal art program designed to let anyone quickly produce attractive results.

Key Features

- Enhancements to version 3.5, which is System 7 savvy, include pressure-sensitive tools, new paint and draw plug-in tools and brushes, TWAIN support, and a QuickTime plug-in module.
- Pressure-sensitive tools include the Magic Marker, Calligraphy Brush, Twister, Variable-size Eraser, Texture Brush, Smudge tool, and Charcoal tool. Pressure-sensitivity is supported through pressure-sensitive tablets and keyboard equivalents.
- A new Copy Brush tool allows the user to select any scanned



as PICT (up to 24-bit color), TIFF (up to 24-bit color), EPS, MacPaint, and Texture.

System Configuration

Aldus SuperPaint 3.5 runs on any Macintosh with at least two megabytes of RAM, a 20 MB hard drive, and System 6.0.5 or later. Color documents require four megabytes of RAM, 32-bit QuickDraw, and a color monitor.

Pricing and Availability

Aldus SuperPaint 3.5 has a suggested retail price of \$149.95 (U.S.) and is available from Aldus resellers in the United States and Canada. For more information, customers can contact Aldus at (206) 628-2320.

Registered owners of SuperPaint 3.0 can purchase the update to version 3.5 for \$25. Registered owners of earlier versions of SuperPaint may upgrade for \$45. Both the update and upgrade packages include free shipping and handling. Customers who purchased SuperPaint 3.0 after December 14, 1992 are eligible to receive a free upgrade to version 3.5 if they return their product registration card and a dated proof of purchase.

Aldus Corporation
5120 Shoreham Place
San Diego, CA 92122
Tel. (619) 558-6000
Media Contact: Kathy Episcopo,
ext. 5302

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Nisus Introduces Version 3.4

75% Off User Group Discount

There has always been great competition in the word processing market. The reason is simple—almost everyone with a computer communicates in writing and publishers know there are lots of dollars to be made. As a result, word processors are among the top selling software. The best known include Microsoft's Word, MacWrite, WordPerfect, and WriteNow, but a lesser known contender, Nisus, offers some real heavy weight advantages.

Feature-for-feature, all of the leading packages offer many of the same basics. Entering text, selecting fonts, resizing type, and adjusting margins are handled well by most programs. In fact, most publishers have built so many capabilities into their packages that the interface, screen layouts and menus often account for users swearing by one package and condemning an-

other.

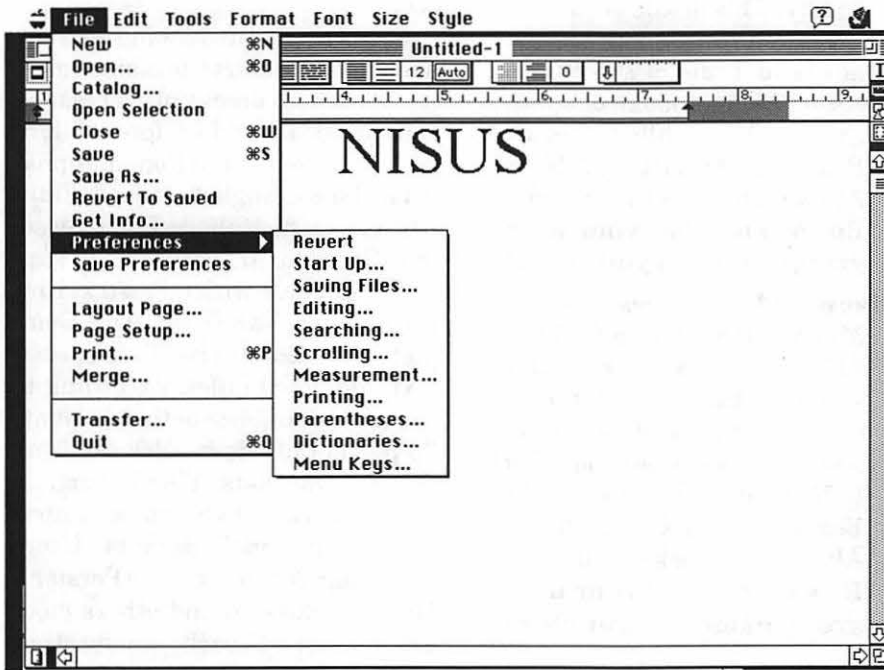
One of the distinguishing features about Nisus, in fact the main reason it has been so successful overseas, is that it also handles foreign languages based on the Roman alphabet including English, French, Finnish, German, Italian, Portuguese, and Spanish. In addition, it supports Japanese with inline text running under KanjiTalk. The Complete Flag Edition requires special text add-on modules. According to Ronnica Chambless or the company, 70 percent of Nisus sales are from overseas markets. This is particularly important to businesses serving international markets. Users can order Arabic, Farsi (Persian), Hebrew, Russian and others modules for just \$45 each. Among other attributes, these allow inputting text from right to left, thereby matching the attributes of the original language.

As a regular user of Word for the past few years, I upgraded from version 3 to 4 with no difficulty. But, when version 5 came out recently, I felt confused by the new interface. Likewise, at first glance, Nisus 3.4, felt overwhelming. I didn't begin to realize the power and depth of this package until I got fully involved. It was then that I understood there were features I really liked. Here are just a few of them:

Drag & Drop allows you to move and copy words, characters, sentences or paragraphs without cutting and pasting. It is a simple matter of selecting the text and dragging it to a new location.

Fuzzy Find locates words that sound alike or approximate the item being searched.

Find Next Error locates the next spelling error without opening the Spelling Checker.



User Dictionary is a completely editable window like standard Nisus documents where words can even be included in batches.

Tracking, like kerning, allows for adjusting the space between type, a feature particularly

important when trying to expand or reduce to fit.

Glossing adds text above words or definitions, descriptions, etc.

Full Justified Tab aligns the text to the tab position.

ETND PICT/ EPSF opens PICT or

PostScript graphic file directly into a Nisus document.

Clock displays the time information in the Information Bar.

The commands, menus, and overall interface adhere well to the basic Macintosh commands and layouts we all know. Those that are not immediately apparent can be learned quickly from balloon help, a built-in tutorial and tour. If you have not settled permanently on a word processor or feel it is time to upgrade, you owe it to yourself to spend a few minutes with Nisus before making your decision.

Here is the best news. Discounts! Nisus offers their complete US version, called Nisus 3.4 (Limited Flag) for just \$99 to user group members (suggested retail price is \$395). The Complete Flag edition is just \$175 to user group members (suggested retail price is \$495). To order, include \$8 for UPS Shipping and California sales tax if you live in the earthquake state. Nisus Compact for the PowerBook is just \$49 and \$6.50 shipping (suggested retail price is \$150).

In Search of...an Art Editor

Dear Apple Pi Members,

Due to a large project I've recently taken on, I no longer have the time to devote to my "Artist's on Exhibit" column. I'm leaving with some regrets because I've enjoyed the experience tremendously. It's been a great way to get in touch with others in the field and to learn more about graphic techniques on the Mac.

It's been fun, but it's time for me to move on. I would highly recommend this job to anyone interested in computer graphics.

Sincerely,

Ann Aiken

The duties of the Art Editor are as follows: interviewing artists and writing a two page article which incorporates samples of the artists' work each month, meeting monthly editorial deadlines, and keeping the managing editor informed in case of any delay. The Art Editor should own and be comfortable with using the Macintosh, and various software packages (PageMaker, Illustrator, FreeHand, etc.), have a 9600 baud modem and /or access to the TCS for uploading articles. For further information, contact : Debbie Hoyt, 703-450-0714.



New Macintosh Files on the TCS

Normally this column highlights some of the new Macintosh files uploaded to the TeleCommunications System (TCS) during the past month, in this case from mid-June to mid-July. But there are actually *two* TCS systems running right now, the old one and a new, turbo-charged one undergoing testing. So — in a replay of last month's gamble — this month's column will attempt to cover both the old TCS and TCS:TNG (The Next Generation). With any luck, by the time you read this, you'll be able to actually use TCS:TNG.

And now for the standard disclaimer: this listing represent 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."

Apple System Software

NETWORK1.3.3.SI: Network Software Installer, version 1.3.3. Latest version of AppleTalk, Network cdev, EtherTalk, etc.

QTIME.1.6.1.SIT: QuickTime 1.6.1. Offers bug fixes over 1.5 and many additions over 1.5. Contains replacement scrapbook and all that good stuff.

LWPROENERGY.SIT: update to LaserWriter 8.0 driver that enhances energy efficiency in the new LaserWriter Pro printers.

Misc Documents

DSNSUMMARY.SIT: Deep Space Nine Episode summary-extended.

GIF Graphics

JURASSIC.GIF: Jurassic Park logo.

GEYSER.GIF: beautiful full-color photo of

a Geysier.

Nage101.GIF to Nagel45.GIF: extensive collection of computer drawings of women done in the style of the late Peter Nagel.

Mac Essentials

STUFFITEXPANDER: version 3.0.2 of Stuffit Expander. Handy utility that will decompress Stuffit, Compact Pro, and AppleLink Packages. Will also decode BinHex files, including multi-segment files. However, will not join multi-segment Stuffit or Compact Pro files.

STUFFIT.LITE: Stuffit Lite 3.06. Create and extract from Stuffit Deluxe and Stuffit 1.5.1 archives. Will also Binhex 4 and extract from Compact Pro archives. Highly recommended.

TCS.OFFLINE.2.2.3: a HyperCard stack that lets you read, reply to, and write TCS messages offline. You import new messages from a text file downloaded from the TCS. Offline sorts them appropriately and makes it easy to read and reply. It also creates an upload file of replies and new messages. Survey and transfer from the File area is supported.

Also provided is a Microphone settings file that automates uploads and downloads.

Mac Utilities

DARKSIDEOFTHEMA: latest version of freeware screen blanker application with multiple modules.

BUNCHTYPER.101: handy drag-and-drop Type and Creator changer with a predefined list of Creators so that you don't have to remember the arcane 4 letter Creator information.

FONTSFOLDERTUNE: fixes a bug in System 7.1's font folder. From a Mac engineer at Adobe Systems.

VENDORA.SIT: release 1.41 of VendorDA. For new users, VDA is a listing of 857 Macintosh product vendors with their Main, Sales, and FAX/Support phone numbers in a standalone application.

EXPAND.NOW.SIT: drag-and-drop utility to expand archives created with NOW Compress.

CHAINFORMAT.0.8: nice multiple floppy disk formatter from Japan.

MONITO.SIT: Monitor v1.5 is a

nifty application/memory/HD usage utility.

PPAT.TOOL.1.0.S: a basic but cool tool to aid making patterns for Chameleon and BeforeDark users.

EDNORTON.SIT: the ultimate diagnostic tool for the Macintosh! Run several times for best results. **CAUTION!** This program is not intended for the Mac novice!!

CPT2SIT..SEA: convert Compact Pro archives to smaller, superior and easier to manage Stuffit 3.06 archives.

Mac Extensions

ADBUNGEE.SIT: really, really sick After Dark module. You have three choices: human, half human, or cow.

COLORWHEEL2.CPT: After Dark module which draws a wheel of 254 colors on the screen and then uses color table animation to rotate.

EXTMGR20.CPT: Extensions Manager allows you turn "off" or "on" the code that executes at startup in certain "extension documents" such as Control Panels, Chooser devices and INITs. It also allows you to choose which font files

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should be opened under System 7.1. **GIFWATCHER.2.2:** desk accessory that allows you to view GIF (Graphics Interchange Format) pictures *as they are being downloaded*, as well as in a more conventional style.

MACPPP.1.1.1.SI: Control Panel and Extension that allows your Mac to connect to TCP/IP sites that support Point-to-Point Protocol. Needs MacTCP. **TRIMMER101.SIT:** Control Panel that allows selection of what fonts get included in a PS file printed to disk, and whether or not a header script is included via a check box.

ARTIES.CPT: After Dark module that "builds" color roads. Gives a nice display.

Mac Sounds

BEEPS.SIT: System 7 beep sounds for your enjoyment! The highlight is a pot belly pig beep sound — 18 beeps in all.

ALLABOARD.SND: 'All Aboard' sound file. Good for machine startup.

A2GAUGE.SIT: sound of a 12-gauge pump shotgun loading a round into the chamber. For the minimalist in home defense.

Mac Graphic Images

TITANIC.SIT: set of seven images captured from TV of the latest relics recovered from the Titanic.

Mac Graphic Utils

METAMORPHISIS1: nifty program allows you to create a QuickTime movie from morphing two still images or from two cells of a QuickTime movie.

Mac Games

BLOOD.SUCKERS: just in time for summer — give the high five to those pesky bugs! Neat color game by the folks at Pangea Software. A \$5.00 donation to the American Cancer Society is requested.

SFAHAVEN.TOWERS: Seahaven Towers is one of the best solitaire card games on the Mac. Great graphics and a fun game.

TEKNASLOTS.COMP: decent-looking slot machine game for the Mac with great sound. Requires 256 colors Remembers high scores. Good sound. Freeware.

MACMANPRO.SIT: new color version of Macman, a faithful Mac implementation of the arcade classic.

TRON4.0D.CPT: a multi-player network game of the light cycle battle found in the Walt Disney movie. Great fun and works on Black and White and color. Now includes a 'Training' single-player mode.

KUBIK.SEA: simulation of Rubik's Cube. You can do everything: rotate in all directions, remove squares to find hidden ones, see-through mode, random scramble, and even save your square. 256-color only.

COLORING.BOOK.C: a kid's coloring book. It is a great shareware program and lots of fun for the kids.

PATRIOT.COMMAND: color Mac Missile game with nice graphics and sound, and a bow to the Gulf War.

Mac Hypermedia

SIMMSTACK352.SI: latest version of SIMM Stack includes the LC III, Centris

610/650, et al. Shows RAM/VRAM options for all current, and most former Macintosh models.

YAFCSV.1.0: a flash card program with some impressive features. Among the notable features is unlimited user defined vocabularies, unlimited users, extensive progress tracking and dynamic test taking options. If you have ever considered using flash cards, or have kids in school (any age), then you will find "Yet Another Flash Cards Stack" to be VERY useful.

ASCRIP.TIT: an overview of Applescript — Apple's System Software enhancement that allows users to "script" batch operations.

Mac Multimedia/QT

HANGGLIDER.CPT: animation of a man flying on a hang glider. It is a nice little free floating application.

STRIP.SIT: an exotic dancer does her thing on the Geraldo show.

SUPERSOAKER: free-standing animation of a Supersoaker 20, it is pumped up then fired!

MST3000.SIT: massive (nine megabyte) clip from Mystery Science Theater 3000 featuring two robots in a hilarious argument over the virtues of DOS and Mac.

Mac Information

TIDBITS# 180 (14 Jun 1993) to **TIDBITS# 184** (12 July 1993): the latest and greatest news and gossip, before it hits the print media.

LINOERRORS.SIT: list of Linotype (mainly Lino 300) errors and possible fixes.

Mac Programming

68060INFO.TEXT: super-techie description of the upcoming 68060 CPU from Motorola by Joe Circello and Floyd Goodrich of the Microprocessor and Memory Technology Group, Motorola Inc. Interesting to note that a plain vanilla 25MHz 68060 will offer a 3 to 3.5 performance increase over the same speed 68040!

BS2.TXTC..ERRAT: errata to B. Stroustup's C++, 2nd ed.

APL901.05.SIT: complete APL 90 ver. 1.05 programming language.

Mac Technical

MACTN6.93.SIT: massive archive containing a complete set of *all* current Apple Macintosh Technical Notes as of June 1993.

SF 171 Software

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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

It Sucks

Peng Tom Ming-Teh, from the University of Toronto, relates his woes:

"Wisdom has not been with me lately. I found out the hard way that using a vacuum cleaner is not the most appropriate way to clean my Apple IIGS.

"My GS had become somewhat dusty, so I decided to vacuum clean my GS. I pulled out my Canadian made Beaumark high power suck-anything-in vacuum cleaning machine, and begin lifting the dust that has been laying on top of my GS keyboard. To my astonishment, my <Clear> key on the keypad was sucked into the vacuum machine and torn into several pieces. My logic must be flawed to think of using a vacuum machine on a computer. Looking at

my keyboard without a key made me feel a sense of loss as if my beloved GS is now physically challenged.

"The moral of the story: Do not vacuum your computer, especially lose parts.

"If anyone has a dysfunctional GS keyboard and wouldn't mind pulling off the <Clear> key and send it to me, I will offer my eternal gratitude for your generosity."

Rick Ewing, of Vanderbilt University suggested the following after hearing of Tom's plight, "To anybody that does want to clean either their keyboard or the inside of their computer, I'd recommend a can of Dust-Off (or comparable brand) compressed air. All you have to do is press the button and a cool jet of air will blow any dust off your property. You can find this at any store that sells photographic supplies. It's quick, easy, and much safer than a vacuum cleaner."

Scott Alfter had to add his \$.02. "I've vacuumed motherboards before... cleaned out the dust inside a IIe that way once or twice and never had any problems. Just use the round attachment with the bristles around the edge. Don't try to vacuum your motherboard with an upright vacuum cleaner or with a beater-bar attachment. :-)

Of course, you might remember my article from last month about the "keyboard" skin that I am using.

I was Hardpressed for an Answer

I posted a request on the TCS for a

little help. While I was waiting, this is what it did, and later reported:

I am still waiting for the name of a CDA, NDA or program that will search the entire contents of a partition of a Hard Drive and report back files of a certain type (Ex: S16 files or SYS files) that are on that partition. In my case, over 2000 files.

I would like to share what I did in the meantime that produces something similar—maybe better.

Using 'Information Desk' in ProSel 16 I was able to prepare an entire catalog of every file on the HD partition, saved to disk as a TXT file.

I loaded the file into AppleWorks 3.0. I then constructed an easy keyboard macro using UltraMacros (didn't have to write one) that 'Found' each line that contained a 'S16' (contained on the file listing line). The keyboard macro then copied the line to the clipboard, changed to a second file, pasted the entry at the bottom, went back to the listing file, and looked for the next 'S16' listing.

What I ended up with was a file that contained only a listing of the S16 files.

I did the same thing with SYS files, too. The reason I needed this was to separate my 8-bit and 16-bit games, which I had in one folder—into two folders. I used Hardpressed to compress the GS/OS files. You shouldn't use Hardpressed to compress 8 bit programs.

Hardpressed is really freeing up space on my hard drive.

Later, I receive some suggestions that there was a program called UltraCat that would search your drive with a choice of a "mask" so only those files that met your criteria would appear in the printed file listing.

Also, it is strongly suggested that you sort the Hardpressed files in your */SYSTEM/SYSTEM.SETUP folder to the TOP of the listing to avoid problems that others have been hav-



ing. It is reported that the GS.Spy2 INIT is not compatible with Hardpressed, neither is Auto.Menus and Menu.Time.

Andy McFadden of Sunnyvale, California, reminds us that, "There may be conflicts with HP and other INITs, so for now it's probably a wise idea to be careful about compressing stuff inside the System folder. I think CDAs, NDAs, fonts, and CDevs are probably okay, but be wary of compressing tools... some INITs may try to use them before HP is active, and will get upset if they can't get them.

AppleWorks Successor?

Dave Harvey, President of the Novapple(Apple II)User Group came across the following information about a new and important program.

"It appears that Randy Brandt, author of AppleWorks 3.0 and all the UltraMacro and Ultra series has been working quietly with some others to produce the "next generation" AppleWorks.

"Quadriga is the code name for a major new software product from Quality Computers. Tentatively titled "The Works 4.0," this product was designed to be what AppleWorks 4.0 should have been if Claris was still active in the Apple II world.

"Quadriga's product manager is Randy Brandt, one of the authors of AppleWorks 3.0. After several years of idly discussing with Mark Munz what an AppleWorks upgrade could be like, Randy proposed the project to Quality Computers' President Joe Gleason in early 1993. Joe agreed to the proposal, and Randy began serious design, starting with many of the ideas he'd been considering for the last few years. Once work began, Dan Verkade (DoubleData, ReportWriter, SuperForms, etc) was hired as a programmer to work with Randy.

"The Quadriga feature list is incomplete as this is being written, but

here are some things you can expect. Many small improvements aren't listed, but are still very handy, such as the database multi-record layout displaying the column widths as the user is editing them. All of the well-known existing enhancements which have been built-in are also improved over the current versions."

