March / April 1996

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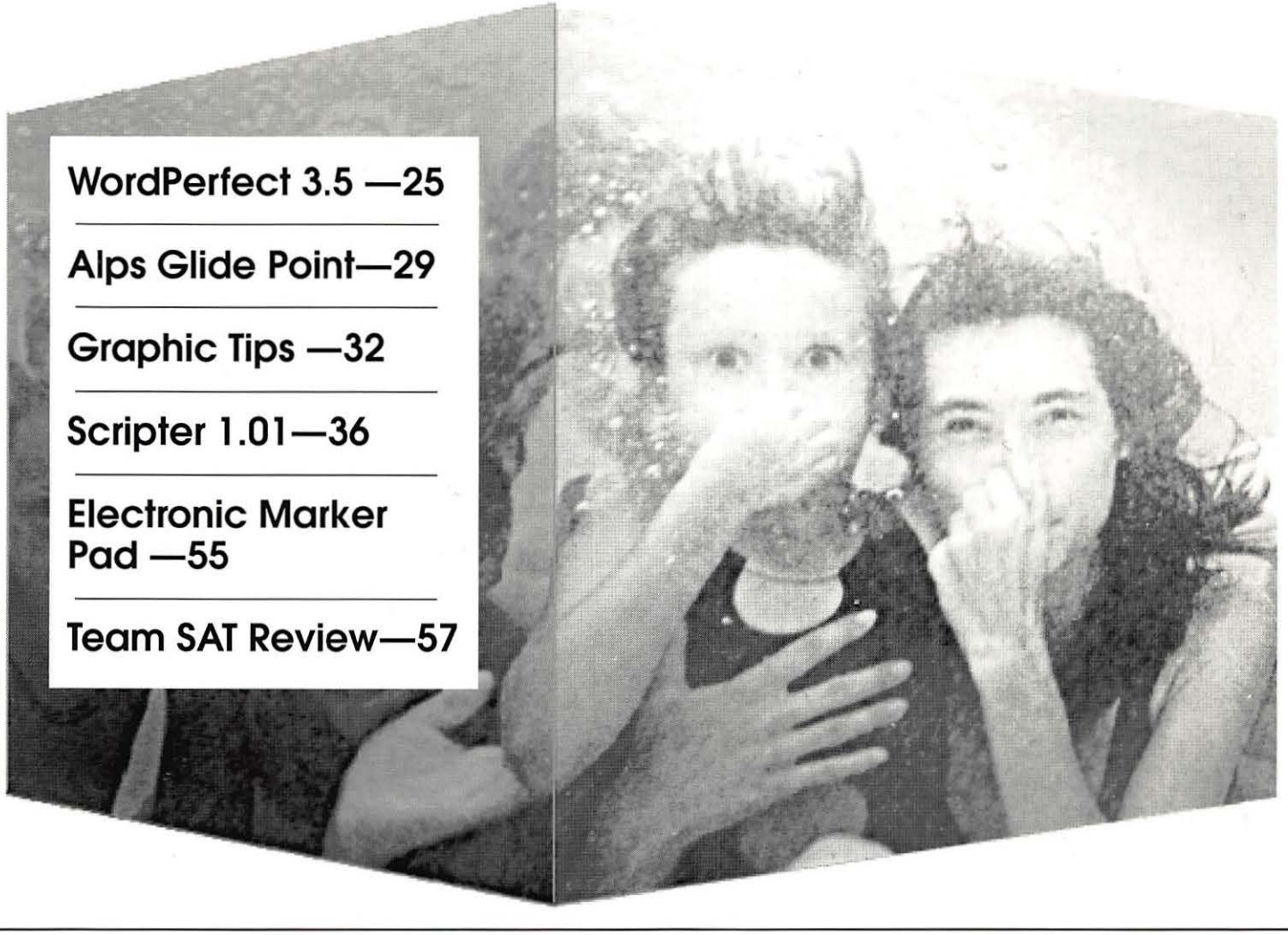
WASHINGTON APPLE PI

Volume 18, Number 2



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washington Apple pi general meetings