Release Date

- Scheduled for October 1, 1993 release

Hardware

- runs on minimal 128K un-enhanced Iie with one 5.25" drive
- 256k recommended, required for UltraMacros player

Installation

- TimeOut and INIT Manager built-in
- hard drive installer included

Desktop/Generic

- three smoothly integrated desktops, allowing up to 36 files. When quitting, user is notified of all changed files.
- Tab switches between desktops at OA-Q menu, save/remove files menus
- quitting with large files are on the desktop is much faster
- three separate clipboards, one for each application. User can decide which clipboard to paste in a file.
- clipboards are fully editable
- add to clipboard option allows appending to existing clipboard
- built-in disk/file utility a la FileMaster includes auto-install of INITs and TimeOut applications
- mouse support, on-screen clock included
- UltraMacros player included (no recording or compiling)
- five printers instead of three

- HP DeskJet support built-in
- auto-save feature saves current file every X minutes
- screen blanker included
- Add files lists 250 files instead of 170
- Add files lists Text files and loads them as Word Processor files
- Change Disk menu shows current volume names when OA-? is pressed
- QuickPath feature lets user pick a new path from a list

Word Processor

- dictionary copier is built-in
- split screen editing
- MouseText symbols for printer codes instead of carets
- glossary feature allows easy formatted input from data base files, such as inserting addresses in a letter
- improved mail merge no longer uses the clipboard, supports fixed form merging as well as re-formatted document merging
- improved find/replace

Database

- categories per record increased to 60 from 30
- characters per category increased to 2560 from 1024
- selection rules can be imported from a report
- large files with rules active are much more responsive
- more find options include instant binary searches on sorted categories
- changed records can be selected
- standard values can provide the current date or time
- date categories support years from 1000 to 9999
- improved TotalControl features built-in
- spreadsheet-style formulas can be up to 240 characters long



- glossaries allow easy entry from pop-up lists of other data bases, up to 16,250 entries
- glossaries highlight the first matching entry when multiple entries are possible on partial match categories
- data can be imported from other data base files
- data can be exported (posted) to other data base files
- sorts can be case sensitive or insensitive
- reports increased to 30 from 20
- reports auto-sort before printing
- reports printed to text files support user-defined delimiters

Spreadsheet

- the current column's width is displayed on screen
- during formula entry, functions can be selected from a pop-up list
- date formatting allows date math
- oa-f can now be used to find numbers and formula data
- finds can be row or column based
- if titles are set, they are used on each page of a printout
- "3D" feature allows spreadsheets to access other spreadsheets
- new functions include Left, Right, Upper, Lower, Mid, etc.
- Alert function allows a specified calculation result to display an on-screen message.

Will We Get the Fax?

Stacy Sherman of Denver, Colorado reports that she called Quality Computers a few days ago and asked the guy on the phone about the send/receive FAX software they're working on. He said "Yes, we have that contracted out but it's going slowly and I don't think it's going to happen."

It looks like we may have to wait for some other party to write it :(

Hyper IIGS—Are They Blowing in the Wind?

This article appeared on Internet and was contributed by Frank Lin who found it somewhere. I am printing it here for information only.

"First, the Hyper IIGS does exist. It has been built and tested by Chuck Haight and some local (Eatonville, WA) hackers. Hyper IIGS is a super speed-up board set which employs a 12MHz 65C816 and two caches, one is 64KB (12MHz) and the other is 8MB (5MHz). So, except for forced slowdowns (e.g., for I/O and accesses to banks \$E0-\$FF) the board screams along at 12MHz and, for fast cache misses, drops(!) to 5MHz. Chuck doesn't quote an average speed. My 9MHz 32K-cache Zip/GS averages about 7MHz; the Hyper IIGS is probably good for something a bit better than a 10MHz average. A very nice plus is that, when reliable 14MHz (20MHz...) '816's become available, only the uP and, perhaps, the 64K cache should need to be upgraded.

"Hyper IIGS is not currently available for sale to users. Instead, those behind the project are asking IIGS 'speed freaks' to write and express interest. The explanation is cost. Hyper IIGS comes on two boards and, for small production runs, would sell for \$500 assembled and tested.

"If interested, send your comments and/or questions to COMPUTIST/Hyper IIGS, 33821 Orville Road East, Eatonville, WA 98328-9590"

Quickie Problems?

Writing on GENIE, Steve McQueen (yes, that's his real name) shared some Quickie thoughts. "The Prefs file changed dramatically with version 3.0. Strange things will happen if you don't replace your Prefs file when upgrading. To a lesser extent, the same warning applies to the

change from Quickie 3.0 to 3.1.

"The Quickie application disables every software interrupt possible when it starts up. Affected interrupts include heartbeat/VBL, SCB, one-second, cursor, etc. Any CDEV, NDA or INIT which depends on one or more of these interrupts to work correctly will fail to operate. Most will simply stop working, but some may cause crashes or other bad things because the interrupt process is not updating important counters, pointers, etc. Hardware interrupts are not under software control, and will continue to function properly.

"The Manager changes the way the system handles events like cursor movement so that even if the interrupts are disabled, system events are handled properly. Under System 6.0.1, try turning Smooth Cursor Movement OFF (unchecked) in the Keyboard (or maybe General) CDEV. When Smooth Cursor Movement is ON (checked) the system insists on using the cursor interrupt to track mouse movement, and appears to freeze after Quickie is started up. (Note that this is a guess based on reported problems. Worth a try, but I offer no guarantees until someone verifies that this works.)."

Back to Basics

In Petaluma, California there is a User Group known as the Gravenstein Apple II User Group. I have no idea where the name comes from but I suspect that the capital G and S stands for the GS of the Apple IIGS. What is particularly good about this organization is the fact that not only do they publish an excellent monthly 24 page newsletter under the fantastic DTP-personship (my own word) of Janet Mobley, but several of their members are nationally known personalities in the Apple II world. It is probably not uncommon to see well known names such as Will Nelken (the great UltraMacros and Ultra 4



course teacher) and Joe Kohn (the former A+/InCider columnist and now Shareware Solutions II publisher) contributing. So to give you a little taste of the publication, I am including a bit of a column called Back to Basics written by Ray Mc Anally...

[May] Last month we touched on how to test a malfunctioning computer. This month we will go into more detail on servicing your GS.

If your GS has stopped working entirely and the power on light is dark. The first suspect is the power supply. The easiest way to check this is to borrow a friend's power supply and connect it to your computer and see if the system starts up. If for some reason this is not feasible, you can test your own power supply using a common Volt Ohm Meter (VOM). These are available for as low as \$10.00 and useful to have around the house. Especially for computer owners.

Disconnect the power connection from the power supply to the main circuit board. The connection is a one way push on plastic connector. You may have to push the retaining clip over a little to allow the connector to slide off.

The VOM should have test probes that are shaped like pens. The tips should be slender enough to slide into the sockets on the connector. Slide the negative probe into the socket with a black wire. Then slide the positive probe into the other connectors one at a time.

You should get readings of 5 volts and 12 volts from the other sockets. It doesn't matter which ones give these readings, as long as both those voltages are present, the power supply is functioning. Assuming that the power supply fails the tests, or the friends power supply starts your machine, your best option at this point is to just buy a new power supply rather than attempting to repair it.

Power supplies can be bought from

a number of sources. Apple dealers have them or can order them. Mail order houses stock both Apple and third party supplies such as Applied Engineering's High output power supply, or you can opt for a used or rebuilt power supply. The Used Computer Store in Berkeley

has both new and used supplies available, and rebuilt supplies are available from Altech Electronics on an exchange basis.

What if your power supply is good but the system is still dead? This is the so-called "Worse case scenario." The GS uses Surface mount technology in its construction. What this means is that there are no user repairable parts on it. The main circuit board is bad and must be replaced. Your Apple dealer can do this and will charge you a hefty service charge for the honor.

A cheaper way to go is to do it yourself. The GS board is easy to remove and replace. After removing all cards and plug in connectors, the board can be removed with just a small flat screw driver to bend the release clips. New boards are available from a number of sources. I have used Shreve Systems of Shreveport, La. but there are others. The board is shipped to you by UPS. You replace your board and ship the bad one back to them. The board you get has probably been re-manufactured by Apple Computer and will probably have some minor upgrades visible on the board in the form of jumper wires and small circuits soldered onto it. These changes will in no way alter the use of your GS and will not make a ROM 01 machine into a ROM 03. As I said, they are minor modifications that Apple has deemed necessary.

Once installed, the new board should perform as well as the old one. Details of the replacement can be obtained from phone by me if you need them. If you really feel uncomfortable with doing it, I will perform

the swap for any club member free of charge. It takes about 10 minutes to do it. Call me when you have the new board and I'll have you stop by my home. Of course this only applies to local members, but I can talk anyone through it over the phone. It really is that simple. Next month I'll begin covering the peripherals with the first article being on proper cleaning and repair of your mouse. You'd be amazed on how much gunk gets in that little guy.

[June] On an Apple GS, losing the use of your mouse will bring you to a screeching halt almost instantly. Usually the mouse doesn't just quit, as time goes by, you begin to see a marked decrease in its ability to track properly on the screen. What this means is the mouse is getting dirty.

There are two methods of cleaning. The first is an on going preventive maintenance and the second is a more complete. Everyone should regularly use a soft cloth dampened with Windex or equivalent to wipe off the outer case. Don't use other cleaners that leave a residue or worse, attack the plastic. The mouse ball should be removed and the ball well cleaned out. The ball should be cleaned at the same time. Doing this will keep debris from building up inside the mouse. If this has never been done, or at least not for some time, more complete cleaning may be necessary. Follow the instructions below for more complete instructions.

First, with the computer turned off, unplug the mouse from the keyboard. Everyone should know how to remove the ball from the well in the bottom of the mouse. This is accomplished by holding the mouse bottom side up and twisting the plastic retaining ring counter clockwise. The ring and the ball should be easily removed and the ball should be cleaned in a mild soap and water mixture, not Windex. This will give the ball a slight "tacky" feel that



helps it track on its pad. (You are using a mouse pad, aren't you?) After you have cleaned the rubber mouse ball, inspect it for damage. It should be firm with a slightly porous texture. There should be no nicks cuts or bumps on the surface. If there are, the ball will not track smoothly and will have to be replaced eventually.

Next, look into the well. There are three rollers. These rollers should be clean and bright. If they appear to be coated, the coating is actually dirt; oil and dust that must be removed. A small razor knife such as the one made by X-acto works well. Use the tip of the blade to cut away any dust or hair that has become wrapped around the roller, then use the flat of the blade to gently scrape the roller clean. Hold the mouse at an angle

while doing this so that the debris falls either into the well or clear of the mouse, and not into the mouse compartment itself. After doing this, use a cotton swab soaked in rubbing alcohol to clean the rollers of any final residue. Finally, use a small lint free cloth to wipe away any debris in the well. Re-assemble the mouse and test it out.

If this doesn't solve the problem, or if you believe that there is debris inside the mouse, the case will have to be taken apart. To do this, remove the four Phillips head screws from the bottom of the mouse and then remove the top of the case. Take care not to dislodge the circuit board or rollers. For this, the best cleaning tool is air. Either in canned form or a squeeze bulb like the ones used on cameras or lacking that, lung power can work if you're careful not to get the components wet. There are two wheels with slots cut in them. These slots are to tell the mouse where it is. They rotate in between to plastic arms that contain light emitters and sensors. If dust becomes trapped in there, the sensors can not properly count the number of slots moving

past, and the mouse movement becomes erratic or worse, can not track at all in one or more directions. If after re-assembling your mouse the cleaning has not corrected the problem, or if the failure was sudden and complete, the odds are that one of the emitter/sensor units has failed. These parts are not repairable, and a new mouse is needed.

Rather than replacing the Apple mouse I recommend that you upgrade to a track ball at this time. The Kensington Turbo Mouse is a superior replacement. Just make sure that you order Rom revision 3 as the later ROM 4 is not compatible with the GS. These track balls are available from Quality Computers at a cost lower than what an Apple dealer sells a replacement mouse. Both track balls and the Apple mouse can be found used at significant savings if you look around the ads in some of the periodicals. A third alternative is an optical mouse with no moving parts. The optical mouse uses light beams to read it's position on a specially marked mouse pad. I have tried them, and while they do work, graphic designers may find them to be a poor replacement as the movement is more jumpy and less precise than the standard mouse. For simple pointing though, they are adequate and nearly maintenance free.

Next month I'll cover cleaning your disk drives using the new drive cleaner from Seven Hills Software. Finally a drive cleaner that keeps track of use for you.

[July] Whether you use your floppy drives every day or once a month, the time will come when they require routine cleaning. Enter Seven Hills Software and their Drive Cleaner. Drive Cleaner is a bundled product including both a program disk and a 3M brand cleaning disk. 3M is the only manufacturer recommended by Apple for cleaning drives. The cleaner is similar to others on the market

that most of us have used, so I won't go into detail on that portion of the product. The important part is the software provided on a 3.5 inch disk. What you get is a program that will keep track of how many times you have used the cleaning disk and remind you to change it at the appropriate number of cleanings. It will also remind you when your drives are due for a cleaning. I have mine set for the maximum of 99 days since I only use my floppies occasionally. For most users, unless you use your floppy drive constantly, 99 days between cleanings is more than enough. Cleaning the heads too often can cause damage due to the mild abrasive nature of the cleaner. Using the cleaner is a snap. Once installed on a hard drive or run from floppy, the program will prompt you to apply cleaning solution to the cleaning disk and then to insert it in the drive. Unlike regular cleaning disks, the Drive Cleaner program will cause the heads to float across the entire disk instead of just a couple of tracks this increases the life of the cleaning disk and saves you money on replacements. There is also an option for cleaning 5.25 inch disks for those of us still using those dinosaurs. Also on the program disk are some Seven Hills "Freebies" These guys are starting to sound more like Beagle Brothers every day. The freebies include an enhancement for many screen blankers and a program to help convert Macintosh sounds. Also included is the now popular Quick launch that was released some time ago to give the GS one more feature similar to the Macintosh. Seven Hills Software is one of the most committed companies around for the GS. Their soon to be released telecommunications program as well as new games for the GS are proof that you can teach an old dog new tricks.

If you would like to contact The GravenStein Apple User Group, you



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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-Quality "Buddy", a Seven Hills "Partner" and a TimeWorks "Am-

bassador" for the WAP. Professionally, he is a Certified Hypnotherapist in private practice in the Washington D.C. metro area and does part-time Apple II family computer application programs consulting and teaching. His latest software programs, THE MAGIC FILE CABINET and MAGICAL MACROS—THE ABRACADABRA COLLECTION are presently selling internationally.

Beginner's Corner

Getting Started With The Apple IIGS

by Steve Weyhrich

This the beginning of a series in which I plan to focus on the use of the Apple II from the point of view of the new user. This, and subsequent articles, will assume that the reader knows *nothing* about their computer much beyond how to turn it on. I hope that the information presented will be useful to someone who is not currently able to use his computer to its fullest, but wants to learn more. Reader feedback is welcomed and encouraged because I only have a certain amount of information that I believe would be useful to the beginner. My understanding what you want to learn more about will make this monthly feature more valuable for all of us.

I have chosen to start with the Apple IIGS, rather than with the older 8-bit versions of the Apple II, primarily because I personally believe that there are going to be more people out there who need help with a IIGS than with those older Apple II's. I plan to turn the discussion eventually to the older models, but the IIGS is simply more complicated

and a more difficult computer on which to get "up to speed."

Some of you may not own an Apple IIGS, and you wonder whether there is any reason to make the change. Some have made the change, but just can't get the hang of it, and can't really do what they'd like to with it. Some have never owned an Apple II of any kind before but picked one up as a used system for a really good price. No matter who you are, this article and the ones that follow are for you.

How Do You Find a IIGS?

Okay, so you've been thinking for a while about getting one of those Apple IIGS systems. You've been envying all those neat features that the IIGS users are always talking about on the A2 Roundtable on GENIE, or at the Apple User Group meeting. You feel frustrated that there are just not that many new applications being released for your Apple IIe or IIc (unless it is another educational game). What steps can you follow to make the move to 16 bits?

Most of the decision depends (as usual) on how much money you have to spend. The ideal Apple IIGS system, fully decked out, may cost you much more than you have sitting around as disposable cash at any one time. That was where I was about 18 months ago when I first began to seriously consider changing from my souped-up Apple IIc to a IIGS. The system that I really wanted was one with four megabytes of memory (minimum), an RGB color monitor, a fast SCSI card (for a hard disk, and possibly a tape drive), an accelerator card, one or maybe two Apple 3.5 drives, and one Apple 5.25 drive. I decided I could stick with my old reliable ImageWriter I printer for the time being. I wanted this type of system because I had managed to upgrade my IIc as far as it could possibly go. It had an 8 MHz Zip Chip, a one megabyte Apple RAM card, and a Chinook 40 MB hard drive (the CT-40c, which plugs into the disk port on the back of the IIc). This gave me a nice, fast machine, both in terms of speed of disk access and speed of the programs I ran on it. But the cost of getting my "ideal" IIGS system seemed prohibitive. I had to try another approach to achieve my goal.

It Costs >>How<< Much?!

Let's look at the expenses involved in getting a IIGS. You can't buy it from Apple dealers anymore (assuming they even know about the Apple IIGS) since it was dropped from the dealer list in December 1992. There may be a few new systems out there that you can buy from dealers that want to clear out their old inventory, but the only choice most people will have today is in the re-sale market. Ideally, if you can find someone who wants to sell his entire SYSTEM for a good bundle price (and if you have that much cash available), that is the way to go. You'll have most if not all of the pieces you need to comfortably



run the most popular software, and very possibly some of the IIGS programs you've been drooling over. But to know if the price someone is asking for their system is reasonable, you need to know what it costs to buy the pieces via commercial mail order businesses.

The most consistently available sources for refurbished Apple II and IIGS systems are Sun Remarketing in Logan, UT (800-821-3221), and Shreve Systems in Shreveport, LA (800-227-3971). Sun has been selling new and used Apple computers (usually discontinued or refurbished models) since 1983. Shreve Systems has been in the business of selling refurbished Apple computers and peripherals for some time as well. There have been modest changes over time for the prices on pieces necessary to create a basic Apple IIGS system; here are the prices that I was able to confirm as of June 1993:

	<u>Sun</u>	<u>Shreve</u>
IIGS CPU,	\$449	\$349
ROM 01 with 256K RAM		
RGB Monitor	\$249	\$229
(for IIGS)-Apple		
Apple 3.5 Drive	\$199	\$169
Apple 5.25 Drive	\$139	\$169
Total	\$1036	\$916

At this particular time, Shreve seems to be the less expensive source of an Apple IIGS basic system. I do not know anything about the relative quality of the equipment available from Shreve compared to Sun. I do know that the IIGS CPU that I ordered from Sun in February 1992 appeared to be a never-used computer; if it was used, it was so well restored and refurbished that I could not tell the difference (with the exception that the system disks supplied with the computer had Sun's label on them). If you want to call Sun at this time (June), however, you will be out of luck: They are currently completely out of IIGS computers,

and have a back order waiting list of about 38 names. Shreve does have them in stock as of mid-June. Neither company is supplying the ROM 03 IIGS, which has one megabyte of memory built-in, instead of the 256K built into the ROM 01 version. Also note that the above prices do not include shipping charges, so allow for that. There are probably differences as well in the warranty offered by either company.

Movin' On Up

Now with this set of building blocks, you do have a IIGS computer, but you will be very limited in what IIGS software you can use on it. To have a computer that is capable of running System 6, the latest version of Apple's powerful 16 bit operating system for the IIGS, you need a minimum of two megabytes of memory to do anything useful. We can upgrade the memory on this 256K computer most inexpensively at this time by either buying it used (as was discussed above), or new from the major Apple II mail order houses. Since there were other items I originally wanted on my ideal IIGS system, let's price these out as well:

Sequential Systems

RAM GS	\$115
4 meg	
Zip GS Card,	\$173
8MHz/16K cache	
RamFAST/SCSI	\$139
card, 256K cache	
127 meg SCSI	\$304
hard drive	
Total	\$731

These prices were taken from the ad for LRO Computer Sales (800-275-4576, or 800-ASK-4LRO) in the July issue of inCider. Very similar prices can be found in the ad for TMS Peripherals (800-275-4867, or 800-ASK-4TMS), so shop around. These items, along with the cost of the basic system itself, brings the price of my

ideal IIGS complete system to \$1650-\$1770 (again, excluding shipping charges).

These are similar to the numbers I was coming up with when I started to build up my system last year (though the hard drive, memory, and SCSI card prices were higher at that time). Consequently, I immediately ruled out the idea of getting my ideal system all at once; I couldn't afford that in one lump sum. With this information, however, it did make it easier to determine what systems being sold in classified ads really should cost.

Build a GS on a Budget

Ideally, it would be best to find a complete system being sold used by someone who is changing computer platforms to something else. That way, not only can you get all the basic pieces you want, but there may be some nice additional goodies (such as a hard disk or accelerator). If you decide that even a used system is not affordable, because you cannot come up with the full price all at once (and the seller is not interested in payments spread out over several months), then the next best solution is to build one from scratch.

You will not necessarily spend less over the long run (and you might possibly spend more), but you will at least be able to get a IIGS and begin enjoying the benefits of a more powerful computer.

The most basic, stripped down Apple IIGS you can get is simply the CPU (ROM 01 or ROM 03), keyboard, and mouse. For a monitor, you can use the monochrome monitor you are already using on your Apple II Plus, IIe, or IIc. (This is better than trying to use the composite color monitor used on the 8-bit Apple II's for graphics; these usually do not display 80 column text clearly). For a disk drive, you can usually use the ones from your existing Apple II. The disk drives used on the IIc, either the



Disk IIc or the UniDisk 3.5, will plug directly into the disk port on the IIGS.

The older style Disk II drives used on the II Plus and IIe can be used also; you can just put the same disk card in slot 6 on the IIGS. (An alternative would be to buy or build a converter plug to allow an older style 5.25 drive to plug into the IIGS disk port). The only disadvantage to the UniDisk 3.5 on the IIGS is that it will run slower than an Apple 3.5 drive, due to a different interleave (to get a better explanation of "interleave", see the segment on advances in disk drives in Part 9 of my Apple II History, in the February, 1993 issue of the A2 GENie Lamp). However, the UniDisk 3.5 will not run any slower than it did on your other Apple II, so you haven't lost anything by going with the slower drive.

With a ROM 01 IIGS, you now have the equivalent of an Apple IIe that runs at 2.8 MHz (instead of 1 MHz), and has 256K of memory (instead of the maximum 128K memory on the IIe or IIc). If your IIe or II Plus had a slot-based RAM card, that can be used on a IIGS as a RAMdisk (unfortunately, the memory cards used with the IIe auxiliary slot or with the memory expansion IIc is not usable on the IIGS). With this arrangement, you have something that is close to what you had before, and you can continue to upgrade from there.

When I got done with my initial conversion, I had a ROM 01 IIGS, using my Monitor IIc (the "ET" monitor). For disk storage, I used my UniDisk 3.5, a non-Apple brand 5.25 drive, and my Chinook CT-40c hard disk, all of which plugged into the disk port on the IIGS just as it had on the IIc. Because I REALLY needed more memory, I added a CV-Tech memory card, and installed 3 megs of chips on it, giving me a total of 3.25 megs of usable RAM (almost three

times a much memory as my 1.125 meg IIc). I had lost the speed of the 8 MHz Zip Chip (which I noticed most when using the GENieMaster macros in AppleWorks), but I finally had an Apple IIGS. It was a start.

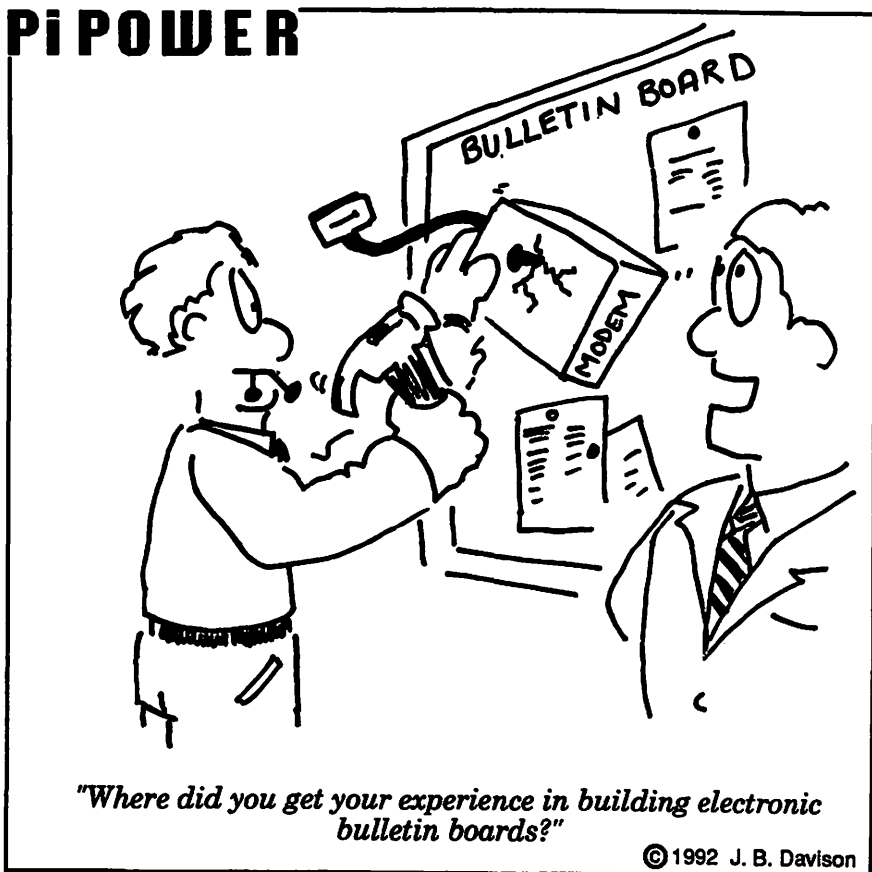
For other users, what you add at this point depends on what you want to do with your new computer. Are you still going to use lots of 8-bit applications? Adding more memory will probably help with that. Want to avoid the floppy shuffle? Getting a hard disk will ease your way. Graphics or games? If you want to get into 16-bit quality, you will eventually need to get that color RGB monitor. Music? A sound board will let you plug your IIGS into stereo sound. And any of these things will enhance GS/OS, which is possible to use when you pass the 1 meg barrier (older versions like v5.0.4 will run with one megabyte; newer versions like System 6.0 or 6.0.1 will require two or

more megabytes to run well).

In the next Beginner's Corner, I would like to take a closer look at what you can do with a really bare-bones IIGS system (i.e., 256K RAM and one 5.25 drive), and what it takes to continue upgrading it into a good, productive system.

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*Steve Weyhrich
(GENie: s.weyhrich)*





ProTERM 3.1 Features and Changes

by Gary Hayman

ProTERM is presently considered by the majority of the Apple II users world as being the telecommunications program of choice. While other competitors exist, such as Point To Point, TO.Telecomm, Talk is Cheap etc., the favorite still appears to be the 3.X versions of ProTERM.

I used ProTERM 2.0.1 myself and when the "really" new 3.0 version hit the streets, I did not wait. Now there is a "major" upgrade to ProTERM, version 3.1. The question is what did they do to an already great program and is an upgrade costing \$XX.XX worth it? The ProTERM 3.0 version sold for \$79.95 at Quality Computers. The following is a list of new features released by InTrec Software (formerly InSync), its publisher:

- User manual was re-written and expanded to 430 pages, and over 50 illustrations. Help for the novice, casual user and expert.
- Enter Scrollback (when offline) at the touch of an arrow key.
- When entering/exiting the Install menu, the terminal window is maintained.
- Text entry fields now have the concept of a "Hard-Space" and it is entered using Option-Spacebar. The Hard-Space is displayed using the checkerboard character mouse text character and works with Find, Replace, Reply mode and Printer-Init to name a few.
- There is now a Preference to control how much memory

ProTERM will attempt to use when it runs. This is particularly useful for Slinky RAM users since it means they can partition their memory card between a RAM disk and ProTERM. Bank Switched RAM users can partition their RAM cards in the event that ProTERM does not recognize the RAM-disk software being used.

- The parameters associated with Quick Dial are now saved between different Quick Dial attempts (not between program runs).
- Within the file selector: Command-Left Arrow/Right Arrow changes to the previous/next online volume. Command-Up Arrow moves to the Parent directory. Command-Down Arrows opens a directory. (These commands are Macintosh conventions.)
- Compatible with Textalker-GS vTT1.2 for sight impaired users.
- Pathnames allow the convention of drive location (/5,1/FILE.NAME-/6,2/MY.FILE etc.) entries.
- Command-Period is now equivalent to pressing the Escape key.
- A Mouse-Down on the Date, Time, or Label in the Status-Bar automatically executes a Global Macro to perform user-defined functions.
- Editor Capture, Printer Capture and Receive ASCII now allow their status bars to be hidden.
- The Screen Saver now accepts a

time out up to 30 minutes, and does not activate during an ASCII send.

- The File:Catalog command now displays as many files as can be loaded into memory either alphabetically or as they are arranged in the file.
- The File:Print command now accepts batch filename selection. If multiple files are printed, the setting of Eject Final Page determines whether each document is printed separately, or if they are all appended and print immediately following one another.
- The File:View command now displays location within text by screens and bytes and has a new Goto button for quick access to the screen number of choice.
- New management of incoming characters prevents character loss during mouse and Command key use.
- A full 15 character volume name is allowed.
- Dramatic improvements in disk I/O error handling.

Emulation

- HeathKit H19 Emulation now supports a "mode-select" to enable Auto-CR to be added to an LF.
- Pascal Firmware emulation is now included as part of the software.
- Default parameters for Emulate File are now saved with the other preferences.
- Split-Screen Chat emulation now wraps the cursor after the 80th character instead of the 79th. (This is similar to the way VT-100 works.)
- The emulation system has been changed so that a line which is cleared via a Clear-Line or Clear-to-End-of-Line from Col 0 now puts the line into Scrollback.
- VT-100 emulation has been changed so that margins are supported correctly. In prior versions,



the vertical margins controlled both scrolling and clearing data (actual VT-100 terminals only control scrolling).

- There is now a Control Show emulation which does diagnostics similar to ProTERM 2.2 and indicates high-bit data via reverse video.

Modem/Drivers

- Data Formats of 7E2 and 7O2 are now supported. While unusual, these are occasionally requested.
- When the ATDT dialing string is sent to the modem, it is truncated to the exact length instead of padding to 32 characters (the length of the phone number field). This assists compatibility problems with old modems.
- The USRHST driver works with the “/” messages added.
- A printer init string is now located in the install window. This string is sent to the printer prior to starting ANY kind of printer operation (print-screen, online printing, Editor printing, print file). This allows a clean way to send a string to the port (like to change the baud rate) or to the printer (to always enable a certain font/size/etc).
- New modem drivers:—Quality Computers Q-Modem 2400.—Boca Research 14.4Kbps Modem.—Prometheus ProModem 2400 Mini.
- The size of the PT3.CODE0 file has been reduced by about 1/3 as compared to PT3.0. This saves some disk space and allows easier downloading of updated files.
- The baud (bps) of 57600 is now directly supported by the software. In addition, the SSC only shows rates of 110.19200 as being available.
- The driver loader / modem drivers have been redesigned to allow the possibility of user defined drivers. The modem driv-

ers have all been recoded into assembly language and many of the existing drivers have been consolidated.

- It is possible to enable (via Macro pokes) a “data clicker” which can tick whenever a character is sent or received.
- There is now just a single Apple IIGS Modem Port driver which exhibits better performance under GS/OS and AppleTalk.

The ProTerm Editor

- When data is inserted/deleted in the Editor, the Editor pans to show the change.
- The Editor now has a label in the MenuBar.
- There is a preference to “allow” use of the ruler. When turned off, PT3 will never save the ruler.
- It is now possible to View Files directly from the Editor. Choosing the “Edit” button inserts data at the current Editor cursor position.
- When exiting and re-entering the Editor (and Scrollback), the cursor position (line and column) is saved and restored.
- Find/Replace strings in the Editor are now saved between entry/exit of the Editor (and Scrollback).
- Paste-to-Modem directly from the Editor is changed and improved.
- A customized prompt string used and saved as a preference in Reply formatting.
- When a file smaller than 13 lines is loaded into the Editor, the display correctly positions the small file on the opening screen.

Macros

- PPrint commands now work in the Editor and the Channel #6 command can be used to insert (print) data directly in the Editor at the cursor position.
- ProTERM always executes global Macro @@1 on startup. It then checks for a Macro file called PT3.STARTUP or a system en-

try called PTD.STARTUP. As before, an application can also pass in the name of a Macro file or system entry via the PT3.SYSTEM program.

- The Macro Midstring command now supports a length parameter.
- There is now a JSr Macro command which can be used to call assembly language code. One potential use is to allow flow control to be enabled and disabled directly from a Macro.
- DO command parameter processing has been improved so that it is now possible to write a Macro which will work in Install.
- The MEM Macro command now accepts a hex data string as a compact way to specify contents of continuous memory locations. Ex: MEM 30,“a9904c0034”
- Larger Macro files are now supported.
- There are new <SYstem> and <PHone> functions which return the name and phone number of the current system.
- The semicolon (;) is now used as a comment character. It signifies comments that extend from the semicolon to the end of the line. Large blocks of text can be commented out when placed between asterisks (*).
- The DO command now allows duplicate label names to be accessed.
- Full 64 character filenames can be passed to dialogues via the DO command (3.0 had a 40 character limit).

Scrollback

- The Find/Replace strings in the Scrollback are now saved between entry/exit of the Scrollback (and the Editor).
- Scrollback now has a label in the MenuBar.
- When you exit & re-enter Scrollback, your position (line and column) is saved and restored (this is also true in the Editor).



When the contents of Scrollback are changed (via data coming into terminal mode), the position is reset to the end of the file.

- Upon entry to Scrollback .5K is no longer added to the status bar display.
- The Find-Next command in Scrollback is now Command-G instead of Command-N to maintain consistency with the Editor and Macintosh conventions.
- The search string/parms used with Find-Next are now saved between uses of Scrollback (but not between program runs).
- When an old Scrollback file is opened, its contents can be appended to the end of the current Scrollback data.
- Scrollback files can be appended to an existing Scrollback file.

Send and Receive

- Paste-to-Modem now has better pacing. When it sends a Return character, it uses the line delay parameter for the current system entry.
- Ymodem and Zmodem both send filenames in lower case in consideration of Unix based hosts and the like.
- Protocol transfer estimated time values have been recalculated making them more accurate.
- The status bar now displays the exact line rate at which the modem is connected. This includes 12000, 14400 and 16800. In addition, ASCII Send and protocol transfer timings are based on this value.
- The protocol CPS calculation has been improved so that it more accurately reflects the actual transfer throughput.
- There is now control over the ZModem Send window size via a Macro variable.
- Global Macros @@5/@@6 are now automatically executed after every protocol transfer to perform user-defined operations.



What's New for System 6.0.1

by Gary Hayman

By now you probably know that System 6.0.1, the new GS/OS operating system, is available. At first it could only be procured from A2-Central, but now it has been posted to our own TCS (we do have permission) for you downloading pleasure and installation on your hard drive.

Admittedly there have already been some "bug" reports and workarounds concerning Tool 27 and using System 6.0.1 with Pointless (WestCode), and I am sure that more will surface. It is recommended that you use the TCS or some of the on-line services such as GEnie or AOL to keep track of all the progress with this new operating system.

Apple has provide a Whats.New file that reveals some of the fixes and additions to the older version. Here is some of that file:

"This is a summary of the visible changes since System 6.0 was released. There have been many bugs fixed and many features added that are not immediately visible, but they will enable developers to create better future products.

The Finder

- You can now click in Name, Size, Kind, or Last Modified at the top of a list-view window to change the view.
- To rename an icon, you must now click on its name rather than the icon.
- The "File Copy Alternatives" dialog has been removed.

Holding down the Option key now always forces a copy rather than a move.

- Dragging certain system-related files to the System folder icon on the boot volume now does "magic routing" much like the Macintosh Finder. Note that this only works when using folder's icon; dragging into a window works as before. The kinds of files that are properly placed in their own folders within the System folder are: Control Panels, Desk Accessories, Drivers, FSTs, Tools, Fonts, Sounds, Inits, and Finder Extensions. Other files are just placed in the System folder.
- The Finder now creates the "FinderExtras" folder for you.
- If you open the Icon Info window on an Apple SCSI device, the SCSI ID number appears on the "Where" card.
- The Finder's Clipboard window handles text, pictures, and sounds. If you copy a sound to the clipboard (using the Sound control panel, for example), you can click on the Speaker icon on the clipboard to hear the sound. Teach has the same Clipboard window.

Extensions

- EasyMount is not just for servers anymore. It now handles aliases to any disk,



folder, or application. In other words, you don't need to drag the icon onto the desktop anymore just keep an alias of it on the desktop. Select the icon of the item you want to alias and choose "Make Alias" from the Extras menu. EasyMount will ask you where to save the alias. Later, double-clicking the alias opens the real item disks and folders are opened, and applications (P8 or GS/OS) are launched. The Installer automatically installs EasyMount in your System.Setup folder.

Control Panels

- DC Printer control panel: This was a change in System 6.0 but not documented: The DC Printer will let you choose LaserWriter, which is potentially useful for printing to PostScript files.
- Monitor control panel: The new checkbox "Smoother Mouse Cursor" sets a new Battery AM location. It kills the cursor flicker that is especially noticeable with a Video Overlay card or an accelerator.
- SetStart control panel: The new checkbox "Show icons during startup" provides a way to set the Battery RAM location that disables the display of the startup icons. The Battery RAM location has been there since System 6.0, but there was no Apple-provided way to change it.
- The new checkbox "Enable programmer CDAs" provides a way to set the Battery RAM location that allows Visit Monitor and Memory Peeker to show up in the CDA menu. Both ROM 1 and ROM 3 machines now check this

location. This checkbox does not show up if the ROM 3 Control Panel disable jumper is present.

Startup

- During startup, if you have a lot of icons, they no longer keep recycling the bottom row of the screen. They now "wrap up" to the row above.
- If you use a Vulcan internal hard drive, you no longer need to copy the Vulcan driver onto the Install disk when installing new system software. The Vulcan driver should still to be used for enhanced performance, but you can successfully install without it.
- If your ROM 3 Apple IIs has 8 Megabytes of RAM, the computer fails to create a RAM disk (RAM5) of any size. In this case, System 6.0.1 creates RAM5 and then restarts the system. When you turn on the computer, you will hear an extra beep at the "Apple IIs ... ROM Version 3" screen.

Drivers

- The RAM5 RAM disk has a new driver. The Installer automatically installs it if you have the RAM disk enabled when you do an Easy Update. The driver greatly enhances the disk's performance. It also allows you to have a RAM5 disk in GS/OS (but not in ProDOS 8) even when slot 5 is switched to "Your card". On a ROM 1, you must have the Minimum and Maximum sizes set to the same value; otherwise you will see a message during startup and the new driver will not be used.
- The Apple II Memory Expansion Card has a new optional

format. If you have a full megabyte of memory on the card, it lets you format it as either 1,024K or 800K. The 800K option blocks out the remaining 224K, but allows faster block copies to and from other 800K disks.

File System Translators (FSTS)

- The MS-DOS FST is new. To use it, you need a drive that can read MFM disks, such as the Apple SuperDrive with an Apple II SuperDrive Controller Card.
- This version is read-only—it doesn't let you make changes to MS-DOS disks.

ProDOS 8

- The Thunderclock year table in P8 has been updated for the years 1993-1998. There is also a Clock.Patch file on the SystemTools2 disk that you may use to update P8 (re-named to ProDOS) to include future year groups.

Late News From Westcode—"We (WestCode) prepared the (Pointless) 2.01 version about 3 days into production. We posted several messages here (GENie) and on AOL, and there were also articles in most of the magazines. The 2.01 version is free. All you have to do is ask for it! Leave me email with your registration number, and current address (if different from the one you used to order the upgrade). I will send out a new disk for ya."

From Dale Smith: Other known problems: The smart system folder *In the boot disk window* will work one time and then it loses its "blessed" status so it won't work again unless you close and reopen the window. It will however retain its "blessed" status if you put it on the desktop.



On the Trail of the Apple III

by David Ottalini, Apple III
SIG Co-Chairman

Three's Company—WAP

Is up and running at 301-593-0024! But as of this writing—in late July—we still were unable to have more than a five megabyte Profile hooked up—meaning that we have not been able to offer all the files on the BBS—yet. Currently you'll find files from 1993, 92, 91 and some from 89. We're still working on that problem, but we are up and running—as required by Ed Gooding in return for his donation of the BBS and its files.

Three's Company—WAP will ultimately offer all the files of the original and more. I plan to include a complete listing of the WAP PD library, some additional PD software and other goodies. *If you have a modem, feel free to call and take a look. It's a free service of your WAP III SIG!*

We've already begun the process of getting these files into a form that can be used on our new TCS, so be on the lookout there as well for an expanding list of IIIs Company files. They are saved to disk as Pascal DATA files which luckily can be read by AppleWriter.

SDF

Since this is the September column, I should be able to provide you with a better update on the status of our SOS upgrade project—actually we're calling it "BOS" for Bob's Operating System. But as of late July, the software was still being written and there's frankly no indication when we'll actually see it. But I've already

started to line up some Beta testers to check it out prior to final release. Once that happens, we'll let you know when our new "BOS" will be available from the WAP office.

In the meantime, please keep those donations coming! Thanks to John Lomartire for his contribution, as well as John and Barbara Dudman. Your help is appreciated and will ensure that we can continue to develop Apple III software for you in the future.

ASCIDIF Update And More

Thanks to the interest of IIIer John Lomartire, Al Bloom has updated his ASCIDIF program to version 05.93. As John relates:

The original version of ASCIDIF created DIF files from ASCII files but it did not differentiate between character strings and numbers. Both types were entered into the DIF format as strings and transferred into VisiCalc as labelS. Labels in VisiCalc cannot be treated mathematically, e.g. added, subtracted, etc.; so in those cases where ASCII files contained numbers to be processed on the spreadsheet, this first version of ASCIDIF left much work to be done.