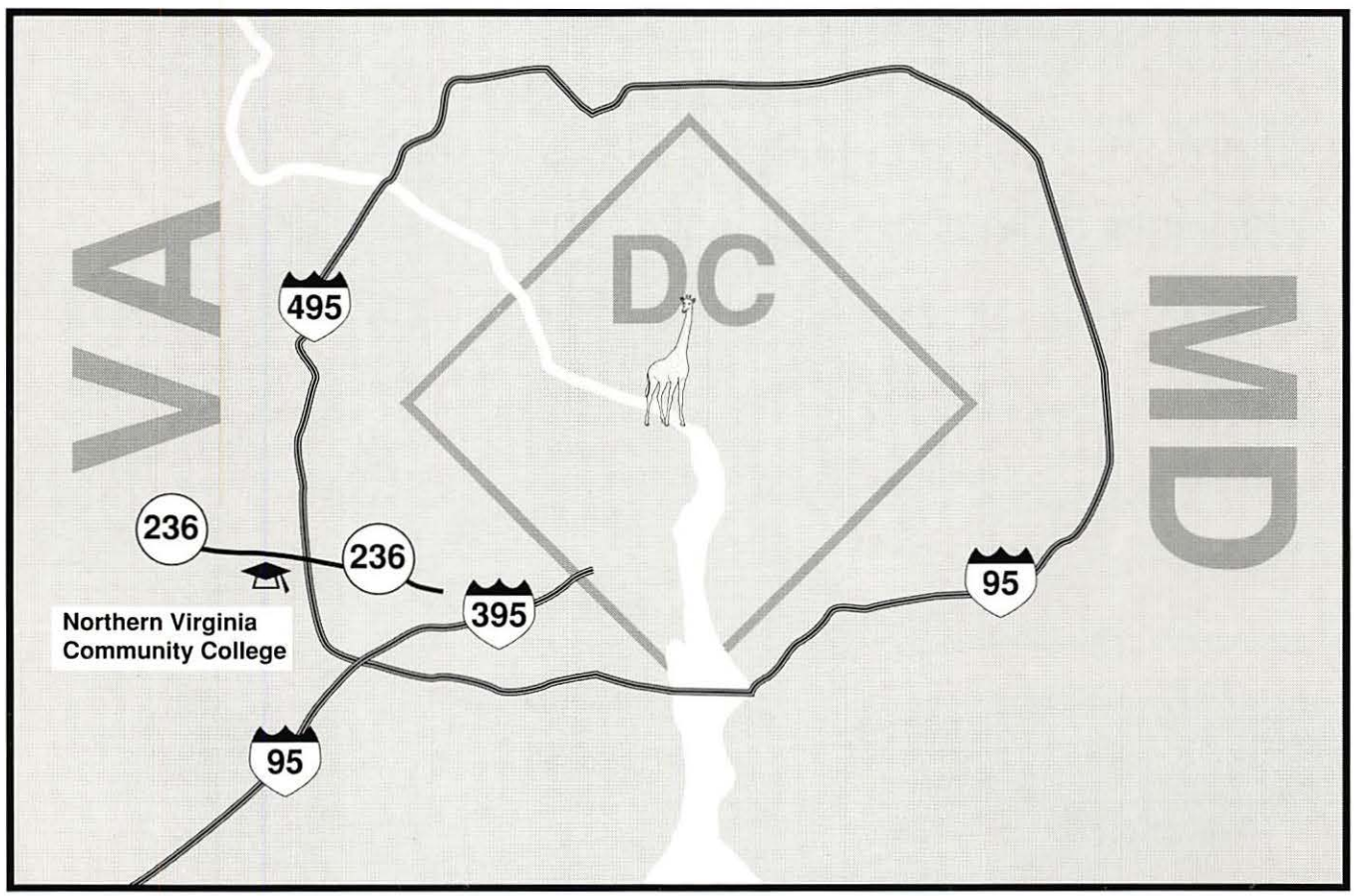
Northern Virginia Comm. Coll.
8333 Little River Turnpike
Annandale, VA

March 23, 1996
9 a.m.-11 a.m.

April 27, 1996
9 a.m.-11 a.m.

May 25, 1996
9 a.m.-11 a.m.

June ??, 1996
9 a.m.-2 p.m.



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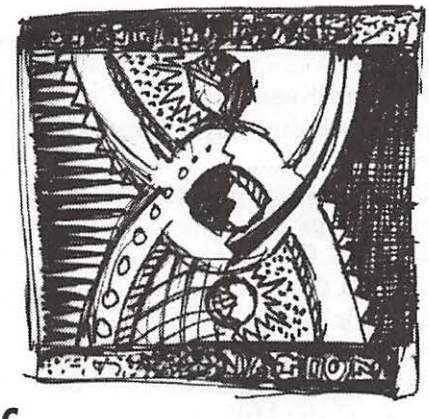

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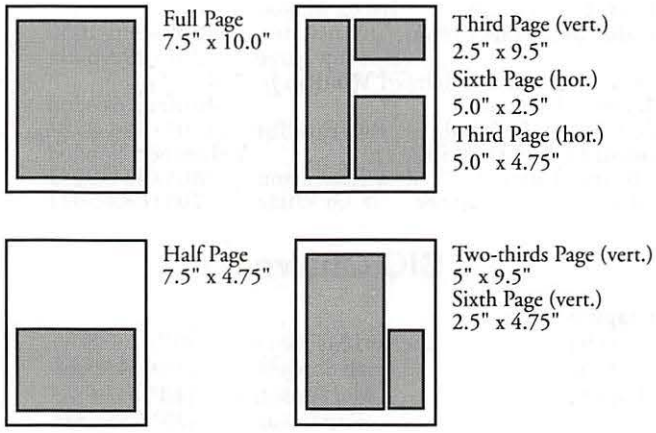

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Sixth Page	$125	$106	$93	$75

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Washington Apple Pi

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January General Meeting

by Lawrence Charters

Will Apple Survive?

APPLES ARE THE oldest domesticated fruit, cultivated in southern Russia, eastern Turkey and western Iran for thousands of years. They are also the most widely cultivated tree fruit, grown on every continent but Antarctica. But in terms of total fruit sales, they have just a fraction of the market, and have never been able to completely eclipse oranges, bananas, figs, watermelons, and all of their countless competitors.

Apple Computer has a similarly lengthy history: it is the oldest personal computer company in the world. More Apple computers are in active use than those of any competitor, yet they've never been able to completely eclipse all of their countless competitors.

In the year just past, Apple Computer sold $11 billion dollars worth of goods, but began 1996 with a $69 million dollar quarterly loss. How can they possibly survive with losses *exceeding* 0.006 percent of their gross revenue?

I have no idea. But it doesn't sound all that difficult.

Look, Ma, No Cords

During a brief pause between blizzards, Washington Apple Pi had its first General Meeting in ten weeks (not counting the December Computer Show). For many, it was their first extended trip outside of their burrows since the start of the winter storms and winter furloughs, with the streets finally somewhat clear and Congress safely recessed.

This doesn't mean Pi members weren't active, however, as the TCS (the Pi's computer bulletin board) did a booming business, as did the Pi's Explorer Service (members-only Internet access). The region didn't suffer any widespread electrical or phone outages, and Congress didn't try to cut either off, so people reached out with their computers and modems to go where neither they nor their cars could go: everywhere.

Megahertz, one of the General Meeting guests, demonstrated a new way to reach out: the AllPoints Wireless PC Card. Aside from a name that is about as catchy as PCMCIA, this is a *neat* gizmo in an industry filled with neat gizmos, a small battery-operated, wireless, cordless modem that slips into a PowerBook 190, 5300, or PCMCIA-equipped 520 or 540. Yes, Virginia, there is a Santa Claus, he has a new toy, and you *can* go net-surfing when the power and phones are out!

[Editorial aside: PCMCIA is the acronym for the credit card-sized

modems, disk drives and whatnot designed to slip into standard slots on portable computers and a few desktop computers. It stands for either "People Can't Memorize Computer Industry Acronyms" or something else. Recently, the industry has decided to rename these as PC Cards, a practice which this article pointedly ignores.]

Karleen Broadwater (kbroadwater@mhz.com) and Rebecca Krull (rkrull@mhz.com) offered personal testimonials on the practicality and utility of this technology. Rebecca flew into the DC area ahead of a major wind and rain storm to visit family, while Karleen took a later flight. The flight, however, was blown to Atlanta, so Karleen took her trusty PowerBook 5300, extended the telescoping antenna on the AllPoints modem, and sent Rebecca both E-mail and voice mail explaining her plight. (Meanwhile, her fellow passengers were rioting, trying to mob the few available phones in the airport.) By the time she got on stage for the General Meeting, Karleen had recovered neither her lost sleep nor her lost luggage, but she had managed to coordinate her presentation with Rebecca.

To demonstrate the wonders of wireless technology, they brought to the meeting a cellular phone, a pager, a PowerBook 5300 and the AllPoints modem. But they suffered a battery shortage: the AllPoints (powered by a standard 9-volt battery) was running a bit low, as was the pager, and the cellular phone was essentially dead. In spite of this, they used the PowerBook to call up the RAM Data Network and:

- sent a page to the pager;
- sent an E-mail message to themselves;
- sent a voice mail message to themselves.

The voice mail, broadcast over the auditorium sound system, was faint (telephones aren't designed to be picked up by microphones) but funny: the robotic voice which speaks the message pronounced "Washington Apple Pie" correctly, but the correct spelling of "Pi" came out as "pee." Except for the telephone cord required for the phone, no wires were required — and nobody even noticed their cell phone was dead.

For massive file transfers, the AllPoints is not the best choice;the initial cost of the modem is quite low, but, like a cellular telephone, usage charges can get quite hefty if you spend lots of time on it. On the other hand, for keeping mobile managers in touch with their troops, or executives in touch with the home office, it is quite seductive: no wires, no connectors, no funny hotel phone bills or service fees, and a radio network that covers 92 percent of the urban U.S. and a huge chunk of the Interstate highway system. The other attraction is the "one size fits all" nature of the modem and service: you can send and receive E-mail (to any Internet address), voice mail, pages or faxes, all from your PowerBook, all from just one application.

> "In the year just past, Apple Computer sold $11 billion dollars worth of goods, but began 1996 with a $69 million dollar quarterly loss. How can they possibly survive with losses *exceeding* 0.006 percent of their gross revenue?"

While they didn't demonstrate it, they did show a CruiseCard, Megahertz' nifty 28,800 bps V.34 data and fax modem. What distinguishes the CruiseCard from other PCMCIA modems is the XJack, a spring-loaded pop-out telephone connector. Every other card modem requires some sort of custom, detachable cable to connect the card to a telephone line, and these custom cables are easy to put down and forget. The XJack, on the other hand, is part of the card: pop it out to connect, push it back in when not in use. Megahertz also has a version of the CruiseCard with an additional connection designed for use with a cellular telephone, as well as a 14,400 bps version (presumably for PC owners) for those who like life in the slow lane.

It was a near-perfect Washington-area demonstration: Karleen in jeans, looking the part of a computer nerd, and Rebecca in high fashion, looking like a business executive. They even revealed a couple of secrets: Megahertz started out life in a garage, manufacturing a part for a refrigerator, but is now a part of U.S. Robotics, the world's leading modem manufacturer. (But do either of them know that U.S. Robotics got its name from Isaac Asimov's short stories, or that it was founded to build — robots?) For more information, write Megahertz at 605 North 5600 West, Salt Lake City, UT 84116, or check them out on the World Wide Web at http://www.megahertz.com.

Data, Data EveryWare

The second guest presentation was by EveryWare Development, a Canadian software development with big — really big — ambitions. One of the largest software companies in the world, Oracle, is famed for one thing: its SQL database of the same name.

EveryWare has decided to compete with Oracle by creating its own SQL database, *Butler SQL*, but with some interesting differences: it runs on a Mac, it can be used with a Mac-based Web server to put information on the World Wide Web, and all of this can be done through a non-technical interface called *Tango*. EveryWare also claims (though it doesn't recommend) that you can even use a Macintosh Classic as a *Butler* server.

Ross Leonard, EveryWare's manager of Online Marketing (ross@everyware.com), had an easier time getting to the meeting than the Megahertz representatives; Toronto is "just a short flight" from DC, and neither rain nor snow are strangers. But while the fates cleared away transportation obstacles, the demo gremlins attacked in force: he struggled mightily to get his equipment to operate properly.