In this new version of ASCIDIF, version 05.93, Dr. Al Bloom has modified the original program so that character strings are placed in the DIF file as labelS and number strings are placed in the DIF file as valueS. When this DIF file is used to load VisiCalc, the values can be treated mathematically with no further modification.

The newly updated version of "ASCIDIF by Bloom"—disk 3UTL.25 in our Public Domain Library—in now available from the WAP office. By the way, it also includes John's "Rearrange" Basic program that reorganizes comma-delimited ASCII files for ASCIDIF. See his separate article on this.

In coming months we'll offer a set of church-related 3EZP Templates called Parishworks and some additional goodies gleaned from recent donations.

As always, your contributions to our PD library are welcome!

Detroit Musings

Our III SIG Co-Chair Paul Campbell is always happy to keep us up to date on what's happening with our SARAs in Detroit—good or bad:

We have a problem: The law firm with the Apple III is considering changing to MS-DOS. A lot of legal documentation is showing up with italics and special fonts which EZP cannot do without a lot of contortions. The other reason is that on-line legal research is fast becoming the way to get every angle on a case, but the training software is IBM and Mac. I may be able to find a way around the legal search problem by having them train on an IBM, then using the III for accessing the research system. But as far as EZP is concerned, it may be the end of the rope.

I have found only three valid reasons for anyone changing a computer system: 1) the present computer system is un-reliable; 2) the present computer system is too slow and hampers productivity; 3) and the present computer system is not able to perform desired functions.

A healthy SARA does fine in the first two areas, and the hardware can also meet the demands of the third, but the software sometimes falls short in that last area. Perhaps we should consider changing the (Software Development Fund) project priorities to



address this problem before we start losing IIIs. The Comm. Manager should stay in its present position (next), but maybe later we can get Bob to do a few "patches" to EZP.

Perhaps the answer is a version of Superfonts because they work with the Apple II and AppleWorks, maybe there's a way to develop a similar Desktop Manager Module for the III. Stay tuned.

SARA Tales

Paul also had an update about what's been happening at the Detroit Medical Center:

Remember the computer database on the Apple III for the Detroit Medical Center which was pulled out of service because some people were threatened by it being on an Apple and not on an IBM? The DMC has not been able to keep up with the system changes or produce comparable documentation, or even any documentation at all. When the databases were handled by our SARA, the accuracy was the best in the entire medical center with reports current as of the same day they were printed.

Ever since the task was pulled from the Apple III and given to the IBM PC's, the device documentation has fallen to inaccurate at best, and non-existent at worst. The whole thing has become such a mess that neither the cabling company, the programmers, nor the supervisors can figure out the cabling and physical layout of one of the systems.

Funny, it was so easy on the Apple, but nobody can duplicate the task on the IBM PCs, although they have been trying for about two months now. Well to make a short story shorter, my boss spoke to me and asked if I would be willing to straighten the whole mess out, they will even pay me overtime to fix it! If I do accept what has now become a major challenge, it will be conditional on me bringing a computer that is up to the task and a proper place to work. (Sounds like a job for.....

SuperSARA!).

Next SIG Meeting

Second Saturday in December—the 11th at 10am. See you then!

Finally

Thanks to former III SIG member Jim Salerno for his kind contribution of manuals, programs and some hardware to the SIG. Jim was a long-time supporter of the III and still helps out

a senior citizens center where he donated a III many years ago. As I've said all along, the best part about working with our SARA are the people associated with her. They are a dedicated lot who really care—and love to go out to lunch after SIG meetings. Now if I could just get the Jernigans to *pay* for at least one of those lunches, that would be a treat! See you next month.

Using The Apple III

Transferring Stock Data Downloads into VisiCalc

by John Lomartire

[It continues to amaze me that with a bit of ingenuity the Apple III can be made to do many things that were not originally conceived. Admittedly it is slower, and it might take a few more steps, but the flexibility is there.]

Anyone with an interest in technical analysis of stock market data eventually comes to the point where a mathematical examination of a large batch of historical data is desired. First comes the problem of generating the desired data set. Looking up each value in old editions of newspapers, or other stock market compilations, is a laborious and time-consuming task. Fortunately, there are several data providers, e.g., CompuServe, from which historical data can be downloaded at fairly reasonable cost. Most of these will allow their data to be transmitted to a requester as an ASCII file in a prescribed format, e.g., comma-delimited.

CompuServe might be asked for a list of quotes, say ten day's worth for

example, for stock XYZ. The pertinent part of the downloaded data, stripped of lines of text that occur with the downloading procedure, might look like this:

```
920901,1400,25.375,24.250,25.000
920902,1390,26.375,25.125,26.000
920903,704,26.375,25.125,25.250
920904,485,25.375,25.000,25.000
920908,217,25.250,25.000,25.250
920909,1225,26.875,25.000,26.875
920910,1671,26.875,25.500,26.500
920911,1631,27.500,26.375,27.375
920914,1967,28.500,27.750,28.500
920915,1235,28.375,27.375,27.625
```

where commas separate the various pieces of daily information that is requested. In this example each row contained five items:

,<day's volume>,<high for the day>,<low for the day>,<day's close>

Second, a means for transferring this data from the downloaded ASCII file into a spreadsheet is needed. Many, if not most, of the newer computer spreadsheets have file transfer capabilities that will read an ASCII



file into a spreadsheet placing each segment of the string in its correct column. Unfortunately, VisiCalc cannot do this.

Obviously, entry of these data could be done item by item manually, and although this would be a lot easier than extracting each item from a newspaper, it is still laborious and time-consuming. There is also the danger of introducing an error during the transfer process.

A while ago, our good friend Dr. Al Bloom, generated a fine piece of software to convert ASCII files to DIF files and DIF files can be read by VisiCalc. In this way, a transfer into VisiCalc would be possible. Now, the program (ASCIDIF) interprets text up to a Return as a single string or line, and each single line will appear in a column of the spreadsheet. If the ASCII file has this arrangement, where each letter represents a string of characters:

A1
B1
C1
A2
B2
C2
A3
B3
C3

and a *grouping of three* is specified, a spreadsheet will be loaded as follows:

A1	B1	C1
A2	B2	C2
A3	B3	C3

Unfortunately, the ASCII file generated during stock information download has this structure:

A1, B1, C1, D1, E1
A2, B2, C2, D2, E2
A3, B3, C3, D3, E3 etc.

so that ASCIDIF reads all five entities within one row as *one* string to be entered into *one* column of the spreadsheet. This is not what is needed. The downloaded ASCII file must first be rearranged to:

A1
B1
C1

D1
E1
A2
B2
C2
D2
E2
A3
B3 etc.

Again, this could be done manually, but it would be better if a computer would do the rearranging. The following simple BASIC program will perform this task on comma-delimited ASCII files.

```

100 HOME
120 VPOS=10:INPUT"Enter FULL
    pathname of file to be read,
    e.g. '.Dx/<filename>': ";F$
140 G$=F$+".XX":REM New filename
    same as orig with .XX added
160 HOME
180 DIM A$(2000),B$(100):REM More
    than enough space for most
    files
200 OPEN#1 AS INPUT,F$
220 OPEN#2 AS OUTPUT,G$
240 OUTREC=255
260 ON ERR GOTO 340:REM Read until
    end of file
280 FOR L=1 TO 2000:REM Reads each
    line into A$(L) variable
300 INPUT#1;A$(L)
320 NEXT L
340 OFF ERR
360 C=1:B$=""
380 FOR R=1 TO (L-1)
400 Z=LEN(A$(R))
420 FOR Q=1 TO Z:REM Parses each
    line into individual B$
440 P$=MID$(A$(R),C,1)
460 IF P$="," GOTO 540:REM Comma
    found, print B$
480 B$=B$+P$:REM Builds B$ until
    comma is found
500 C=C+1
520 NEXT Q
540 PRINT#2;B$:REM Builds new file
560 C=C+1:B$=""
580 IF C<=Z THEN NEXT Q:REM Con-
    tinue until end of line
600 PRINT B$
620 C=1:B$=""

```

```

640 NEXT R:REM Continue until last
    A$(L) is parsed
660 CLOSE

```

The newly rearranged file will have the same name as the original ASCII file but with ".XX" added as a suffix. ASCIDIF will now properly load this new file into VisiCalc using the DIF file loading procedure. Use column arrangement when prompted during the installation. (The BASIC program given here adds a ".XX" suffix and ASCIDIF adds a ".ASCII" suffix, so the original file name should be 7 characters or less in length if these two default conditions are to be accepted.)

Important Note!

All of the above has involved moving information from a downloaded ASCII file into VisiCalc, but the *original* version of ASCIDIF produced a DIF file that loaded these data into the spreadsheet in label format and labels do not lend themselves to mathematical operations. So, at this point any data that was to be subjected to mathematical attention had to be converted to value format manually (and tediously).

Responding to my call for help, Dr. Al Bloom was kind enough to generate a new version of ASCIDIF, vers. 05.93, that takes the rearranged listing of records and enters a number as a value and a string as a label thereby eliminating the one big drawback to stock data transfer. After this new version of ASCIDIF has loaded VisiCalc, the entries are ready for any mathematical maneuvering desired.

In summary, to use the Apple III and VisiCalc for stock market analysis, first download the desired data set in comma-delimited ASCII format, clean out extraneous and unneeded text from the download, use the rearranged BASIC program to reorganize the information, use ASCIDIF (New Version!!) to load VisiCalc. The rest is up to you.



Using Macros on the Apple III

by Irving Tessel

The Desktop Manager Macros (On Three, Inc.) is a very powerful program. In addition to saving keystrokes, it can be used to control files. This article will describe how to use macros to do just that.

Let me first describe my Apple III computer. The system runs on 512K of RAM, one five megabyte Profile external hard drive, a 65C02 micro-processor, and a Titan III+ 2 Board. Everything is printed on a Fortris DM1310 printer (Apple Image-Writer II compatible).

My major programs are III E-Z Pieces, Stem Speller, Backup III, Side Print, Habba Merge, Advanced VisiCalc, BPI Accounting Systems, Business Graphics, and Business Basic. The whole system is kept together by Selector III (On Three, Inc.) and Desktop Manager.

The first Macro Map is for Accessing Programs and III E-Z Pieces subdirectories. Advanced VisiCalc, BPI, Business Graphics, III E-Z Pieces, and Business Basic have individual Macro Maps to use when running these programs.

My main program is III E-Z Pieces. However, it does not contain the advanced financial formulas such as @PMT, Present Value and Future Value. For these applications, Advanced VisiCalc comes to the rescue.

After working with III E-Z Pieces, locating Advanced VisiCalc files became frustrating. I solved the dilemma by creating a Program Index (shown in Figure 1) as an Advanced VisiCalc file.

File Index

To use these programs, set Macro

File	Macro
Count.Days	Solid Apple H
Future.Value	Solid Apple I
Lease.Purchase	Solid Apple J
Loan. Amortization	Solid Apple K
New File	Solid Apple L

Figure 1.

Map for Advanced VisiCalc and press solid Apple_ for the desired program.

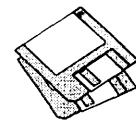
With two keystrokes, The Desktop Manager Macros Program gets to the file that I need. Pressing solid Apple_ in Program Macros accesses the Advanced VisiCalc Index. By following the index instructions, I can go directly to an existing file or set up a new file.

Figure 2 is a file that computes Future Value (Your Best Interest by Tom Weishaar of A2 Central). Note the instructions that guide me through the maze of data.

The instruction on Row 4 brings you back to the File Index and you are ready to move ahead to another file. Row 5's instruction allows the user to leave Advanced VisiCalc.

	A	B	C	D	E	F
3	To clear Row 10, use macro Solid Apple A					
4	To use another program, use macro Solid Apple G					
5	To leave Advanced Visicalc, set Macro Map to Start Program Macros					
6	-----					
7	present	remittance	pct	years	compoundings/yr	remittances/yr
8	value	amount	interest			
9						
10	?	?	?	?	?	?
11		?=error		?=error	?=error	
12						
13	question window					
	A	B	C	D	E	F
45	answer window					
46						
47	present	remittance	pct	years	compoundings/yr	remittances/yr
48	value	amount	interest			
49						
50	ERROR	ERROR	0	ERROR	0	0

Figure 2—Future Value.



Macintosh Disketeria

by Dave Weikert

New Disks

There are 15 new disks this month; they are the new "the Best of the Pi" series. Descriptions of the files on the new and revised disks are included below.

the Best of the Pi

In preparation for our annual visit to MacWorld Expo at Boston, we have completely revised our "the Best of the Pi" disk series. This series includes the most popular and useful programs from our extensive Macintosh Disketeria for your use and enjoyment. The programs in this series are an eclectic mixture; a few are "oldies" that have withstood the test of time while most are more recent than System 7.0. Most will work with all of Apple's recent System Software releases and any Mac Plus or later. A few will operate only when run in conjunction with System 6.0.8 or earlier. A few others are System 7.X specific; they are designed to work with or take advantage of the features of Apple's newest Systems. Although most will work with B&W or color Macs, others may require a color Mac. In any case, there is something for everybody in this collection.

The new collection now includes 15 disks of files compressed with Stuffit. Since Stuffit usually produces smaller archives than Compact Pro, we have crammed even more files on the disks than before. There are nearly 30 megabytes of files on these 15 disks; enough to keep you busy at least through next weekend. The 15 disks are avail-

able only as a set. As an Expo special, we are offering the set for an introductory price of \$30 during August and September. In October, the set price will revert to \$35.

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 #25.01B — π 1 **THE BEST OF THE PI**

ReadMe First: A text document that provides a brief introduction to Washington Apple Pi, Ltd. and explains how to extract the archived files in this disk series.

EasyView 2.32 f.sit: An application for intelligent browsing of collections of structured text files, large or small. It allows very fast access by recognizing the internal structure. We have included the Program Notes for this disk series in the Simple text format within the Washington Apple Pi f. Just double click the WAP Disketeria document to read our Program Notes and information about Washington Apple Pi, Ltd. and our Mac Disketeria (You may have to select Word Wrap under the Style menu to facilitate viewing). Easy View Introduction and Easy View Notes are in text format. Easy View - ReadMe is in Easy View format.

UnStuffIt™ 3.0.6.sea: By Raymond Lau and Aladdin Systems, Inc. Decompress (unstuff) archive files created with Stuffit Classic, Stuffit Lite and Stuffit Deluxe programs. Easy to install, just double click and follow the directions. ReadMe First is in text format.

Add/Strip 3.0.3 f.sit: By John Wind. Adds or strips line feeds and/or carriage returns from text files; that is it converts PC format files to Mac format and vice versa. It also has a feature to strip carriage returns from all lines not followed by two carriage returns thus creating paragraphs. Add/Strip 3.0.3 Docs is in TeachText format. Edit Add/Strip 3.0.3 permits you to personalize your copy of Add/Strip. SW - \$25.

Address Book DA 3.6.2 f.sit: Address Book DA 3.6.2 and Address Book 3.6.2: By Jim Leitch. This is an address and phone list, dialer and envelope and label generator in DA and application formats. You may view an index of 66 names (length limited to 40 characters) per page in three columns per page. Select name and double click to open record and choose one of three telephone numbers to dial automatically. Several pages of help and is System 6 MultiFinder and System 7 compatible. Files can be exported. Installation is in text format. SW - \$30.

Alias Director 3.5 f.sit: By Laurence Harris. Use its drag and drop and keyboard shortcut capabilities to make creating and deleting aliases as easy as using them. With the proper selection, you can send an alias directly to the Apple Menu folder. Alias Director 3.5 ReadMe is in TeachText format. For System 7 and later. SW - \$10.

AliasBOSS 2.03 f.sit: By Scott A. Johnson. A flexible utility to manage aliases. Scan the disk for aliases and identify those that are invalid. Trash or link invalid aliases. ReadMe! is in text format. For System 7 and later. SW - \$20.

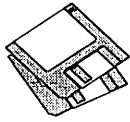
DISK #25.02B — π 2 **THE BEST OF THE PI**

AliasZoo 2.0 f.sit: By Cliff McCollum. Manage aliases across multiple hard drives. Locate and delete or repair aliases that no longer "point" to anything. • ReadMe - AliasZoo • is in TeachText format. SW - \$15.

Ann-Stone TT f.sit: By David Rakowski. A drop caps woodcut font from the late nineteenth century. Germany, to be exact. Each letter is black, surrounded by a box drawn in thin lines and curvy, curtain-like, stained glass patterns filling in the space. ReadMe Ann-Stone is in text format.

Anonymity 1.2: By Anonymous. Removes a program's owner's name from the opening menu of some applications. Run only on copies of applications.

AppDisk 1.6.1 f.sit: By Mark Adams. A RAM disk that lets you use part of your RAM as a fast disk drive, without restarting your Mac. It is



System 7.0 dependent. It has the ability to save its contents to provide some protection against loss of data due to system crashes. AppDisk 1.6.1 ReadMe! is in text format. *SW - \$15.*

AppWindows 2.0 f.sit: By Hiro Yamamoto. Shows a window list off the Applications menu at the top right corner in the menu bar to permit easy selection of open windows. Loaded with useful features and options. About AppWindows (MacWrite II) is in the format indicated. For System 7.0 and later.

Architect TT f.sit: By Hank Gillette. Architect simulates hand printing of the type typically done by architects. It was inspired by Adobe's font Tekton. It has a full set of letters, numbers, and punctuation, and quite a few extra characters. Architect ReadMe is in MacWrite format.

Arctic 2.0 PS f.sit: By Sam Wang. A Type 1 brushscript font from the Dover book on Solotype fonts. Complete with upper and lower-case letters, as well as numbers, punctuation etc. ReadMe is in text format. *SW - \$10.*

ASCII Chart 4.2 f.sit: By Jon Wind. The chart shows all 256 ASCII characters and their decimal and hex equivalents. A menu selection permits changes to displayed font and size and also displays sample text. Prints samples, specification sheets and character charts and saves a chart as a PICT file. ASCII Chart 4.2 Doc in TeachText format. *SW - \$10.*

AtticAntique PS f.sit: By Brian Willson. A body or display Type 1 font that resembles the wavy, broken serif type you might find in a hundred-year-old textbook. Quite legible even at tiny point sizes, which give a subtle look of age; use at larger sizes for drop caps or to make a design statement. AtticAntique<TT>. ReadMe is in text format. *SW - \$10.*

AtticAntique TT f.sit: By Brian Willson. A body or display font that resembles the wavy, broken serif type you might find in a hundred-year-old textbook. Quite legible even at tiny point sizes, which give a subtle look of age; use at larger sizes for drop caps or to make a design statement. AtticAntique<TT>. ReadMe is in text format. *SW - \$10.*

AutoMenus II 1.0.2 f.sit: By Michael Conrad. The menus will drop down when the mouse is moved into the menu bar area. There are a number of selectable options such as sensitivity, drop down time, etc. Did not run on a Mac IIci with Radius TPD. AMII ReadMe is in TeachText format. *SW - \$10 for key code.*

Basic Color Monitor 1.0 f.sit: By Apple Computer. Eliminates the greenish cast that the Apple Basic Color Monitor and some non-

Apple VGA monitors display when used with Quadra and Centris models. ReadMe is in TeachText format.

Battleship 1.3.sit: By John Lindal. A classic board game of battleship complete with sounds and game options; you may get a key to unlock the protected features when you pay your ShareWare fee. *SW - \$5.*

BBEdit Lite 2.3 f.sit: By Rich Siegel. A full featured text editor with powerful but complex pattern ('grep') searching and matching. Additional functions include font size and style selection, removal of gremlin characters and a powerful multi-file capability. About BBEEdit Lite is in text format; unfortunately, the earlier extensive documentation is no longer provided with the Lite version.

DISK #25.03B — π 3 THE BEST OF THE PI

Bodily Bold PS f.sit: By Printers Devil. A Type 1 font that looks great in small or large sizes. This one can readily pass for Poster Bodoni at a fraction of the cost. ReadMe First! is in text format. *SW - \$10.*

BroadCast 2.1 f.sit: By Joachim Lindenberg. A Chooser Document used to send short messages between Macs on a network. BroadCast Info and BroadCast Info 2 are in text format. Not tested. *SW - \$25 a machine or \$100 a network.*

Cairo ShootOut!.sit: By Duane Bloem. This shooting arcade game is a blast from the past; how far in the past is kind of indicated when you slow the game down by a factor of 4 for a Mac II. You have to be very quick to play this on most of the current Macs.

Carpetbag 1.3.8 f.sit: By James L. Walker. The Control Panel, Carpetbag permits you to keep DAs, fonts, keyboard layouts, sounds and FKeys outside your System file much as Suitcase II or MasterJuggler. Ancillary files CarpUnmount, LaserPath, Outboard Keyboard and Outboard Sound are also included. Contents is in TeachText format. *SW - \$5.*

Cartwright TT f.sit: By LORVAD (formerly Printers Devil). A font inspired by the Adobe wood type Ponderosa font. Just the font for designing those old west wanted posters. ReadMe First! is in text format. *SW - \$10.*

Classic Daleks 1.1 f.sit: By Ingemar Ragnemalm. Another version of the original Daleks game that was available for play on the original 128K Mac. This one works with both color and B&W Macs, has a high score list and a number of other options not available on the original Daleks. Classic Daleks doc in text format.