What he was trying to do was challenging:

- he wanted to demonstrate a client-server database to an audience which was probably not too familiar with the terms "client-server" or "database;"
- he wanted to demonstrate dynamic Web pages, created without personally writing any HTML code, to an audience probably not too familiar with "dynamic" versus "static" Web pages, or possibly even the Web itself, or with HTML;
- he wanted to do all this by setting up a live *WebStar* Web site on one PowerBook, which also was running *Butler SQL*, talking via TCP/IP to another PowerBook running *Netscape*.

Unfortunately, the two PowerBooks (a 540 and a 5300) apparently weren't on speaking terms. *Netscape* insisted it couldn't find the other PowerBook, located just inches away, which prevented it from asking *WebStar* to snatch data out of the *Butler SQL* database. The main selling point of *Butler* — its seamless integration with other programs and other computers (and the computers don't even have to be Macs) — was lost when the two PowerBooks refused to, ah, integrate.

"The flight, however, was blown to Atlanta, so Karleen took her trusty PowerBook 5300, extended the telescoping antenna on the AllPoints modem, and sent Rebecca both E-mail and voice mail explaining her plight. (Meanwhile, her fellow passengers were rioting, trying to mob the few available phones in the airport.)"

How it was supposed to work: say you are in San Francisco, and need the phone number of an associate who works in your Denver office, but your main office in Washington, DC, is closed. Using the World Wide Web, you have two ways of providing this data:

- create Web pages listing every employee, their office address, phone number and whatever else you wish to look up, and in case of need connect with your Web site and manually sort through all this looking for what you need. Or,
- create a *Butler* database of every employee and, in case of need, connect with your Web site and have *Butler* sort through the data for just the people in Denver, or the data on the exact person you need to contact, and create a custom Web page "on the fly" with just this information.

The second technique, in addition to being easier to use, is also easier to maintain: it is much more efficient (and accurate) to update one database than it is to edit a mass of Web pages.

Ross did get the two machines to cooperate enough to give a brief demonstration of *Tango*, the tool that allows you to create custom Web pages without knowing either SQL (structured query language) or HTML (HyperText Markup Language). He created a simple form that listed housing characteristics, then used *Netscape* to contact his Web server and ask *Butler* for all properties which met certain conditions. He wasn't entirely pleased with the result (some information didn't transfer properly) but I was impressed: I've spent months, instead of minutes, trying to do the same thing using traditional tools.

If you attend an Apple seminar on the Internet, you'll almost always hear mention of *Butler* and *Tango*. With these tools, a Mac and one person can do things on the Internet that used to require millions of dollars of equipment and large staffs, when they could be done at all, and do it within a familiar, graphical, not at all "technical" environment. For further information, contact EveryWare Development by mail (7145 West Credit Ave., Bldg. 1, Mississauga, Ontario, Canada L5N 6J7) or check out their interactive demo on the Web at http://www.everyware.com.

Goodies!

There are some things you should remember about the drawing. First, you must be present to win, so don't bother to write your phone number and address on a drawing slip (unless we are conducting a survey, in which case we won't accept the slip *unless* you fill it out completely). Next, only one

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entry per person; if we find more than one, we throw them all away. Next, *print* your name in something that at least resembles the Roman alphabet; if we can't read the name, we throw the slip away. (Business cards are great for drawings since they almost invariably are easier to read than handwriting.) In January, two names were drawn of people who left early, two were drawn that were illegible, and two were drawn that were repeat entries; none of these people won anything.

Which is a shame; we had a great crop of prizes to give away. Megahertz brought some wonderful long-sleeve denim shirts in addition to two of their CruiseCard modems, and EveryWare gave away a full copy of *Butler SQL*. As an unexpected bonus, Casady & Greene sent five copies of their award-winning *Conflict Catcher 3* utility which arrived just before the meeting.

Mac Head T-shirt (Microsoft): Bob Fetterolf
EveryWare T-shirt (EveryWare): Pat Garvey
Megahertz denim shirt (Megahertz): Don Franklin
Megahertz denim shirt (Megahertz): John Kelemen
Megahertz denim shirt (Megahertz): Donald Reilly
Megahertz denim shirt (Megahertz): Glenda Finley
Megahertz denim shirt (Megahertz): Eileen Powers
Megahertz denim shirt (Megahertz): Lorin Evans
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Megahertz denim shirt (Megahertz): Mike Briggs
Megahertz denim shirt (Megahertz): Don Erickson
Megahertz denim shirt (Megahertz): Beth Medlin
Megahertz denim shirt (Megahertz): Diana Epstein
Megahertz denim shirt (Megahertz): Robert Ketchel
Megahertz denim shirt (Megahertz): Ron Evry
Visual QuickStart Guide to Photoshop (Peachpit Press): Jan Bailey
Visual QuickStart Guide to FileMaker Pro (Peachpit Press): John McDonnell
Visual QuickStart Guide to Illustrator 5 (Peachpit Press): Darla Lee
The Macintosh Font Book, 3rd Ed. (Peachpit Press): Ed Kelty
Conflict Catcher 3 (Casady & Greene): Barb Reilly
Conflict Catcher 3 (Casady & Greene): Joe Morey
Conflict Catcher 3 (Casady & Greene): Bill Wydro
Conflict Catcher 3 (Casady & Greene): Jason Morenz
Conflict Catcher 3 (Casady & Greene): Hal Lee
CruiseCard 28.8 (Megahertz): Donald Eckstein
CruiseCard 28.8 (Megahertz): Andy Werthmann
Butler SQL (EveryWare): Frank Potter

Yes, Apple Will Survive

For one thing, my Macintosh II (purchased in 1987) is due for replacement this year. I figure a new computer per decade isn't too extravagant, is it?

My Mac II started life with 4-bit "color" on a 12-inch black and white monitor, with one megabyte of RAM, and a 40 megabyte drive; now it has 8-bit color on a 16-inch monitor, 20 megabytes of RAM and 2.5 billion bytes of drive space, plus stereo speakers, a CD-ROM drive, and a 28,800 bps modem.

I can't wait to see what my next Macintosh will do... ■

Send meeting comments to: *lcharters@tcs.wap.org*.

Answers to Generally Asked Questions Regarding WAP

Text taken from the TCS, contributed by Beth Medlin, edited by Harvey Kaye, updated by Bill Wydro

OFFICE HOURS

10:00 am to 6:00 pm Monday/ Wednesday/Friday; 7:00 pm to 9:00 pm Tuesday evenings; 10:00 am to 2:00 pm Saturday

The EXCEPTION is all federal holidays and General Meeting Saturday from 1:30-2:30 pm. It is recommended that you call the office before you come.

The only credit cards accepted are VISA and MASTER CARD

NEW MEMBERSHIPS

Regular 1 year membership is $49.00 per year (includes TCS Limited Service), 1 year membership with Classic TCS access is $69.00 per year, 1 year membership with Explorer TCS access is $220.00 per year

Please check a current application for special mailing rates. The Journal will be mailed second class unless a special mail rate is paid.

RENEWAL MEMBERSHIPS

Regular 1 year is $39 (includes TCS Limited Service) 1 year w/ Classic TCS access is $59.00

1 year w/New Explorer TCS access is $210.00 per year

1 year w/Renewal Explorer TCS access varies per renewal date trough 10/96

JUST TCS ACCESS FOR A CURRENT MEMBER

TCS access is no longer prorated for the year. All current members wishing to add the Classic TCS are charged $20. To obtain a TCS password a member needs to:

—Send in a $20 check to Washington Apple Pi

—Include WAP#, Name, Home Address and Home Phone Number

TCS PASSWORD LOST/FORGOTTEN

TCS passwords are no longer given over the phone. Normally the password is not changed for a renewal member and a new member (or renewal who just signed up for TCS access with their renewal) will have the password on the back of their membership card. If a member has forgotten or lost their TCS password they need to call the office with his/her Name, WAP#, and Home Address and the office will mail out a copy of the password.

TECHNICAL QUESTIONS

The Office is not staffed to answer technical questions. All technical questions should be referred to the Hot Line numbers listed in the current Journal. The Mac Hotline is on page 50 and the Apple Hotline is on page 47.

CHANGE OF ADDRESS

A member who has moved needs to send the office his/her WAP#, Full Name, Home and Daytime phone numbers, and the new home address. The address change will then be entered into the database.

DISK SALES

The office maintains a stock of Disketeria Disks for sale from the office. If a member would like to see if a disk is in stock he/she should provide the disk library and number and the Office personnel will check to see if the disk is in stock. The Office personnel DO NOT LOOK UP SPECIFIC PROGRAMS IN THE CATALOGS OF THE DISKETERIAS.

The disk Mac catalog is available for sale ($3.00 plus $1.50 for postage = $4.50) and the Apple 2 and IIGS disk catalogs are on a self booting 2 or 4 disk set for $6.00 plus $2.00 for postage ($8.00).

Disk Prices for members - (nonmembers pay $3.00 more for each disk):

—Apple II 5.25 disks are $2.00 each ($1.00 each for postage)

—Apple II 3.5 disks (limited selection) are $4.00 each ($1.00 each for postage)

—Apple IIGS 3.5 disks are $4.00 each ($1.00 each for postage)

—Mac 3.5 disks are $4.00 each ($1.00 each for postage)

—System 6 for the IIGS is $18.00

—System 7.0 and 7.01 for the MAC are $20.00

—System 7 tune up is $4.00

—System 7.1 tune up is $8.00 for the System 7.5 tune up is $15.00

—Systems 6.07 and 6.08 for the Mac are $15.00 per set

Later systems are proprietary and not sold through user groups, although updates and/or patches are.

Other member disk discounts are listed in the Journal on the appropriate disketeria order forms.

TUTORIALS

Tutorials are given every month and listed in the Journal. Generally introduction classes are given each month. The introduction to Mac Part 1-2-3 is given on the 2nd-3rd and 4th Monday nights from 7-10 pm. All tutorials are $35.00 per class for a member and $50.00 per class for a non member. Class size is limited and students must pre register and prepay for each class.

Additionally, if the student wishes hands on training he/she must bring a computer and software.

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GENERAL MEETINGS

Washington Apple Pi's monthly General Meeting of its members is on the 4th Saturday of each month from 9 am to noon. The EXCEPTIONS to this are the months of June and December when we hold the semiannual garage sales, and the month of November when the General Meetings is held on the 3rd Saturday due to the Thanksgiving holiday. The General Meetings has a are split after the general business membership meeting from 9:00 to 9:30. The Monthly General Meetings are open to those members of the public who are eligible for membership in Washington Apple Pi, Ltd. The Mac disk library is brought to the meetings for the sale of disks until 10:30 am. Any prospective member may join at a General Meeting at the Office table. The monthly General Meeting is usually held at the Northern Virginia Community College—Annandale Campus.

CLASSIFIED ADVERTISING IN THE JOURNAL

Classified advertising is accepted for the Journal in written format only.

Classified advertising MAY NOT be taken over the phone. All classified ads must come to the office typed and prepaid. Members may place up to 3 lines in the Journal classified section during one month for free. All member submitted classified ads over 3 lines are charged at the standard rate of $2.00 per line for each extra line after the 3 free lines. The cutoff date for classified advertising is the 20th of each month for the next month's published Journal.