ColorSwitch 1.01 f.sit: By Andrew Welch. Permits

you to easily switch between color modes on one or more attached monitors. For color capable Macs running System 6.0.5 with Color QuickDraw and later systems. ColorSwitch Notes is in text format. *SW - \$10.*

Compact Pro 1.33 f.sit: By Bill Goodman. Lets you reduce the size of many of the files on your computer by "compressing" the data in the files. Also supports "archives" which are collections of files and folders combined into a single unit. You can simplify the storage of large amounts of data by grouping related items into an archive. Compact Pro User's Guide is in MacWrite format. *SW - \$25.*

Connect Four f.sit: By Berric Kremers. A board game for two players where each player drops stones into cells in a box. You win by connecting 4 stones of your color in a vertical, diagonal or horizontal row. ReadMe is in text format. *SW - \$10.*

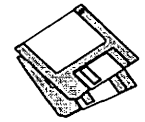
CPT2SIT™ 3.0.6 f.sit: By Leonard Rosenthal. Converts Compact Pro archives into smaller StuffIt 3.0 archives. Not surprisingly, this is brought to you by the publishers of Stuffit. CPT2SIT Docs is in text format. Requires System 6.0.4 or later.

DART™ 1.5.2 f.sit: By Apple Computer, Inc. A disk archiving and retrieval utility. Copy floppy disk to floppy disk with one or two disk drives or copy from floppy to archive format on your hard disk and vice versa. DART™ User Manual 1.5 and DART™ User Manual 1.5.text are in _ and text format respectively. DART™ Converter is a HyperCard stack that permits batch conversion of earlier DART and Disk Copy formats and allows running DART by "remote control" across networks. System 6 compatible and System 7 savvy.

Disinfectant 3.2.sit: By John Norstad. Detects and repairs files infected by all of the currently known viruses including Scores, nVIR (A & B), INIT 17, INIT 29, INIT 1984, INIT M, ANTI (A & B), WDEF (A & B), CDEF, ZUC (A, B & C), MDEF A (Garfield), MDEF B (Top Cat), MDEF C and MDEF D, MacMag (Drew, Brandow, Aldus or Peace), MBDF, CODE 252, T4, T4-C and Frankie. It operates under your control and can scan a succession of floppy disks and create a log file of the results. Check out the About Disinfectant under the Apple menu; it's a gas! Requires System Software 6.0 or later and Mac 512KE or later.

DISK #25.04B — π 4 THE BEST OF THE PI

DeSEA 1.4 f.sit: By Ken Hancock. DeSEA removes the overhead self-extraction code from files created from self-extracting archives (SEAs).



DeSEA first changes the type and creator of the file to the program's native format, renames the file from the self-extraction suffix to the native suffix, strip the resource fork of all the overhead code, and resets the finder flags. Can be run on a single file or on an entire folder of files. Configured for Disk Doubler, Compact Pro and Sruffit Classic/Deluxe. DeSEA 1.4 Release Notes is in text format.

Disk Bug Checker 1.1 f.sit: By Central Point Software. Under some circumstances, some Mac hard disks will not be recognized due to a long hidden bug in the ROM. This application tests your hard disk to determine its susceptibility and the text file ReadMe! (Enabler Patch) provides recommended alternatives.

Disk Charmer 2.0.4 f.sit: By Fabrizio Oddone. Locks out 'bad' sectors on floppy disks. This is imperative if you want to use disks with bad sectors with Systems earlier than 7.0 (down to 4.3). The program even has some utility with System 7 and later as it locks out bad sectors more efficiently than the method Apple uses with System 7. Disk Charmer docs is in TeachText. *SW - \$10.*

DiskDup+ 2.21 f.sit: By Roger D. Bates. A disk duplication program written to automate as much as possible the sector-by-sector duplication of a floppy onto one or more duplicates. Performs sector duplication of either 400K to 800K floppies. Formats copies as single or double sided. ReadMe - DiskDup+ is in TeachText format. *SW - \$20.*

DisKeeper v1.9.sit: By J. Geagan. A very handy disk management utility that lists all files and possible file anomalies such as identical files, files of zero length, empty folders, etc. You also have the ability to move such files to a DisKeeper Trash folder for later removal (or other operations).

DOCMaker 3.95 f.sit: By Mark S. Wall, Green Mountain Software. This program allows you to create stand alone documents that do not need a word processor to open them. You may include different fonts, sizes and styles and graphics and print from the document. Frequently used to document ShareWare. DOCMaker ShareWare Doc is double clickable. *SW - \$25 with disk.*

DoubleScroll 2.0.5 f.sit: By Edward Voas. A Control Panel that places a double arrow on each end of your scroll bars, allowing you to scroll in both directions without having to move your mouse from one end of your desk to the other to scroll back and forth. For System 7.0 and later. *SW - \$10.*

Easy Envelopes+ 2.6 f.sit: By Andrew Welsh. A

Desk Accessory that lets you print envelopes of different sizes with a return address, any of thousands of stored addresses, and an optional endorsement line. Also prints postal bar codes if selected and can handle graphics. EE+ 2.6 Docs is the documentation in application format. *SW - \$15.*

Ed Norton Utilities.sit: By Lamprey Systems. A rather realistic looking spoof on Mac diagnostic testing. I wonder how many people have taken advantage of the FREE Mac repair offered at the end? I wonder if they might like to buy a bridge?

Edit II 2.1.4 f.sit: By Kenneth Seah. This relatively powerful text editor is designed as a replacement for the Consulair Edit text editor. It has font and size selection. It supports program editing with auto-indenting, UNIX 'grep' pattern matching search and replace functions, a Creator Names menu and other features. Edit II Doc and Edit II ReadMe are in text format. Requires System Software 4.1 and above, is MultiFinder-friendly and is also 32-bit clean and runs under System 7. *SW - \$15.*

Enabler Patch f.sit: By Connectix. A fix for a bug that affects Macs that use an Enabler with System 7.1 by the folks that developed the MODE 32 fix for the bug in some Mac ROMs. This is for IIvi and IIvx desktop Macs and 160, 180, 210 and 230 PowerBooks. ReadMe! (Enabler Patch) is in TeachText format.

Enigma 1.2 f.sit: By Michael Watson. Encrypt your files with this utility named after the famous German encryption system of World War II. It implements a limited version of the NSA developed Data Encryption Standard which is the standard for commercial, unclassified, data protection. enigma 1.2 doc is in Word format and enigma 1.2 text is in text format.

DISK #25.05B — π 5 THE BEST OF THE PI

EraserDust TT f.sit: By David Rakowski. A large and detailed display font that looks like letters written in thick chalk on a blackboard. A full alphabet, punctuation and numbers are included. Use at sizes above 48 points. ReadMe EraserDust is in text format.

Extension Kit 1.1 f.sit: By Richard Harvey. An extension/INIT manager. Create as many as 10 groups (kits) of extensions and control which ones load at startup. Extension Kit ReadMe is in TeachText format. For System 6 and later. *SW - whatever you feel it's worth.*

Extension Manager 2.0 f.sit: By Ricardo Batista, Apple Computer, Inc. Permits you to enable or

disable loading of system extensions at startup much like INITPicker and other commercial utilities do. Notes for Extensions Mgr is in text format. For Systems 6.0.X and 7.

FF-MT1 PS f.sit: By Douglas M. Lidster. A series of 16 Type 1 fonts that permit you to view and print true fractions that match the standard PostScript Times and Helvetica fonts built into most laser printers. FF-MT1.DOC is in Word format; other documentation is in text format. Requires Adobe Type Manager. *SW - \$10 for these fonts; \$25 for full package of 66 fonts.*

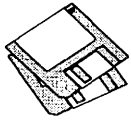
FileList+ 1.0b21 f.sit: By Bill Patterson. A file and disk organizer that reads entire volumes and saves volume and file information. An option enables "Stuffit" (Classic and Deluxe) and/or "Compactor" archives to be opened and to be treated like a folder; all files in the archive (including encrypted entries) will be listed. FileList+ ReadMe and FileList+ Release Notes are in text format; FileList+ Revision History and FileList+ User's Manual (Word 4) are in Word format. *SW - what you feel it is worth.*

Find Pro 1.4 f.sit: By Bill Monk. A utility to perform fast searches of disks and mounted volumes that support Apple's fast disk search routine. Once files have been found they may be moved, copied, aliased and their types and creators may be edited. Find Pro II ReadMe is in TeachText format.

Flash-It 3.0.2 f.sit: By Nobu Toge. Defines five hot-keys to: capture all or a selected part of the screen image, save it to the clipboard, scrapbook or to a disk file, and print it. It can also scale the image by a pre-specified ratio. Flash-It 3.0.2 Doc (MW) is in MacWrite format. System 6 and 7 compatible. *SW - \$15.*

FlashWrite][1.1 f.sit: By Andrew Welch. A super notepad DA which may have multiple pages, each with its own name and each containing up to 32,000 characters in any font face, size and style. It can import and export text and you may select your favorite word processor in a preferences setting. The DA also has a find function and counts characters, words, sentences and paragraphs. FlashWrite][1.1 Docs is in double clickable application format. FlashWrite][Opener is a Control Panel that goes in the System folder; it permits you to open FlashWrite][any time you press a definable "hot key." *SW - \$15.*

Folder Icon Maker 1.1 f.sit: By Gregory M. Robbins. Creates folders with custom icons; just drag the application or document to the FIM and that creates a new folder with icon. Folder Icon Maker 1.0 Notes is in text format. Requires System 7 or later.



Goudy Medieval PS f.sit: By MentorFonts. A Type 1 font with an old fashioned look. This is mystery font that came without any author or ShareWare information. The AFM file included the reference to Mentor Fonts. Please give us a call if you have any additional information.

DISK #25.06B — π 6
THE BEST OF THE PI

GateKeeper 1.2.7 Distribution.sit: By Chris Johnson. These INITs and associated Control Panel Device (cdev) are placed in your system folder (Systems earlier than 7.0) and are then accessible via the Control Panel after booting. For System 7.0 and later installation, see the documentation. GateKeeper monitors the types of action that viruses take and limits the system response to prevent infection. GateKeeper creates a log file for later analysis and diagnosis of virus attacks. GateKeeper Aid looks for certain viruses and their variants and eradicates them. GateKeeper Introduction and GateKeeper Aid Introduction, in MacWrite format, describe the use of the programs. For Mac 512KE and System 4.1 or later. Send a postcard.

GIFConvertor 2.3.2 f.sit: By Kevin Mitchell. Allows you to view, edit contrast, lightness and gamma and convert between various graphics formats, especially Graphics Interchange Format (GIF for short). You may view graphics images in GIF, RIFF, TIFF, JPG, JPEG (JFIF), MacPaint or PICT format. Save formats include GIF, RLE, scan, startup screen, RIFF TIFF and EPSN format. GIFConverter 2.3.2 Notes is in text format. Requires Mac Plus or higher, System 6 or later. SW — \$40.

GIFwatcher 2.2.0 f.sit: By Kerry Shetline. A DA for viewing GIF files; it is especially designed for viewing GIF files during download. You may select display alternatives that range from best color for your system or a number of dithered color and black and white selections. GIFwatcher 2.2.0 doc is in MacWrite format and GIFwatcher 2.2.0 update info is in text format. SW — \$15.

Graphic Light TT f.sit: By Richard Mitchell. A font patterned after a metal type from the Baltimore Type Foundry. It has an unusual “ft” ligature and a small x-height. If you use it for blocks of text, always try it first set solid, that is, with a line spacing equal to its size, 12 on 12, for instance. The face, because of its small x-height, is very small on the body, and the lines will fly apart with too much leading. Please Read... and Generic ReadMe - TrueType font are in text format.

Griffin Dingbats TT f.sit: By David Rakowski. Contains about 155 picture characters and a

rather ornate Gothic drop caps font. The images range from Art Nouveau printer ornaments, Renaissance printer ornaments and woodcut printer ornaments to smiling, walking vegetables; the drop caps letters are based on a Gothic typeface called Celebration. ReadMe Griffin Dingbats TrueTy is in text format. SW — a tax deductible contribution of \$12 or more.

DISK #25.07B — π 7
THE BEST OF THE PI

GMS Calendar 1.3 f.sit: By Green Mountain Software. A calendar and note taker in a small but handy format. When not in use, the calendar compresses to a small icon that floats on the desktop or on top of any open window. Double click GMS Calendar ShareWare Doc to open the manual. ShareWare — \$25.

Greg's Buttons 3.0 f.sit: By Greg Landweber. Replace the standard black and white push buttons, check boxes, and radio buttons with shaded, color 3-D ones. The new buttons are designed to match the windows and scroll bars under System 7 and support the color tinges that you can select in the System 7 Color Control Panel. Greg's Buttons Docs and Registration Form are in TeachText format. For System 7.0 and later. SW — \$15.

HAL - 2001 f.sit: These sounds are some of the more memorable sounds from HAL, the berserk computer, in Stanley Kubrick movie based on Arthur C. Clark's space novel, 2001.

Answer (HAL): “Dave, I really think that I'm entitled to an answer to that question.”

Completely operational (HAL) “I'm completely operational and all my circuits are functioning perfectly.” An assuring statement prior to a heavy computer session.

Dave, stop (HAL) “Dave, stop ...”

Decisions (HAL): “I know that I've made some very poor decisions recently.”

Difficult (HAL): “Without your space helmet, Dave, you're going to find that rather difficult.”

DoYouWantMeToRepeat (HAL): “Do you want me to repeat the last response?”

Enjoy working (HAL): “I enjoy working with people.”

Fault in AE35 “I've just picked up a fault in the AE35 unit. It's going to go 100 percent failure within 72 hours.”

Human error (HAL): “Human error.”

Much better (HAL): “I feel much better now.”

Sorry Dave (HAL) “I'm sorry Dave, I'm afraid I can't do that!”

Stress pill (HAL): “Take a stress pill and think things over.”

Helium 2.1.1 f.sit: By Robert L. Mathews. Select Balloon Help without going to the Help menu and back to toggle it on and off. Just the thing for the occasional need to see a help item. Helium Order Form and Helium 2.1.1 Release Notes are in TeachText format. For System 7.0 and later. SW — \$7.

DISK #25.08B — π 8
THE BEST OF THE PI

HMG™ ResEdit Primer 6.0.sit: By Herb Goodman. The newest version of HMG ResEdit Primer explains the use of the mysterious ResEdit 2.1 to non-programmers. This is the definitive FreeWare tome for using ResEdit 2.1 to modify and or install resources into files. Topics included include resources, adding program icons, animated cursors, desktop alterations, Get Info comments, file info window and menu editing. This manual is in DOCMaker format, just double-click the icon and read away.

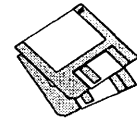
HyperVirus 1.3 f.sit: By Joe and Hubert Savelberg. Searches HyperTalkscripts for the HyperVirus (Musidenn) virus. Also includes the ability to enter any search string to find any future HyperTalk script virus.

Imagery 1.8 f.sit: By Jeff Lewis. Converts Macintosh, Apple Iigs, Atari ST, Amiga, IBM PC and UNIX graphics files into Macintosh compatible monochrome or color TIFF, GIF and PICT2 files. The file formats that can be converted are too numerous to mention but seem to include many of the most popular and many obscure formats. You may also import raw image data and try to organize it in a way the Mac can display. Imagery 1.8 Docs.mw is in MacWrite format. Consider a donation to your local Society of Prevention of Cruelty to Animals.

INIT Tracker 1.3 f.sit: By Andrew Welch. Monitors all INITs that load after itself to determine the technical changes performed by each INIT. It then writes this information to disk for later analysis. INIT Tracker Docs is in double clickable application format. System 6 and 7 compatible. SW — \$15.

Int'l Symbols TT f.sit: By Gary Ratay. A font with international symbols such as bus stop, handicapped access, food, etc. Includes ability to overprint shaded boxes, triangles, circles and slashed “no” circles. About International... is in double clickable Take a Letter format.

Klondike 5.1 f.sit: By Michael A Casteel. Probably the most commonly-known version of solitaire card game. Klondike has been available for the Mac since its introduction in 1984; this version includes color and a number of other improvements over that original game.



Klondike ReadMe is in TeachText format. SW - \$10.

Little Black Book 1.6 f.sit: By Bill Oliver. A phone book and address book combined that allows you to add as many name and addresses as you like along with as many phone number you wish. It has a find function and auto-dial feature using the Mac speaker or modem. You may also export the information to any word processor or a text file. SW - \$20.

Macaloan 3.1d f.sit: By Coconut Info. Calculates details of a loan from input information such as loan amount and interest rate. Doesn't provide for printing, but screenshots will capture the data. Compatible with System 4.1 and later. SW - \$9; \$20 to enable printing.

MacAmortize 1.2 f.sit: By Charlie Moylan. Create amortization schedules from data you enter and print them or save them to disk. Unique features include an ability to show tax deductible interest and the effect of inflation. ReadMe is in text format. SW - \$15.

MachineBlock PS f.sit: By Gary Hagestead. A bold headline Type 1 font consisting of upper case letters and most of the commonly used symbols. It is patterned after the "Machine" type style. MachineBlock.doc is in MacWrite format. SW - \$15.

MacIntalk 1.5.1 f.sit: By Apple Computer, Inc., tweaked by Matthew Lewis Carroll Smith. The latest version of the system file that allows the Mac to "talk". Place it in the System folder to permit programs like Talking Moose to talk. This version is tweaked for System 7.

MacSokoban 2.1 f.sit: By Ingemar Ragnemalm. The Japanese word Sokoban means warehouse keeper. The object of the game is to, for each level, rearrange a set of 'gold bags' to certain positions. When you have solved all levels, you have won the game. MacSokoban docs is in text format.

Disk #25.09B — π 9
THE BEST OF THE PI

Macman Classic 3.0.sit: By John Butler. Patterned after the PacMan arcade game; munch dots, energizers and fruits while avoiding ghosts. For Mac Plus and later. SW - \$5.

MacUpdate 3.1.5 f.sit: By Richard E. Fiegle. Compares modification dates of files in a local folder with another mounted volume and updates the local folder files to the same date. MacUpdate 3.1 ReadMe and other documentation are in TeachText format. SW - \$5.

MenuChoice 1.6 f.sit: By Kerry Clendinning. Enables hierarchical menus under the Apple menu. Every folder stored in your "Apple

Menu Items" folder will show up as a submenu under the Apple menu. ReadMe is in DOCMaker application format. For System 7 and later. SW - \$15.

MineField 1.3.sit: By Robert Donner and Kurt Johnson. A take-off of the Minesweeper game that runs on PCs (Ugh!). This one has a lot of features and an excellent Help function.

MiniScreen 1.7 f.sit: By Morgan Davis. MiniScreen changes your color monitor's desktop size to that of a dinky, nine-inch monitor. Now you may easily use that expensive tube to design applications for smaller nine-inch screen Macs. About MiniScreen... is in TeachText format. SW - \$39.95.

mod.greensleeves: A mod soundtrack file for the Sound-Trecker player included in this disk series.

MountImage 1.2b2 f.sit: By Steve Christensen, Apple Computer, Inc. Mounts the image of disks created with Apple's DiskCopy 4.x. The disks may be "locked" or "unlocked" just like a floppy. MountImage 1.2b2 doc is in text format.

MugShot Lite 1.30.sit: By James K. Miles. Creates a "rap sheet" of information about your computer and the programs on it. The rap sheet may be copied to the clipboard or saved as a text file for later formatting in your favorite word processor. Designed to facilitate collecting information about your system when you need to report suspected bugs in programs.

NeuSansBlackPro TT f.sit: By Jim Pearson. A sans-serif typeface designed for almost every phase of font use. It's handy for emphasizing text, headlines, special announcements, etc. About NeuSansBlack is in double clickable application format. SW - \$5.

Open-wide 3.5.2 f.sit: By James W. Walker. Widens the Open and Save dialogs so that you can see long file names. Very useful when the only differences in a file name is near the end of a long name. *PostcardWare*.

Otello 2.0 f.sit: By Ron Hayter. The classic strategy board game of Othello played on a grid with black and white pieces. You may play against the Mac or another person and may save unfinished games.

PhoneBook DA 2.6.4 f.sit: By Tim Herzog. This DA handles long lists of names and addresses usually managed by a Rolodex, HyperCard, or some other tool. It sports a slick interface, extensive phone dialing features, envelope printing, and a robust phone call timer. PhoneBook 2.6.4 Notes/ReadMe is in text format. SW - \$20.

PhoneBook Plus 2.5 f.sit: By Tim Herzog. Utility

program for printing PhoneBook reports and converting files to PhoneBook format. PhoneBook Plus Notes is in text format. SW - \$20 for DA, \$10 for PhoneBook Plus; \$25 for both.