Standards are: 40 characters per line (including all spaces, dots, etc.) $2.00 per line. No one ad may be more than 12 lines

LIBRARY ACCESS AND BOOK CHECK OUT

Library access is restricted to current WAP members. A current member may receive access to the library by giving their current membership card and valid drives licence to the office staff during normal business hours. Library books that are not reference materials may be checked out by a member for 3 weeks. The office personnel DO NOT LOOK IN THE LIBRARY TO SEE IF A BOOK IS IN THE LIBRARY. Members may come to the Office and look through the catalog and on the stacks. ■

Reports of Apple's Demise Are Premature*

editorial by Lorin Evans

UNLESS YOU HAVE been living under a rock, you know of the financial woes of Apple Computer. In the first quarter of this fiscal year, the company had record revenues of $3.148 billion (the good news), but fell $69 million short of covering its expenses (the bad news). What happened, quite simply, is that the leadership of the company decided to emphasize production of low-end (under $1500) Power Macs at an inopportune time. Competition in this market segment forced Apple to cut prices and to write-off $80 million. (Unlike Gateway 2000, Dell, and other PC vendors, Apple has to fund its own research and development.) Meanwhile, consumers — us — bought, or wanted to purchase, high-end units, which couldn't be made fast enough on account of parts shortages. This is where Apple's biggest profits would have come from. The result is a lot of low-end units (note the great sale prices now available on Power Macs) and a $600 million(ish) backlog of orders for high-end models. So what you ask? Why is that of interest?

Well, here I sit in news hungry Washington, DC, the president of Washington Apple Pi, one of the largest, and oldest, active Apple and Macintosh computer users group in the country. What did you think

> "What is there about us that is so foreign to the mainstream computer community that there is a cottage industry in speculating about our health? ... We never had the kinds of difficulties the MS/DOS world is willing to endure with hardware incompatibilities, a variety of software interfaces, erratic installations, networking nightmares, chunky text screens, and the rest of those horror stories."

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was going to happen? Of course the media, looking for a new slant on a business story, called our office for interviews about the precarious status of the maker of our favorite machine. Why is it that when a $5.0 billion company like Apple Computer loses $69 million, the press is full of merger stories and obituaries? Damiler-Benz lost almost $3.0 billion last year, but I don't see Car & Driver or Road & Track writing either about their demise or recommending people switch to Buicks.

What is there about us that is so foreign to the mainstream computer community that there is a cottage industry in speculating about our health? Well, for the longest time our computer looked a bit funny, all scrunched into one package that was easy to carry around. We never had the kinds of difficulties the MS/DOS world is willing to endure with hardware incompatibilities, a variety of software interfaces, erratic installations, networking nightmares, chunky text screens, and the rest of those horror stories.

Many DOS users still enjoy a text face for their computer; we still do with the Apple II. Except for Windows-95, MS/DOS operators still have a text base underneath their Windows operating system, while we left all that behind in 1984 with the introduction of the Macintosh. What is hyped about Windows 95 is actually a so-so stand-in for what we have been using since Super Bowl XVIII. And yet the press must understand so little about us, or feel so concerned by the possibility of Apple's demise, that a dollar loss in one quarter of operations can bring on such deathly publicity. Maybe the trickle-down theory is alive in the world of innovative computing. Could it be that some out there understand that much of what the 'Wintel' world seems to want was developed by Apple and that absent it, their world looks a little bleaker?

After all, it is the Macintosh that brought the graphic interface and mouse to the mass market along with laser printers, WYSIWYG word processing, desktop publishing, and multimedia. We know that in the past our machines cost a bit more, but no longer. By the way, have you noticed that an Apple II+ cost more on Day One than a PowerPC does today? Most Mac owners are honest enough to admit that it was the profits from Apple II sales that made it possible for the Steves to develop the Macintosh. We do little proselytizing, yet we survive.

What was I supposed to say to reporters telling me of people who feared that a merger between Apple and 'them' would result in Mac looking more like DOS machines. Actually, the PC companies have been struggling to mimic the look and feel of a Mac. Some interviewers asked me what I would do if I were running Apple; a variant on that was to ask what my recommendations would be to the new President of Apple. Give me a break; I am at the bottom of the food chain in this business.

Another proof of death that was given to me is the abundance of software for Wintel machines — as if somehow we are drowning in *their* software. After a while, the word *schlock* came to mind whenever I was told that there are thousands more programs for DOS machines than Macs; for those that use that measure, what are they missing? Think about it: what applications do they actually have that we don't? What can they do that Macs can't do, with greater ease and flair? Name some innovations that have appeared first in Wintel software. I wonder if the fear is more that with-

"After all, it is the Macintosh that brought the graphic interface and mouse to the mass market along with laser printers, WYSIWYG word processing, desktop publishing, and multimedia. We know that in the past our machines cost a bit more, but no longer. By the way, have you noticed that an Apple II+ cost more on Day One than a PowerPC does today?"

out us, the mimickers will be at a loss — and thus so will all the Wintel folks.

I was asked how we keep you in the fold. I tried as many ways as I could to explain to the reporters that no one was holding candlelit vigils or bailing out. I kept repeating that our machines are so much easier to use, interconnectivity so seamless, and productivity so much higher, but they didn't seem to understand. I felt I was speaking a foreign language. I thought about trying the advice I was once given while traveling abroad; if at first you are not understood, speak louder.

My guess is that Apple management will roundup the assorted bad financial news (operating losses in its current fiscal quarter, expenses related to layoffs, and costs associated with the last Spindler restructuring efforts) and lump it into the next quarter; that is a pretty standard practice. After that, they know what has to be done. Apple needs to maintain its technological edge and rebuild its US marketing operations. Hopefully that synergism will return the market share that Apple needs for its long term health. I don't believe that Dr. Gilbert Amelio, the new Chairman and CEO of Apple, and his management team are interested in being the stewards over the death of an American icon.

I know there are smaller minorities than Mac users: they exist from the Adam and Atari to Sinclair and TI-95. Each came from a company that no longer exists or cares not to acknowledge its offspring. Each is still supported by a computer users group such as Washington Apple Pi which provides the grassroots assistance necessary for people who are satisfied with their acquisition or enjoy tinkering with a unique piece of Americana. We have been doing it for the Apple II, III, and Lisa since 1978.

But we are not in their company yet, and I obviously don't expect such a status to arrive any time soon. Inevitably it will happen to each of our computers. Dr. Amelio summed it up nicely when he said: "I fully expect that our customers' grandchildren will be buying Apple products."

And when they do, Washington Apple Pi will be there to assist them. ■

**Mark Twain almost wrote this — the title, that is.*

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Columbia Slice Meeting

by Steve Ocone

THE FEBRUARY Columbia Slice meeting was especially interesting. Paul Fernland gave a fascinating description of how he used Excel by Microsoft to track Helium balloons.

Before moving to Maryland, Paul lived in Colorado and was an active member of a nonprofit group, Edge of Space Sciences, which flies balloons for schools, universities, and occasionally businesses. The balloons go up to 120,000 feet (!) carrying various scientific experiments. Sine the balloons were well out of the range of sight, radio telemetry was used to track their movement and to eventually retrieve the balloons (this was in the flat part of Colorado). Up to fifteen groups of people would madly drive around in cars and stop occasionally to wave around their radio antennas. When they determined which direction had the strongest signal from the transmitter aboard the balloon, they would radio in that information to Paul along with their location.

Paul showed us how he used Excel to use all that information to determine the most probable location of the balloon. Along with the software demo, he brought a video which showed the actual event including footage from a camera aboard the balloon.

The Columbia Slice meets the first Thursday of each month at 7:15 pm. For the March meeting Stuart Bonwit and Tom Witte will give Quicktime demonstration. In April a representative from MECC software will show us Oregon Trail II and African Trail and Tim Childers will give a demo of The Incredible Machine. The meetings are easy to get to (right off route 29) and everyone is invited. Call Tim at 410-997-9317 or Ellen at 301-596-6443 for directions. ■

QuickTime SIG Meeting

THE (NEWLY) REGULAR meeting of the QuickTime SIG (QT SIG) was held on Tuesday, Feb. 13, 1996 at the Pi office. Seven people attended. Several video clips were presented, some from the Pi computer, others from videotape. In addition there were lively discussions of hardware and software.

Stuart Bonwit showed his completed Swan Lake excerpt ballet animation, his General Lavine animation, previously seen, his QT Fest promo, and a moving title made in LogoMotion. The ballet animation and the promo will be shown in the Fest at the General Meeting.

"Meeting guest Bill Robinson showed a 7-minute video created at the University of Maryland on their cultural diversity program. The entire seven minutes had been digitized and computer manipulated. The work was done on a Mac 8500 with help from a Media 100 board, Photoshop, After Effects, and others."

Hal Crumly showed a video tape combining live action and stills that leads up to a twig that resembles a serpent. The twig was enhanced with a big eye and a red tongue. Hal requested help in having the eye blink and the tongue wag via animation. Much discussion ensued on how this can't be done, but Bruce O'Leary said he would give it a try.

Meeting guest Bill Robinson showed a 7-minute video created at the University of Maryland on their cultural diversity program. The entire seven minutes had been digitized and computer manipulated. The work was done on a Mac 8500 with help from a Media 100 board, Photoshop, After Effects, and others.

A lively discussion ensued on the hardware requirements for obtaining full-frame (640x480), full color (24-bit), 30 frames per second video. This requires a throughput of 640x480x3x30 = 27.7 MB/second! Compression is required.

Bruce O'Leary showed a short animation of a Christmas tree with boxed presents all rotating. The animation was produced in LogoMotion. Bruce also showed parts of an interactive multimedia presentation he made as his first "for money" project.

Tom Witte showed a HyperCard interactive presentation designed to teach people how to get on to a workstation and search a database. He discussed some features of HyperCard as well. Tom also brought a pizza to the meeting. Thank you, Tom.

Tom suggested that all QT Fest entries be accompanied by a clip giving credits.

The meeting concluded with another lively discussion. This one covered the ups and downs of Java, a small application to run programs.

The next regular meeting will be on the second Tuesday, Mar. 12, 1996 at 7:30 pm at the Pi office. ■

Stuart Bonwit
sbonwit@tcs.wap.org

StockSIG February Meeting

by Morris Pelham

DID YOU EVER go to a Chinese restaurant and get a fortune cookie? Yes? Then you know what it's like to use a new "feature" in *Quicken Deluxe 6 CD-ROM for Macintosh.* The "feature" is called Ask the Experts, and in it "Jane Bryant Quinn and Marshall Loeb answer common questions...." And they do. But only the questions they provide. One question is "How can I create a budget that I can really keep?" If you click on that question you get to see and hear the answer. I suppose there are about as many questions and answers on the CD-ROM as there are pre-printed fortunes in a fortune cookie factory.