Print2Pict 3.5.sit: By B. Raoult. Preview and save printed pages to a PICT file. The contents of P2P Extensions f permits you to save printed pages to Pixmap PICT (raster PICT), Paint, PICS, PostCard, scrap and text formats. ReadMe is in double clickable application format and ReadMe\$\$ is in text format. For System 7.0 and later. SW - \$10.

RamDisk+ 3.21 f.sit: By Roger D. Bates. A RAM Disk program designed to run automatically on startup. It copies any selected files and folders to the RAM disk and optionally installs a crash saver to recover from system bombs. This program is considered by many to be the best of the ShareWare RAM disks. ReadMe - RamDisk+ and ReadMe - Roger's Software are in TeachText format. System 6 and 7 compatible. SW - \$35.

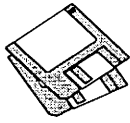
Sad Mac Error Codes 3.82.sit: Assembled by Jean Bauldin. The diagnostic error codes for different versions of the Macintosh in double clickable DOCMaker application format.

Disk #25.10B — π 10
THE BEST OF THE PI

Remember? 2.3.3 f.sit: By Dave Warker. A Desk Accessory and an INIT to recall descriptions of important occasions, both one-time only (such as appointments) and repeating (like birthdays) entered into a file. The Remember? Extension reminds of impending events when the Mac is powered up or reset. Files in Remember? Manual (TeachText) are in text format as are the other descriptive files. SW - \$20.

ResEdit 2.1.1 f.sit: Apple Computer. The latest version of the resource editor produced by Apple Computer now includes resource templates from System 7.0. With ResEdit you can make changes to icons, dialog boxes, fonts, menus and other resources. It is a very powerful tool, so powerful that unless you know what you are doing, you can cause edited programs to not operate properly. Only modify a copy of any application or file. For instructions on the use of ResEdit see the HMG™ ResEdit Primer on another disk in this series and ResEdit™ Reference, by Apple Computer (\$12.95) distributed by Addison-Wesley Publishing Company, Inc. (APDA #M0015LL/C). Release Note is in text format. Also included are an Examples folder for uses with MPW 3.2 and an Extensions folder with two additional editors that may be added to ResEdit. Requires System 6.0.2 or later.

Saloon TT f.sit: By Robert Schenk. A bold



display typeface with an "Old-West" feel. *SW* – \$15 for this font and 12 others.

Scrapz 1.3.1 f.sit: By Lars Sundström. A replacement for the Apple scrapbook that has features such as import/export, resizable window, partial selection of text and pictures, multiple scrapbooks and more. Scrapz ReadMe is in text format.

SCSIProbe 3.5 f.sit: By Robert Polic. Displays status of SCSI drive in control panel; mounts SCSI disks and disks that have been dragged to the trash. Also reads drive PROMs and reports back vendor, product and version numbers. SCSIProbe.ReadMe is in TeachText format. System 6 and 7 compatible.

SCSIProbe-3.5-sq f.sit: By Robert Polic. Displays status of SCSI drive in control panel; mounts SCSI disks and disks that have been dragged to the trash. Also reads drive PROMs and reports back vendor, product and version numbers. This version is sponsored by SyQuest for use with their cartridge drives. SCSIProbe.ReadMe and SyQuest SCSI Probe User's Guide are in TeachText format. System 6 and 7 compatible.

DISK #25.11B — π 11
THE BEST OF THE PI

ScreenSnap™ 2.2 f.sit: By Michael Hewett & Vaughan Johnson. Take a snapshot of any rectangular portion of the Macintosh screen and save it in a window for later use. The snapshot can be inverted, moved, saved as a PICT file or copied to the Clipboard for pasting into an application document. ScreenSnap™ 2.2 Fact Sheet is in text format. *SW* – \$11.

Set Paths 1.1b4 f.sit: By Bruce Tomlin. A control panel file which maintains a list of up to five folders which is used as a search path any time a file open operation occurs. A very handy way to reduce System folder clutter. Set Paths.doc is in text format.

SIMM Stack 3.5.2.sit: By Apple Computer. A HyperCard stack that provides the SIMM (Single Inline Memory Module) configurations of the majority of Macs. A logic board layout, memory alternatives, memory speed and other pertinent data are shown for each computer. Requires current version of HyperCard or HyperCard Player.

SmartCal 2.3.4 f.sit: By Lee Ann Rucker. Smart Calendar is an INIT/DA combination. The Calendar DA allows you to save messages, and the INIT reminds you of them when you first start up your Macintosh. Smart Cal Converter produces a text file that may be used with Calendar Maker. For System 6.0.x or higher to see reminders, calendar should work with earlier

systems. ReadMe... SmartCal is in text format. \$20.

SndControl 2.2 f.sit: By Riccardo Ettore. Allows you to associate a different sound to a total of over 30 distinct Mac system actions (eject disk, empty trash, etc.) instead of just the beep. SndControl Manual is in text format. *SW* – \$20; \$25 for 2 disks and printed manual.

SoftwareFPU 2.41 f.sit: By John Neil. Allows most programs expecting an FPU to work properly on the Macintosh Classic II, Color Classic, LC series and IIsi and some models of PowerBook, Centris and Performa series which are not configured with an FPU. A FPU (Floating Point Unit) is a hardware chip that performs certain types of mathematical operations quickly. An FPU is also known as a floating point co-processor or a math co-processor. About SoftwareFPU and Programmer Info are in Word format; Release Notes is in TeachText format. For System 6 and later. *SW* – \$10.

Sound Mover Package 1.75 f.sit: By Riccardo Ettore. A package of four sound programs for different versions of the Mac and System Software. SoundMover 1.75 moves sounds into and out of the System file and automatically converts between several different (and incompatible) sound formats. IBeep2 lets you pick an alternative to the standard sound of the Macintosh beep and works with Mac Plus and SE users running System 4.1 and later. SndControl contains two complementary cdevs to Apple's Sound control panel, one for System 6 and one for System 7. StartupSndInit plays compatible sounds placed in the System Folder. SMP ReadMe is in TeachText format and SndControl Manual and Format 1 vs Format 2 snds... are in text format. *SW* – \$25.

SoundMaster 1.7.3 f.sit: By Bruce Tomlin. Specify startup, beep, disk insert, disk eject, bad disk, restart, shutdown, key click sounds, rates and volumes from folders inside your System folder. Use System 6.0.2 or later. System 6 and 7 compatible. SoundMaster.doc and SoundMaster changes are in text format. *SW* – \$15.

SpaceInvader! 1.02 f.sit: By Hui Dong. A fast action, shoot-em-up, destroy the dreadful space invaders arcade game. There are more different types of weapons to defend against than anyone could stand. Requires 256 color or gray scale Mac and a 640x480 pixel screen (13/14 inch). *SW* – \$20.

Star Trek Fonts PS f.sit: By James Sharer. A package of five Star Trek Type 1 fonts; Star Trek Classic (roman and italic), Star Trek Classic Movies, Star Trek TNG Crille and Star Trek TNG Titles. The documentation Star Trek Fonts ReadMe is in text format. *SW* –

DISK #25.12B — π 12
THE BEST OF THE PI

Speedometer 3.2 f.sit: By Scott Berfield. A system information and performance testing program for the Macintosh family of computers. Various tests are available; the central one is designed to give a performance rating for the system as a whole. Intended to help you understand and tune the performance of your computer and to give you some basis for comparing your system with different Macs. ReadMe and ReadMe - UPDATE are in text format. *SW* – \$30.

Stuffit Expander™ 3.0.1 f.sit: By Leonard Rosenthol. Decompress any non-encrypted Macintosh archives compressed with Stuffit, Compact Pro or AppleLink packages. Also decodes files which have been encoded by BinHex 4.0 (or a compatible product). Stuffit Expander 3.0.1 Docs is in text format. Requires System 6.0.4 or later.

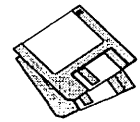
Stuffit Lite™ 3.0.3 Install.sit: By Raymond Lau and Aladdin Systems, Inc. The Stuffit series of programs create a type of file called an archive, which is a collection of one or more files and folders that have been reduced in size through compression. Stuffit Lite includes some of the features of Stuffit Deluxe, Raymond's commercial program. Easy to install, just double click and follow the directions. Stuffit Lite User's Guide is in DOCMaker application format and Stuffit Lite ReadMe is in text format. *SW* – \$25.

SuperClock! 4.0.4 f.sit: By Steve Christensen. The classic full-featured menu clock; with timer and other features. Perhaps the best free software value available for the Macintosh. SuperClock! ReadMe and SuperClock! 4.0.4 release notes are in TeachText format. For System 6.0.7 and later. Free, but if you really want to send something, send it to Stanford Children's Hospital.

DISK #25.13B — π 13
THE BEST OF THE PI

SpeedyFinder7 1.5.4 f.sit: By Victor Tan. Speed up the Mac Finder when copying files, opening or closing windows, changing file name and emptying the trash. It also has some other features such as adding additional command key shortcuts and optionally removing Balloon Help from the menu. SpeedyFinder7 doc and Release v1.5.4 notes are in Word format. For System 7.0 and later. *SW* – Aus\$20.

Star 'Roids 7.0 f.sit: 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. SW - \$5.

System 7 Pack! 3.4.1 f.sit: By Adam Stein. Allows command key combinations be changed, added, and deleted, permits the rename delay which built into System 7 to be adjusted and allows the default by which TeachText is used to open text and PICT documents for which applications are not available to be changed. You can create new links between documents and applications; i.e., MacWrite documents can be linked to open under MS-Word. System 7 Pack! Documentation is in double clickable DOCMaker format. SW - \$29.95.

Tape Labeler 4.0b3 f.sit: By Johnathon Z. Simon. A real winner for tape cassette fans. Prints professional looking cassette labels on the ImageWriter or LaserWriter. There is space to type two artists, two album titles and 30 songs, plus noise reduction mode and recording dates (for each side of the tape). Specify the tape length, bias/equalization, tape brand and tape type, a catalog number and a distinctive Identification pattern. Even prints in color. Tape Labeler 4.0beta3 Docs describes the features and how to customize it using ResEdit.

TattleTale App 1.6.3 f.sit: By John Mancino. Collects very complete information about your computer and its system related software. You may view information on screen by category, print it, write to a standard text file in standard or a special Bug Report format, or output it in database readable format. TattleTale App Docs.Text and TattleTale App Docs.Word 3.0 are in text and Word formats respectively. Requires System 4.2 and higher.

TearOFFs™ 1.0b6 f.sit: By Bad Boys' Software. Allows you to 'tear off' menus and leave them on the desktop for ready use; includes hierarchical menus. ReadMe (TearOFFs) is in text format. For System 6 and later. SW - \$25.

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

The Sound-Trecker V1.0 f.sit: By Frank Seide. An application to play mod soundtracks; these relatively small size files may play in the background while you do other things on your Mac. You may control the order in which the soundtracks are played, the volume of each of the four tracks and the overall volume. You also have many of the same controls as an audio CD or tape player including repeat and shuffle play. Documentation is in Word format. SW - \$30.

theTypeBook v3.24s f.sit: By Jim Lewis. Create and maintain a typeface reference book (extremely popular in the Graphics and Typesetting industries). Helps people select typefaces by demonstrating the various artistic attributes of each face on a printed page. tTB-RefGuide 3.2.txt and other documents are in text format. Compatible with System 7.0 and TrueType.

**DISK #25.14B — π 14
THE BEST OF THE PI**

TetrisMax 2.0 f.sit: By Steve Chamberlin. A Tetris game in 256 colors with an original music soundtrack and fun sound effects. About Tetris Max 2.0 is in TeachText format. Said to run on any Mac in B&W or color. Requires System 6 or 7.

TOS Beeps f.sit: These are some sounds from NetTrek, a network game loosely based on Star Trek.

Beam Up is a transporter sound.

Boom: A very anemic boom.

KBeep, KCom, KPhasors and KTorps: Sounds made by communicators, phasors and photon torpedoes belonging to those nasty Klingons.

RBeep, RCom, RPhasors and RTorps: The same thing for the equipment of the Romulans.

TBeep, TCom, TPhasors and TTorps: The equipment sounds of the Terran good guys.

Transporter The only thing missing is the "Beam me up, Scotty" that usually precedes this sound.

**DISK #25.15B—π 15
THE BEST OF THE PI**

Trashman 4.0.2 f.sit: Trashman Controls and Trashman Engine: By Dan Walkowski. Deletes files from your trash after they have 'aged' beyond a setpoint that you specify, in days, hours, and minutes. Works with all mounted volumes, including AppleShare. TrashMan Emptier empties the trash of any volume that is dropped on it, acting like a selective 'Empty Trash' command. TrashMan 4.0.2 Docs is in text format. For System 7 and later. SW - \$10.

UltraBlack PS f.sit: By Gary Hagestead. A bold headline Type 1 font consisting of upper and lower case letters and most of the commonly used symbols. It is patterned after the "HelveticaBlack" typestyle. UltraBlack.doc is in MacWrite format. SW - \$15.

UnZip 2.0.1 f.sit: By Peter Maika. A utility for decompressing files archived by the popular PC utility PKZIP. Includes some DOS file extension mapping to Mac file type and creator. About.UnZip 1.01, appnote.txt and

UNZIP.DOC are all in text format.

VendorDA 1.4.1 f.sit: By Bill Baldrige, one of Washington Apple Pi's own members. A very useful list of over 800 Macintosh computer product related vendors and their phone numbers. This version, no longer a DA, was created with Print2Pict by Baudoin Raulot. Both B&W and color versions are included. About VDA is in TeachText format. SW - \$10.

Victoire 1.0.2 f.sit: By Samuel K. Caughron. Use this Control Panel to cheat at a number of games by getting extra moves, lives, etc. ReadMe is in text format and Registration Form is in TeachText format. SW - \$15.

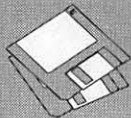
Viewer Classic 2.02.sit: By Portfolio Systems. An update of the viewer for documents created by Glue and Super Glue originally distributed by Solutions, Inc.

Will-Harris TT f.sit: By David Rakowski. A font patterned after the display font 'Skyline.' It is a special-effect font wherein the characters look like views through Venetian blinds of a city skyline. A headline set in this font will appear to have been cut from a continuous city skyline. There is a full set of alphabetic, numeric and punctuation characters in this font. ReadMe Will-Harris is in text format.

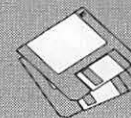
WindowFinder 1.3 f.sit: By Edward Agoff. A most useful utility. Just Command click in the menu bar at any time to pop up a menu that lets you select any open window and bring it to the front. About WindowFinder is in text format.

WindowWizard 1.1 f.sit: By Eric de la Musse. Switch quickly back and forth between open windows and applications using a pop-up menu. Great for navigating open windows on a PB. WW1.1 doc US (MW) is in MacWrite format. For system 7 and later. SW - \$20.

ZTerm 0.9 f.sit: By David P. Alverson. The communications program recommended by our TCS crew. It supports X-, Y- and Z-Modem data transfers and also includes ten user configurable macros and limited scripting. We have preconfigured the telephone list with the WAP TCS 2400 and 9600 Baud telephone numbers as well as corresponding numbers for the Twilight Clone. ZTerm Doc 0.9 (MW) is in MacWrite format, most other documentation is in text format. SW - \$40.



Macintosh Library Order Form



- Pi Library**
- ___ 0.01 - C 01 Files
- ___ 0.02 - C 02 Sampler
- ___ 0.03 - C 03 MemDir
- ___ 0.04 - C 04 Catalog
- ___ 0.05 - C 05 PS.Catalog
- Anti-Virus Utilities**
- ___ 1.01G - AV 1
- ___ 1.02J - AV 2
- ___ 1.03J - AV 3
- Desk Accessories**
- ___ 14 disk set; \$42
- ___ 2.01D - DAs 1
- ___ 2.02D - DAs 2
- ___ 2.03D - DAs 3
- ___ 2.04D - DAs 4
- ___ 2.05D - DAs 5
- ___ 2.06D - DAs 6
- ___ 2.07D - DAs 7
- ___ 2.08D - DAs 8
- ___ 2.09D - DAs 9
- ___ 2.10D - DAs 10
- ___ 2.11D - DAs 11
- ___ 2.12D - DAs 12
- ___ 2.13D - DAs 13
- ___ 2.14D - DAs 14
- F Keys (Function Keys)**
- ___ 4.01A - FKs 1
- ___ 4.02A - FKs 2
- ImageWriter Fonts**
- ___ 5.01A - IW 1
- ___ 5.02A - IW 2
- ___ 5.03A - IW 3
- ___ 5.04A - IW 4
- PostScript Fonts**
- ___ 19 disk set; \$57
- ___ 6.01A - PS 1
- ___ 6.02A - PS 2
- ___ 6.03A - PS 3
- ___ 6.04A - PS 4
- ___ 6.05A - PS 5
- ___ 6.06A - PS 6
- ___ 6.07A - PS 7
- ___ 6.08A - PS 8
- ___ 6.09A - PS 9
- ___ 6.10A - PS 10
- ___ 6.11A - PS 11
- ___ 6.12A - PS 12
- ___ 6.13A - PS 13
- ___ 6.14A - PS 14
- ___ 6.15A - PS 15
- ___ 6.16A - PS 16
- ___ 6.17A - PS 17
- ___ 6.18A - PS 18
- ___ 6.19A - PS 19
- TrueType Fonts**
- ___ 14 disk set; \$42
- ___ 7.01 - TT 1
- ___ 7.02 - TT 2
- ___ 7.03 - TT 3
- ___ 7.04 - TT 4
- ___ 7.05 - TT 5
- ___ 7.06 - TT 6
- ___ 7.07 - TT 7
- ___ 7.08 - TT 8
- ___ 7.09 - TT 9
- ___ 7.10 - TT 10
- ___ 7.11 - TT 11
- ___ 7.12 - TT 12
- ___ 7.13 - TT 13
- ___ 7.14 - TT 14
- Graphics**
- ___ 6 disk set; \$18
- ___ 8.01 - G 1
- ___ 8.02 - G 2
- ___ 8.03 - G 3
- ___ 8.04 - G 4
- ___ 8.05 - G 5
- ___ 8.06 - G 6
- INITs & CDevs**
- ___ 27 disk set; \$81
- ___ 9.01B - I/C 1
- ___ 9.02B - I/C 2
- ___ 9.03B - I/C 3
- ___ 9.04B - I/C 4
- ___ 9.05B - I/C 5
- ___ 9.06B - I/C 6
- ___ 9.07B - I/C 7
- ___ 9.08B - I/C 8
- ___ 9.09B - I/C 9
- ___ 9.10B - I/C 10
- ___ 9.11B - I/C 11
- ___ 9.12B - I/C 12
- ___ 9.13B - I/C 13
- ___ 9.14B - I/C 14
- ___ 9.15B - I/C 15
- ___ 9.16B - I/C 16
- ___ 9.17B - I/C 17
- ___ 9.18B - I/C 18
- ___ 9.19B - I/C 19
- ___ 9.20B - I/C 20
- ___ 9.22B - I/C 22
- ___ 9.23B - I/C 23
- ___ 9.24B - I/C 24
- ___ 9.25B - I/C 25
- ___ 9.26B - I/C 26
- ___ 9.27B - I/C 27
- Miscellaneous**
- ___ 10.01A - M 1
- ___ 10.02A - M 2
- Paintings (MacPnt)**
- ___ 5 disk set; \$15
- ___ 11.01 - P 1
- ___ 11.02 - P 2
- ___ 11.03 - P 3
- ___ 11.04 - P 4
- ___ 11.05 - P 5
- Digitized Sounds**
- ___ 9 disk set; \$27
- ___ 12.01B - S 1
- ___ 12.02B - S 2
- ___ 12.03B - S 3
- ___ 12.04B - S 4
- ___ 12.05B - S 5
- ___ 12.06B - S 6
- ___ 12.07B - S 7
- ___ 12.08B - S 8
- ___ 12.09B - S 9
- Telecommunications**
- ___ 13.01B - T 1
- ___ 13.02B - T 2
- ___ 13.03B - T 3
- Programmer/Hacker**
- ___ 14.01A - PH 1
- ___ 14.02A - PH 2
- Miscellaneous Utils**
- ___ 9 disk set; \$27
- ___ 15.01B - MU 1
- ___ 15.02B - MU 2
- ___ 15.03B - MU 3
- ___ 15.04B - MU 4
- ___ 15.05B - MU 5
- ___ 15.06B - MU 6
- ___ 15.07B - MU 7
- ___ 15.08B - MU 8
- ___ 15.09B - MU 9
- System Utilities**
- ___ 25 disk set; \$75
- ___ 16.01D - SU 1
- ___ 16.02D - SU 2
- ___ 16.03D - SU 3
- ___ 16.04D - SU 4
- ___ 16.05D - SU 5
- ___ 16.06D - SU 6
- ___ 16.07D - SU 7
- ___ 16.08D - SU 8
- ___ 16.09D - SU 9
- ___ 16.10D - SU 10
- ___ 16.11D - SU 11
- ___ 16.12D - SU 12
- ___ 16.13D - SU 13
- ___ 16.14D - SU 14
- ___ 16.15D - SU 15
- ___ 16.16D - SU 16
- ___ 16.17D - SU 17
- ___ 16.18D - SU 18
- ___ 16.19D - SU 19
- ___ 16.20D - SU 20
- ___ 16.21D - SU 21
- ___ 16.22D - SU 22
- ___ 16.23D - SU 23
- ___ 16.24D - SU 24
- ___ 16.25D - SU 25
- Word Processing Utils**
- ___ 5 disk set; \$15
- ___ 17.01B - WP 1
- ___ 17.02B - WP 2
- ___ 17.03B - WP 3
- ___ 17.04B - WP 4
- ___ 17.05B - WP 5
- Adobe Screen Fonts**
- ___ 18.01A - AF 1
- ___ 18.02A - AF 2
- Fun & Games Series**
- ___ 22.01 - F/G 1
- ___ 22.02 - F/G 2
- ___ 22.03 - F/G 3
- Best of Pi Series**
- ___ 15 disk revised set; \$30 (25.01B thru 25.15B)
- System Software**
- ___ 6.0.3 - 4 disk set; \$12
- ___ 6.0.5 - 4 disk set; \$12
- ___ 6.0.7 - 4 disk set; \$12
- ___ 6.0.8 - 4 disk set; \$12
- ___ 7.0 - 9 disk set; \$20
- ___ 7.0.1 - 6 disk set; \$20 (≠)
- ___ Sys 7/7.0.1 Tune-Up \$3
- ___ QuickTime 1.0 - 2 disk set; \$6
- ___ QuickTime 1.6 - 1 disk; \$3
- ___ Laser Wrtr 8.0 - \$3 (≠)
- ___ Laser Wrtr 8.0 - 2 disk set; \$6
- ___ Sys Network Installer \$3
- ___ TrueType - 2 disk set; \$6
- ___ Basic Conn Set v1.1.1 - 1 disk; \$3
- ___ Express Modem - 1 disk; \$3 (≠)
- ___ CD ROM Setup - 1 disk; \$3
- ___ Comm 1 (CTB) - 1 disk; \$3
- HyperCard Update**
- ___ 1.2.5 - 3 disk set; \$9
- ___ 2.0 - 5 disk set; \$15
- (≠) on 1.44 Meg diskette

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 ___ 4 or less @ \$4.00= ___ 5 or more @ \$3.50= ___ Sets (marked above) \$ (above) + postage \$1.00/disk, maximum \$5.00. ___ Disk Catalogs + \$1.50 postage \$4.50			Box Number, Apartment, Suite, etc.		
TOTAL AMOUNT DUE \$			Street Address		
			City		State
			Day Telephone		Zip Code
			Evening Telephone		



Apple Disk Library

by John B. Ruffatto

Welcome to the Apple Disk Library section of the Journal. As you can see, there is always room for improvement. In this issue there are now Disk Order Forms for the Apple II, Apple IIGS, and the Apple III. The librarians would like to receive comments pro and con on the new set-up versus the old listing format. Direct your comments to me via the Washington Apple Pi office and I will try to respond to them.

I would also like your comments in regard to Public Domain software that you would like to see included in our Disk Libraries. Since we no longer publish the titles of the disks in the library, it is advisable to order the Disk Library Catalog Disks for the machine you are using.

Each month we will endeavor to provide information on new additions to the libraries or feature disks currently in the libraries. Some of the disks in the Apple Disk libraries contain **SHAREWARE**. If you use any ShareWare program, please send the ShareWare fee to the author. By submitting the fee, we encourage the author(s) to develop more software.

Special Note: All Apple II, IIGS, III and Macintosh disks containing your current disk library offerings can be exchanged for new disks at the Pi office free of charge. For exchanges made by mail, please be certain to include one dollar per disk to cover shipping and handling. Thank you.

GSGM-24 B **GAMES 16**

In the /Darrts/ folder—Darrts by Vern Mueller is a FreeWare Applesoft BASIC darts game. To play the game, launch the Applesoft BASIC program named "STARTUP."

In the /Dungeon/ folder—This is a GS port of the PDP-11 program Dungeon which was the source for the Zork I, II, and III programs. Everything you need to play the adventure. If interested, the source code in ORCA/C is available too. ORCA/C 1.3 port by Doni G. Grande. The source for the original Dungeon game (in Fortran) was released to the public back in 1980. Now it has been translated to C by Ian Lance Taylor. A few very minor changes to get the C source to compile under ORCA/C 1.3 for the Apple IIGS, so now we can once again play this great game! All the original source code for this game was released with the stipulation that it not be used for commercial use. In other words, enjoy the game, but don't try to sell it.

In the /Dungeon.Xlt/ folder—The Dungeon Data File Translator Utility was ported to the Apple IIGS by Doni G. Grande. This program can be used to translate the DTEXTC.DAT file for the Dungeon game to and from ASCII. With this program, you can change most of the way

Dungeon looks and works. The program has been tested under the shell included with Orca/M 2.0 and with GNO; however, it should work with any shell.

In the /Immortal.Solve/ folder—The Immortal GS by Will Harvey Step-by-Step Solve. Use only if you are totally stuck! The game is more fun when you solve it yourself. There are also level codes at the end of the solve for those who are totally stuck at a level.

In the /Name.Maker/ folder—Name.Maker. This little basic program makes names, Nice ones not random ones. It uses tables of names and is fast and easy to use. Good whenever you need names, like writing fiction or roleplaying. Readme file included. FreeWare. By Joseph Nowakowski.

In the /Quintette/ folder—Board game similar Go and the Nibble game of yesteryear called Quintic. Get 5 stones in a row or "eat" 5 pairs of your opponents stones. Several options available from the pull down menu. It can even be played by two people.

GSGM-59 **GAMES 28**

In the /Bowl.GS/ folder—Bowl GS is a FreeWare bowling simulation game by Terry Burdett. Use the mouse to control the direction and power of the bowling ball in a manner that is similar to Mean 18. One to three players.

In the /Floor.Tiles2.0/ folder—Here's a new game for the GS. It's a strategy video game by Karl Bunker. You have to place tiles on a grid and match colors. Sort of like dominoes and columns. Matched the colored sides of different squares in time to receive points. Like columns,

but the squares don't fall. A really good game Lots of fun. For instructions, launch FloorTiles and select "Instructions..." under the Apple menu. FloorTiles rewards good strategy as well as quick reflexes, so THINK. Don't hurry too much, and always keep the board as empty as you can.

In the /Invaders/ folder—Invaders From Space by David & April Taylor is based on the Atari game Space Invaders. The aliens have invaded, and it's your job to eliminate them! You control your ship with the mouse, and fire with the mouse button. The concept is simple—you kill or be killed! SW, \$5.00 fee.

In the /Keef.Help/ folder—Hints and maps (Apple Preferred Format pictures) for the IIGS game "Keef the Thief."

In the /PCS.ProDOS/ folder—Pinball Construction Set by Bill Budge was recently released to the public domain. This folder contains several Pinball Construction Set pinball games that were converted to ProDOS. Launch a pinball game and when finished press control reset—this will return you to your program launcher.

If you have never played a PCS game before, it's rather simple. Just use the space bar to choose the number of players, then hit open-apple to begin. While playing, the joystick (right-left) controls the spring on the plunger, open-apple launches, and open apple and closed apple (option) control the flippers. Note that on a IIGS keyboard the flipper controls are backwards.



In the /RasterBlaster/ folder—The Lost Classics effort sponsored by the A2 RoundTable on GEnie presents Raster Blaster by Bill Budge. Public Domain.

“Raster Blaster” is a detailed simulation of pinball, with advanced game features found only in state-of-the-art (1980-81) electro-mechanical pinball machines. The simulation is complemented by full color high resolution graphics, animation and sound effects, completely interleaved in time.

The file Raster.Blaster is a BIN (binary) file which is the actual Raster Blaster program converted from the original DOS 3.2 disk to a ProDOS BRUNable file. The file Startup.RB is a short Applesoft program which loads a short screen, explains what it is all about, and then BRUNs the Raster.Blaster file.

In the /TaskForceCheats/ folder—Two cheats for Task Force, one from ECC's Joe Hack which lets you increase your health from 5000 to 8500. The other cheat makes you invulnerable.

GSGM-60 **GAMES 29**

In the /BT2gs.Char.Edit/ folder—Bard's Tale I and II GS character editor. It's will let you edit BTII GS characters: gold and experience points, spell and hit points, etc.

In the /Carte.Primus/ folder—Carte Primus by David Manthey is a collection of card games. Includes Cribbage, Gin Rummy, Hearts, Pinochle, and Pitch. All of the card games allow you to save the total score. Many of the card games can be played in several different styles. All of the games have learning aids consisting of suggestions on which card to play and viewing your opponent's hand. SW, \$15 fee.

In the /CrossPurpose/ folder—X-Purpose! by Bob Owen is a game of skill and logic. Jump over an adjacent piece onto an empty square and remove the jumped piece. SW, \$5.00 fee.

In the /Escape/ folder—Escape by Russell Nielson is a game where you are in jail and you must escape. You start off in a cell (made up of rooms). You have to find your way out before the guard finds out that you are missing. Then you must negotiate a mind field, pick off nine guards at the tower, gain access to the computer, contact Joe, and then find him down town. The built-in instructions will tell you everything you need to know in order to play the game. FreeWare.

In the /Neuromancer/ folder—This file contains very specific information about how to solve

“Neuromancer” by Interplay Productions.

In the /QBurt/ folder—QBurt version 1.0 by Roy LeCates is a IIgs version of the arcade hit Q*bert. It was written for use under Apple's GS/OS version 5.0 or later. Public domain.

In the /Russ.Prog.A/ folder—Russell Nielson's programs disk side 1. On this game disk you will find these APPLE II programs:

Maze Craze—A low-res game where you are challenged to find your way out of many mazes collecting as many points as possible and before your time limit expires. This game has not been completed.

Wacko Game—A weird program that has very little meaning and almost no purpose. Run it and if you find a use for it... then let me know.

Flight II—Navigate your craft and save the people from the clouds and let them out on the mountain peaks. You must save 10 people while avoiding the deadly laser blasts aimed at your engine.

Phrase Game—Test your ability to read and remember a phrase.

Addition Whiz—A little math fun for youngsters at a fast paced speed.

Imperial Raiders—Shoot all the oncoming aliens and play all the bonus rounds. If you complete all the stages, you will win.

Jackpot—Bet your money and stop the numbers making sure they end up in a winning sequence, or you will lose your bet.

Life Saver—Save the doomed man from the cage and flames burning below by entering the codes that correspond to the colors. There is no real way to win, just keep him alive as long as possible to gain as many points as you can.

In the /Russ.Prog.B/ folder—Russell Nielson's programs disk side 2. On this game disk you will find these APPLE II programs:

Ice it Over—This is like Wheel of Fortune. You are given a phrase in the form of dashes. You (and a friend) will compete and the first person who presses the right letters and vowels to solve the puzzle wins.

Tank Alliance—It's one tank against another in this low-res head-to-head battle.

Pick 6—Let this computer program pick your next Pick 6 numbers for you.

Serpentine—Guide a snake around the lo-res screen and eat fruits.

Escape—You must escape from a jail cell and then out of the country to win.

Alien Bomber—Control your bombing machine and destroy the alien invader.

Tank Bomber—Control you bombing maching and destroy the tank invader.

Robot Run—Dodge the deadly robots and get to the exit to advance to the next stage. But watch out for the pit.

In the /ShadowGateSolve/ folder—This file contains the entire solution for Shadowgate.

In the /Star.Merchant/ folder—From Joe Kohn's selections of the “Best of Big Red.” STAR.MERCHANT is a text simulation of a galactic trader. Not a trivial game! Planets are at different industrial levels and need and make different goods.

In the /Uninvited.Hints/ folder—This file provides a stet by step solve for the game Uninvited.

GSGM-61

STAR TREK GS FLOPPY DISK VERSION

In the /StarTrekGS/ folder—This is the classic Star Trek game, updated for the GS. It is a real time game so turn off all those accelerators. This game requires 1.5 Meg, it will eventually crash if you don't have enough memory. This game needs lots of disk space due to the sound affects that were digitized from various S.T. episodes.

The original version of this game was too large to fit on a floppy disk and required a hard drive. This version is just small enough to fit on an 800k floppy disk.

GSMU-68

SYNTHLAB SONGS 1

This disk contains a collection of synthLAB songs. You will need synthLAB to play these songs. synthLAB can be found on the System 6.0 six disk set. The following synthLAB songs can be found on this disk: Brittanic.Land, Cowboy.Kid, Day.Travel, Do.Run.Run, Doors.12, Doors.34, Doors.567, Encounters, Finale, Game.Intro, HeatTakesAWalk, Indoor.-Theme, Johns.Hornpipe, Joyous-.Renunion, LordBlackthorn, Night.Travel, Rule.-Britannia, Shade.Tree, Them.NFBBS.sl, Theme.Song, TonGuitarJam1, Toota.Lute, and Worlds.Below

GSMU-69

SYNTHLAB SONGS 2

In the /Songs/ folder—This disk contains a collection of synthLAB songs. You will need synthLAB to play these songs. synthLAB can be found on the System 6.0 six disk set. The following synthLAB songs can be found on this disk:

Allegro.Haendel, Bach.Prelude, Larghetto, Mozart.kv331, Romance, Addams.SL, AxelF.SL, Cheers.SL, Entertainer.SL, LooneyTunes.SL, MiamiVice.SL, Mickey-



Mouse.SL, RockNRoll.SL, StraightUp.SL, StrwbryFlds.SL, TakeOnMe.SL, TheFlame-.SL, SonataIII, and ThunderBirds.

GSMU-70
SYNTHLAB SONGS 3

In the /Songs/ folder—This disk contains a collection of synthLAB songs. You will need synthLAB to play these songs. synthLAB can be found on the System 6.0 six disk set. The following synthLAB songs can be found on this disk:

- TBOML (The best of my Love), Kawai1.SEQ, Invention.SEQ, Limpid.Stm.SEQ, Old-French.SEQ, Prelude.SEQ, Bridal.Chorus, E.T.Theme, Love.Story, Nadia.Theme, NeverEnding, Perry.Mason, Baby.Elephant, Bridge.O.Kwai, Cheers, Goldfinger, Mork, Peanuts.1, Beethoven, Dane.Quinn.1, JingleBellRock, Kawai1.SEQ, Mozart.9, SleighD.Seq, Star.Trek.IV, Synth.11seq, and Toccatina

GSMU-71
NOISETRACKER SONGS 35

In the /Amiga/ folder—MOD.DurDurDetre
In the /Use.MZ.To.Play/ folder—MOD.FutureMagi2, MOD.HouseBeatle

GSMU-72
NOISETRACKER SONGS 36

In the /Use.MZ.To.Play/ folder—MOD.3—MOD.BluEsmerald
MOD.RadioRevolu

GSMU-73
NOISETRACKER SONGS 37

In the /Use.MZ.To.Play/ folder—MOD.El.Gondo - Amiga MOD file of "El Gondor Pasa" — the Simon & Garfunkle tune (originally some Peruvian(?) folk song).—MOD.JamesBrown
MOD.YallReady

GSMU-74
NOISETRACKER SONGS 38

In the /Use.MZ.To.Play/ folder—MOD.Anette
MOD.EnterSndMan
MOD.Munsters - Theme from "The Munsters," a version of "The Addams Family" for those who found the Addams too INTENSE.
MOD.TechnoCncrt

GSMU-75
Misc. Music Files 4

In the /ConsiderUsMore/ folder—This folder contains a Sound Smith song and the instruments that are required by this song. You will need Sound Smith to play this song. You will find the following song in this folder:
ConsiderUsMore

In the /Juke.Box.US/ folder—This HyperCard IIgs stack plays SynthLAB songs.

In the /MT.KidMusic/ folder—This folder contains a selection of Master Tracks Jr. songs. You will need Master Tracks Jr. to play these songs. You will find the following songs in this folder—Are.You.Sleepin, Bach.Gavotte,

Children.Song, Clowns3, Country.Dance, Dolly.Funeral1, Fuchs.Du.Hast, Gavotte, Gypsy.Song.

Hobby.Horse1, ThreeBlindMice, and Twinkle-Twinkle

In the /MusIX/ folder—MusIX by Jean Pierre Charpentier is FreeWare. This program allows you to convert songs from one format to another. This is an early version and at this time will only let you convert synthLAB to MIDI File and MIDI File to synthLAB.

In the /NoiseTrackrSngs/ folder—This folder contains the following two Amiga MOD songs—MOD.Magnum.TV3

MOD.Nirvana—In the /SynthFile1.0/ folder—Synthfile v1.0 by Dave Tribby is a program that prints the contents of (and plays) MIDI Synth files. It is designed to be run under the GNO or ORCA shell. The source can be compiled and run under a Unix shell to print (but not play) MIDI Synth files that have been copied to Unix. Synthfile is FreeWare.

In the /WaveLAB.v0.1/ folder—waveLAB v0.1 by Dave Tribby is a FreeWare companion program to Apple's synthLAB. This version is preliminary and incomplete. Version 0.1 lets you: create MIDI Synth waveforms; load individual waveforms from MIDI Synth wave data (".wav") files; create MIDI Synth instruments (similar to Apple's synthLAB program); load individual instruments from MIDI Synth instrument (".bnk") files; plot graphs of an instrument's waveforms or envelopes; save the instruments and waveforms you have created.

Mail this form with your check to : Disketeria 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 for 3.5" and \$1.50 per disk for 5.25" disks.																																	
<table border="1"> <thead> <tr> <th>Number of Disks</th> <th>Member Price @</th> <th>Extended</th> </tr> </thead> <tbody> <tr> <td>3.5" Singles</td> <td></td> <td></td> </tr> <tr> <td>___ 4 or less @</td> <td>\$4.00</td> <td>\$ _____</td> </tr> <tr> <td>___ 5 or more @</td> <td>\$3.50</td> <td>\$ _____</td> </tr> <tr> <td>___ Sets (as marked)</td> <td>\$(above)</td> <td>\$ _____</td> </tr> <tr> <td>5.25" Singles</td> <td></td> <td></td> </tr> <tr> <td>___ 4 or less @</td> <td>\$2.00</td> <td>\$ _____</td> </tr> <tr> <td>___ 5 or more @</td> <td>\$1.75</td> <td>\$ _____</td> </tr> <tr> <td>___ Sets (as marked)</td> <td>\$(above)</td> <td>\$ _____</td> </tr> <tr> <td colspan="3">+ postage \$1.00/disk, max. \$5.00.</td> </tr> <tr> <td colspan="2">TOTAL AMOUNT DUE</td> <td>\$ _____</td> </tr> </tbody> </table>	Number of Disks	Member Price @	Extended	3.5" Singles			___ 4 or less @	\$4.00	\$ _____	___ 5 or more @	\$3.50	\$ _____	___ Sets (as marked)	\$(above)	\$ _____	5.25" Singles			___ 4 or less @	\$2.00	\$ _____	___ 5 or more @	\$1.75	\$ _____	___ Sets (as marked)	\$(above)	\$ _____	+ postage \$1.00/disk, max. \$5.00.			TOTAL AMOUNT DUE		\$ _____	Name _____ Box Number, Apartment, Suite, etc. _____ Street Address _____ City _____ State _____ Zip Code _____ Day Telephone _____ Evening Telephone _____		
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___ Sets (as marked)	\$(above)	\$ _____																																		
+ postage \$1.00/disk, max. \$5.00.																																				
TOTAL AMOUNT DUE		\$ _____																																		

Please write disk numbers on a separate sheet of paper and include them with your order.



Apple II Disk Library Order Form



5-1/4" DISKS

System Software

- ___ APSD-01 #1
- ___ APSD-02 #2

Apple Disk Catalog

- ___ 4 disk set #3

AppleWorks

- ___ APWK-01
- ___ APWK-02

Communications

- ___ 10 disk set = \$15.00
- ___ COMM-01
- ___ COMM-02
- ___ COMM-03
- ___ COMM-04
- ___ COMM-05
- ___ COMM-06
- ___ COMM-07
- ___ COMM-08
- ___ COMM-09
- ___ COMM-10

CP/M

- ___ 11 disk set = \$16.50
- ___ CP/M-01
- ___ CP/M-02
- ___ CP/M-03
- ___ CP/M-04
- ___ CP/M-05
- ___ CP/M-06
- ___ CP/M-07
- ___ CP/M-08
- ___ CP/M-09
- ___ CP/M-10
- ___ CP/M-11

Eamon Adventures

- ___ 24 disk set = \$36.00
- ___ EAMN-01
- ___ EAMN-02 #4
- ___ EAMN-03 Eamon Master
- ___ EAMN-04 #4
- ___ EAMN-05 #4
- ___ EAMN-06 #4
- ___ EAMN-07 #4
- ___ EAMN-08 #4
- ___ EAMN-09 #4
- ___ EAMN-10 #4
- ___ EAMN-11 #4
- ___ EAMN-12 #4
- ___ EAMN-13 #4
- ___ EAMN-14 #4
- ___ EAMN-15 #4
- ___ EAMN-16 #4
- ___ EAMN-17 #4
- ___ EAMN-18 #4
- ___ EAMN-19 #4
- ___ EAMN-20 #4
- ___ EAMN-21 #4

- ___ EAMN-22 #4
- ___ EAMN-23 #4
- ___ EAMN-24 #4

Education

- ___ 20 disk set = \$30.00
- ___ EDUC-01
- ___ EDUC-02
- ___ EDUC-03
- ___ EDUC-04
- ___ EDUC-05
- ___ EDUC-06
- ___ EDUC-07
- ___ EDUC-08
- ___ EDUC-09
- ___ EDUC-10
- ___ EDUC-11
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- ___ EDUC-14
- ___ EDUC-15
- ___ EDUC-16
- ___ EDUC-17
- ___ EDUC-18
- ___ EDUC-19
- ___ EDUC-20

Forth

- ___ FRTH-01
- ___ FRTH-02
- ___ FRTH-03

Games

- ___ 13 disk set = \$ 19.50
- ___ GAME-01
- ___ GAME-02
- ___ GAME-03
- ___ GAME-04
- ___ GAME-05
- ___ GAME-06
- ___ GAME-07
- ___ GAME-08
- ___ GAME-09
- ___ GAME-10
- ___ GAME-11
- ___ GAME-12
- ___ GAME-13

Logo

- ___ LOGO-01
- ___ LOGO-02

Membership Directory

- ___ MEMD-01

Miscellaneous

- ___ 25 disk set = \$37.50
- ___ MISC-01
- ___ MISC-02
- ___ MISC-03
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- ___ MISC-21
- ___ MISC-22
- ___ MISC-23
- ___ MISC-24
- ___ MISC-25

New Print Shop

- ___ 31 disk set = \$46.50
- ___ NWPS-01 Graphics
- ___ NWPS-02 Graphics
- ___ NWPS-03 Graphics
- ___ NWPS-04 Graphics
- ___ NWPS-05 Graphics
- ___ NWPS-06 Graphics
- ___ NWPS-07 Graphics
- ___ NWPS-08 Graphics
- ___ NWPS-09 Graphics
- ___ NWPS-10 Graphics
- ___ NWPS-11 Graphics
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- ___ NWPS-22 Graphics
- ___ NWPS-23 Graphics
- ___ NWPS-24 Graphics
- ___ NWPS-25 Graphics
- ___ NWPS-26 Graphics
- ___ NWPS-27 Graphics
- ___ NWPS-28 Graphics
- ___ NWPS-29 Borders
- ___ NWPS-30 Borders
- ___ NWPS-31 Fonts

Pascal

- ___ 8 disk set \$12.00
- ___ PASC-01
- ___ PASC-02
- ___ PASC-03
- ___ PASC-04
- ___ PASC-05
- ___ PASC-06
- ___ PASC-07
- ___ PASC-08

Pilot

- ___ PILT-01

Utilities

- ___ 24 disk set = \$36.00
- ___ UTIL-01
- ___ UTIL-02
- ___ UTIL-03
- ___ UTIL-04
- ___ UTIL-05
- ___ UTIL-06
- ___ UTIL-07
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- ___ UTIL-19
- ___ UTIL-20
- ___ UTIL-21
- ___ UTIL-22
- ___ UTIL-23
- ___ UTIL-24

3-1/2" DISKS

System Disk

- ___ 2APS-01 #5

Apple Disk Catalog

- ___ 2ADC-01

AppleWorks

- ___ 2AWK-01

Communications

- ___ 2COM-01
- ___ 2COM-02
- ___ 2COM-03

Education

- ___ 2EDU-01

Membership Directory

- ___ 2MRD-01

Utilities

- ___ 2UTL-01
- ___ 2UTL-02A

IIGS Continued

- ___ GSMU-42
- ___ GSMU-43A
- ___ GSMU-44A
- ___ GSMU-45
- ___ GSMU-46
- ___ GSMU-47
- ___ GSMU-48
- ___ GSMU-49
- ___ GSMU-50
- ___ GSMU-51
- ___ GSMU-52A
- ___ GSMU-53A
- ___ GSMU-54A
- ___ GSMU-55A
- ___ GSMU-56A
- ___ GSMU-57A
- ___ GSMU-58A
- ___ GSMU-59
- ___ GSMU-60
- ___ GSMU-61
- ___ GSMU-62
- ___ GSMU-63A
- ___ GSMU-64
- ___ GSMU-65
- ___ GSMU-66
- ___ GSMU-67

Sounds

- ___ 20 disk set=\$60

- ___ GSSN-01A
- ___ GSSN-02A
- ___ GSSN-03
- ___ GSSN-04
- ___ GSSN-05
- ___ GSSN-06
- ___ GSSN-07
- ___ GSSN-08
- ___ GSSN-09
- ___ GSSN-10
- ___ GSSN-11
- ___ GSSN-12
- ___ GSSN-13
- ___ GSSN-14
- ___ GSSN-15
- ___ GSSN-16

SOUNDS - CDEV rSOUNDS

- ___ 20 Disk Set=\$60
- ___ GSSN-17A
- ___ GSSN-18
- ___ GSSN-19
- ___ GSSN-20
- ___ GSSN-21
- ___ GSSN-22
- ___ GSSN-23
- ___ GSSN-24
- ___ GSSN-25
- ___ GSSN-26

- ___ GSSN-27
- ___ GSSN-28
- ___ GSSN-29
- ___ GSSN-30
- ___ GSSN-31
- ___ GSSN-32
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- ___ GSSN-34
- ___ GSSN-35
- ___ GSSN-36
- ___ GSSN-37
- ___ GSSN-38
- ___ GSSN-39
- ___ GSSN-40

Utilities

- ___ 15 disk set=\$45
- ___ GSUT-01C
- ___ GSUT-02
- ___ GSUT-03B
- ___ GSUT-04A
- ___ GSUT-05C
- ___ GSUT-06A
- ___ GSUT-07B
- ___ GSUT-08D
- ___ GSUT-09A
- ___ GSUT-10A
- ___ GSUT-11B
- ___ GSUT-12
- ___ GSUT-13A
- ___ GSUT-14
- ___ GSUT-15B

- (*1) System 5.0.4-2 Disk Set=\$6.00
- (*2) Hyper Mover v1.1-2 Disk Set=\$6.00
- (*3) GS Bug & Debug Tools v1.6=\$3.00
- (*4) System 6.0-6 Disk Set=\$18.00
- (*5) Astronomer-7 disk set (GSED-01 to GSED-07) \$21.00
- (*6) Disk Catalog-3 Disk Set - \$6.00

(#1) System Disk V. 4.0.1 - \$1.50; (#2) DOS 3.3 System Master - \$1.50; (#3) Apple Disk Cat.-4 disk set -\$4.00; (#4) Requires EAMN-03; (#5) - System Disk - V. 4.0.1 - \$3.00

Note: Some disks may contain ShareWare. Please send a remittance to the author of the program if you use it.



Apple IIGS Disk Library Order Form



3-1/2 DISKS



System Software

- ___ GSAS-01 (*1)
- ___ GSAS-02 (*2)
- ___ GSAS-03 (*3)
- ___ GSAS-04 (*4)

Communications

- ___ 6 disk set=\$18
- ___ GSCM-01D
- ___ GSCM-02C
- ___ GSCM-03B
- ___ GSCM-04B
- ___ GSCM-05A
- ___ GSCM-06

Demos

- ___ 33 disk set=\$33
- or \$1 per disk
- ___ GSDM-01
- ___ GSDM-02
- ___ GSDM-03
- ___ GSDM-04
- ___ GSDM-05
- ___ GSDM-06
- ___ GSDM-07
- ___ GSDM-08
- ___ GSDM-09
- ___ GSDM-10
- ___ GSDM-11
- ___ GSDM-12
- ___ GSDM-13A
- ___ GSDM-14
- ___ GSDM-15
- ___ GSDM-16
- ___ GSDM-17A
- ___ GSDM-18
- ___ GSDM-19
- ___ GSDM-20A
- ___ GSDM-21
- ___ GSDM-22
- ___ GSDM-23
- ___ GSDM-24
- ___ GSDM-25
- ___ GSDM-26
- ___ GSDM-27
- ___ GSDM-28
- ___ GSDM-29
- ___ GSDM-30
- ___ GSDM-31
- ___ GSDM-32
- ___ GSDM-33

DAs, CDevs, FExts, Dvrs, and INITs

- ___ 15 disk set=\$45
- ___ GSDA-01A
- ___ GSDA-02B
- ___ GSDA-03B

- ___ GSDA-04B
- ___ GSDA-05A
- ___ GSDA-06A
- ___ GSDA-07A
- ___ GSDA-08A
- ___ GSDA-09A
- ___ GSDA-10A
- ___ GSDA-11A
- ___ GSDA-12A
- ___ GSDA-13A
- ___ GSDA-14A
- ___ GSDA-15A

Developer

- ___ 18 disk set=\$54
- ___ GSDV-01
- ___ GSDV-02
- ___ GSDV-03
- ___ GSDV-04
- ___ GSDV-05
- ___ GSDV-06
- ___ GSDV-07
- ___ GSDV-08
- ___ GSDV-09
- ___ GSDV-10
- ___ GSDV-11
- ___ GSDV-12
- ___ GSDV-13
- ___ GSDV-14
- ___ GSDV-15
- ___ GSDV-16
- ___ GSDV-17
- ___ GSDV-18

Disk Catalog

- ___ 3 disk set=\$6
- ___ GSDC-01G (*6)
- ___ GSDC-02G (*6)
- ___ GSDC-03G (*6)

Education

- ___ 10 disk set=\$30
- ___ 7 disk set=\$21 (*5)
- ___ GSED-01A (*5)
- ___ GSED-02A (*5)
- ___ GSED-03A (*5)
- ___ GSED-04A (*5)
- ___ GSED-05A (*5)
- ___ GSED-06A (*5)
- ___ GSED-07A (*5)
- ___ GSED-08A
- ___ GSED-09
- ___ GSED-10

Fonts

- ___ 27 disk set=\$81
- ___ GSFT-01
- ___ GSFT-02
- ___ GSFT-03
- ___ GSFT-04

- ___ GSFT-05
- ___ GSFT-06
- ___ GSFT-07
- ___ GSFT-08
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- ___ GSFT-21
- ___ GSFT-22
- ___ GSFT-23
- ___ GSFT-24
- ___ GSFT-25
- ___ GSFT-26
- ___ GSFT-27

Games

- ___ 61 disk set=\$183
- ___ GSGM-01B
- ___ GSGM-02B
- ___ GSGM-03
- ___ GSGM-04
- ___ GSGM-05
- ___ GSGM-06A
- ___ GSGM-07A
- ___ GSGM-08
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- ___ GSGM-60
- ___ GSGM-61

Graphics

- ___ 44 disk set=\$132
- ___ GSGX-01
- ___ GSGX-02
- ___ GSGX-03
- ___ GSGX-04
- ___ GSGX-05
- ___ GSGX-06
- ___ GSGX-07A
- ___ GSGX-08A
- ___ GSGX-09B
- ___ GSGX-10A
- ___ GSGX-11
- ___ GSGX-12
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- ___ GSGX-26
- ___ GSGX-27
- ___ GSGX-28
- ___ GSGX-29
- ___ GSGX-30
- ___ GSGX-31A
- ___ GSGX-32A

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- ___ GSGX-37
- ___ GSGX-38
- ___ GSGX-39
- ___ GSGX-40
- ___ GSGX-41
- ___ GSGX-42
- ___ GSGX-43
- ___ GSGX-44

HyperCard

- ___ 6 disk set=\$18
- ___ GSHC-01
- ___ GSHC-02
- ___ GSHC-03
- ___ GSHC-04
- ___ GSHC-05
- ___ GSHC-06

HyperStudio

- ___ Demo Ver. (1-10)=\$10
- ___ GSHS-01 Demo
- ___ GSHS-02 Demo
- ___ GSHS-03 Demo
- ___ GSHS-04 Demo
- ___ GSHS-05 Demo
- ___ GSHS-06 Demo
- ___ GSHS-07 Demo
- ___ GSHS-08 Demo
- ___ GSHS-09 Demo
- ___ GSHS-10 Demo

Others (11-24)=\$42

- ___ GSHS-11
- ___ GSHS-12
- ___ GSHS-13
- ___ GSHS-14
- ___ GSHS-15
- ___ GSHS-16
- ___ GSHS-17
- ___ GSHS-18
- ___ GSHS-19
- ___ GSHS-20
- ___ GSHS-21
- ___ GSHS-22
- ___ GSHS-23
- ___ GSHS-24

Icons

- ___ 14 disk set=\$42
- ___ GSIC-01A
- ___ GSIC-02A
- ___ GSIC-03A
- ___ GSIC-04A
- ___ GSIC-05A
- ___ GSIC-06A
- ___ GSIC-07A

- ___ GSIC-08
- ___ GSIC-09
- ___ GSIC-10
- ___ GSIC-11
- ___ GSIC-12
- ___ GSIC-13
- ___ GSIC-14

Membership Directory

- ___ GSMD-01

Miscellaneous

- ___ GSMS-01A

Music

- ___ 75 disk set=\$225
- ___ GSMU-01B
- ___ GSMU-02
- ___ GSMU-03
- ___ GSMU-04
- ___ GSMU-05
- ___ GSMU-06
- ___ GSMU-07
- ___ GSMU-08
- ___ GSMU-09
- ___ GSMU-10
- ___ GSMU-11
- ___ GSMU-12
- ___ GSMU-13B
- ___ GSMU-14
- ___ GSMU-15
- ___ GSMU-16A
- ___ GSMU-17
- ___ GSMU-18A
- ___ GSMU-19A
- ___ GSMU-20A
- ___ GSMU-21A
- ___ GSMU-22
- ___ GSMU-23A
- ___ GSMU-24A
- ___ GSMU-25A
- ___ GSMU-26A
- ___ GSMU-27A
- ___ GSMU-28A
- ___ GSMU-29A
- ___ GSMU-30A
- ___ GSMU-31A
- ___ GSMU-32A
- ___ GSMU-33A
- ___ GSMU-34A
- ___ GSMU-35A
- ___ GSMU-36A
- ___ GSMU-37A
- ___ GSMU-38A
- ___ GSMU-39A
- ___ GSMU-40A
- ___ GSMU-41A

IIGS listing continued on page 76, column 5.

(*1) System 5.0.4 - 2 Disk Set = \$6.00; (*2) Hyper Mover v1.1 - 2 Disk Set = \$6.00; (*3) GS Bug & Debug Tools v1.6 = \$3.00; (*4) System 6.0.1 - 6 Disk Set = \$18.00; (*5) Astronomer - 7 disk set (GSED-01 to -07).

Note: Some disks may contain ShareWare. Please send the requested remittance to the author if you use the program. Most of the disks or programs on these library disks may require a IIGS with at least 1.25 megs of memory.



Apple III Disk Library Order Form



Accounting

- ___ 3 disk set = \$4.50
- ___ 3ACT-01A
- ___ 3ACT-02
- ___ 3ACT-03

3 Easy Pieces Templates

- ___ 11 disk set = \$16.50
- ___ 3AWZ-01
- ___ 3AWZ-02
- ___ 3AWZ-03
- ___ 3AWZ-04
- ___ 3AWZ-05
- ___ 3AWZ-06
- ___ 3AWZ-07
- ___ 3AWZ-08
- ___ 3AWZ-09
- ___ 3AWZ-10
- ___ 3AWZ-11

Business Basic

- ___ 9 disk set = \$13.50
- ___ 3BSB-01
- ___ 3BSB-02
- ___ 3BSB-03
- ___ 3BSB-04
- ___ 3BSB-05
- ___ 3BSB-06
- ___ 3BSB-07
- ___ 3BSB-08
- ___ 3BSB-09A

Disk Catalog

- ___ 5 disk set = \$5 or
- ___ \$1 per disk
- ___ 3CAT-01 - Text
- ___ Version - Disk 1***
- ___ 3CAT-02 - Text
- ___ Version - Disk 2***
- ___ 3CAT-03 - Text
- ___ Version - Disk 3***
- ___ 3CAT-04 - 3EZIP
- ___ Version - Disk 1
- ___ 3CAT-05 - 3EZIP
- ___ Version - Disk 2

Games

- ___ 5 disk set = \$7.50
- ___ 3GAM-01
- ___ 3GAM-02
- ___ 3GAM-03
- ___ 3GAM-04
- ___ 3GAM-05

Graphics

- ___ 43 disk set = \$64.50
- ___ 3GRX-01
- ___ 3GRX-02
- ___ 3GRX-03

- ___ 3GRX-04
- ___ 3GRX-05
- ___ 3GRX-06
- ___ 3GRX-07
- ___ 3GRX-08
- ___ 3GRX-09
- ___ 3GRX-10
- ___ 3GRX-11
- ___ 3GRX-12
- ___ 3GRX-13
- ___ 3GRX-14
- ___ 3GRX-15
- ___ 3GRX-16
- ___ 3GRX-17
- ___ 3GRX-18
- ___ 3GRX-19
- ___ 3GRX-20
- ___ 3GRX-21
- ___ 3GRX-22
- ___ 3GRX-23
- ___ 3GRX-24
- ___ 3GRX-25
- ___ 3GRX-26
- ___ 3GRX-27
- ___ 3GRX-28
- ___ 3GRX-29A
- ___ 3GRX-30
- ___ 3GRX-31
- ___ 3GRX-32
- ___ 3GRX-33
- ___ 3GRX-34
- ___ 3GRX-35
- ___ 3GRX-36
- ___ 3GRX-37
- ___ 3GRX-38
- ___ 3GRX-39
- ___ 3GRX-40
- ___ 3GRX-41
- ___ 3GRX-42
- ___ 3GRX-43

Information

- ___ 36 disk set = \$54
- ___ 3INF-01C WAP
- ___ PD Catalog
- ___ 3INF-02D
- ___ 3INF-03
- ___ 3INF-04
- ___ 3INF-05
- ___ 3INF-06
- ___ 3INF-07
- ___ 3INF-08
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- ___ 3INF-31
- ___ 3INF-32
- ___ 3INF-33
- ___ 3INF-34
- ___ 3INF-35
- ___ 3INF-36
- ___ 3INF-38

Membership Directory

- ___ 3MRD-01
- ___ 3MRD-02

Miscellaneous

- ___ 20 disk set = \$30
- ___ 3MSC-01
- ___ 3MSC-02
- ___ 3MSC-03
- ___ 3MSC-04
- ___ 3MSC-05
- ___ 3MSC-06
- ___ 3MSC-07
- ___ 3MSC-08
- ___ 3MSC-09
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- ___ 3MSC-14
- ___ 3MSC-15
- ___ 3MSC-16
- ___ 3MSC-17
- ___ 3MSC-18
- ___ 3MSC-19A
- ___ 3MSC-20

Pascal

- ___ 20 disk set = \$30
- ___ 3PCL-01
- ___ 3PCL-02
- ___ 3PCL-03
- ___ 3PCL-04
- ___ 3PCL-05

- ___ 3PCL-06
- ___ 3PCL-07
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- ___ 3PCL-15
- ___ 3PCL-16
- ___ 3PCL-17
- ___ 3PCL-18
- ___ 3PCL-19
- ___ 3PCL-20

Repairs

- ___ 11 disk set = \$16.50
- ___ 3REP-01
- ___ 3REP-02
- ___ 3REP-03
- ___ 3REP-04
- ___ 3REP-05
- ___ 3REP-06
- ___ 3REP-07
- ___ 3REP-08
- ___ 3REP-09
- ___ 3REP-10
- ___ 3REP-11

TeleCommunications

- ___ 11 disk set = \$16.50
- ___ 3TEL-01
- ___ 3TEL-02
- ___ 3TEL-03
- ___ 3TEL-04
- ___ 3TEL-05
- ___ 3TEL-06
- ___ 3TEL-07
- ___ 3TEL-08
- ___ 3TEL-09
- ___ 3TEL-10
- ___ 3TEL-11

Utilities

- ___ 48 disk set = \$72
- ___ 3UTL-01
- ___ 3UTL-02
- ___ 3UTL-03
- ___ 3UTL-04
- ___ 3UTL-05
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- ___ 3UTL-40
- ___ 3UTL-41
- ___ 3UTL-42
- ___ 3UTL-43
- ___ 3UTL-44
- ___ 3UTL-45
- ___ 3UTL-46
- ___ 3UTL-47
- ___ 3UTL-48

Word Processing

- ___ 7 disk set = \$10.50
- ___ 3WDP-01B
- ___ 3WDP-02
- ___ 3WDP-03
- ___ 3WDP-04
- ___ 3WDP-05
- ___ 3WDP-06
- ___ 3WDP-07

Note: Some disks may contain ShareWare. Please remit to the author of the program the requested amount if you use that program.
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