Worse, I have moved my Quicken data from my old version 4 to my new version 6 and found some serious problems. Someone or something added a "1" or a "2" or a "3" or a "4" as part of the name of many of the stocks in my portfolios. So I spent a couple hours removing them. I then removed some old portfolios that I did't want to maintain anymore. Finally I keypunched in the current data and tried to get it to make some investment reports for our meeting, but after three days of sweat and scrubbing for errors and reading the paper manuals I paid extra for every report I can get it to make is awful and still contains questionable data. Anyone can comment on Quicken on the TCS, at StockSIG Online (C-1, B-25). All comments are welcome.

On to our January and February meetings. Actually, we didn't meet in January because of the blizzard. So we had a lot to cover in February.

We started with our results for 1995, and they were super!

The *Washington Post* reported on December 30 that in 1995 "for all general stock mutual funds, investors saw an average gain of 31.3%... emerging market funds lost nearly 5%... Latin American funds were down 20.4%".

At our February meeting Mark Pankin reported that his Fidelity Select portfolio of mutual funds had a whole year gain of 70.8% in 1995 and his Beating the Dow portfolio of stocks had a gain of 27.3% not including the dividends that these stocks pay.

I did bring one, poor, measly Quicken 6 report showing that our best Dow stock from the 1994 portfolio was Merck, which has doubled in value, and the worst was Woolworth, which has lost nearly half its value. We talked about Quicken and its upgrades, and apparently my troubles are not unique. I feel better that it's not just me.

"At our February meeting Mark Pankin reported that his Fidelity Select portfolio of mutual funds had a whole year gain of 70.8% in 1995 and his Beating the Dow portfolio of stocks had a gain of 27.3% not including the dividends that these stocks pay."

Then we turned to our projects for 1996.

Mark and I have different Dow stock portfolios for 1996 because we do our calculations differently. He calculates the Dividend Yield, and I use the one published in Barron's, and this year it made a difference. I also recalculate my portfolio each month and add to it any new stock. So my portfolio, which I passed out at the meeting, is International Paper, Sears, Chevron, MMM, DuPont and, new in February, General Motors. I didn't get a copy of Mark's this time, but he brings it to the meetings. Both our Dow portfolios are up so far this year.

Turning to our Fidelity Select portfolios for 1996, we had a good discussion. Our expert is Mark, and the others who have been investing money in this idea for the past year or more, and we novices asked questions and listened to the answers very carefully and took notes. Anyone interested in doing this with us needs to come to the meetings or join us on the TCS at SO or both. Mark and I both brought multi-page handouts to the meeting, and the group talked about what the choices are for nearly an hour.

Then our talk turned to other things. Have you heard of the "Motley Fool"? It is an investment talk area on AOL and there is a book just out. Mark has been exploring this, and he brought us the printout and the book, as well as several other things. Mark has been cruising the World Wide Web (or "information beltway" as some call it) and shared with us some of what he found. Lots of people took notes and copied down addresses like "://./." and I hope they got them absolutely, perfectly correct. It helps to love DOS, I guess.

StockSIG meets the 2nd Thursday of each month at 7:30 PM at the new WAP office in the new SIG room. ■

Women's SIG

by Nancy Seferian

THE JANUARY 22, 1996 Women's SIG meeting was attended by about 30 members. Grace Gallager fixed dinner for us again, a menu that consisted of corn muffins, salsa and crackers, macaroni and cheese, barbecued chicken, lemon jello with grated carrots, tossed salad, donuts and a delicious chocolate cake. She told some of us the secrets of keeping the charge at $2.00 per person, and it has to do with how she shops. We should probably get her to do a seminar on it for us. We used the dinner time to catch up with old friends not seen since the last meeting and to find out what everyone has been up to with their computers.

The feature for the evening was a demo of PageMaker 6.0 by Glenda Adams, desktop publisher. The new display monitor made it easy for all of us to see the new features as she talked about this page layout program. The new version will allow you not only to see thumbnails of the pages, but to move the thumbnails around and have the pages renumber automatically. A new tool, the Polygon Tool, will allow you to draw polygons with any amount of points. Version 5.0 introduced floating palettes for type where you can specify fonts, size, tracking and leading, and for paragraphs for selecting margins, indentation, and spacing before and after paragraphs. Now users can specify the angle for rotation of type and graphics; and there is a feature that allows multiple master pages in documents. Although Glenda led the demo, Marianne Giguére also contributed by demonstrating the new masking capability of version six. There were also several other knowledgeable desktop publishers there who shared their favorite new features.

Grace Gallager offered information on obtaining educational discounts and there was some discussion about discounts offered at other locations.

In the last Journal we published a call for volunteers to donate hardware, software and time to a women's shelter in Washington, DC. We're very pleased to let you know that at this time we've had three people volunteer to donate computers, a printer and some software.

Our Women's SIG meetings will continue to be every other month on the fourth Thursday of the month. The next meeting on March 28 will be led by Kathleen and Lykara Charters and the topic will be "Access to Medical Information." The presentation wil be in three parts. Part one will demonstrate how one can look up medical information using library programs; part two will demonstrate medical information available on CD ROMs; and part three will demonstrate using the World Wide Web to look at healthcare site.

The May 23 meeting will include a demo of the World Wide Web browser, Netscape, led by Chuck James. If you're interested in the Internet and would like to learn more about this software which you can use on the Internet mark this date on your calendar.

The dates for the rest of the meetings for 1996 are as follows: July 25, and September 26. The date of the last meeting of the year has been left open to see what your preferences might be. If you will be attending a meeting please R.S.V.P. Grace Gallager (703) 222-4570 (Metro) so we can plan for dinner. Call Chairperson Tayloe Ross (202) 872-1844 if you would like to be on the mailing list, if you have any ideas for meetings, or if you want to help in any way. ■

A Proposal for a WAP KidSIG

by Ron Hinkel
(edited by Dave Ottalini)

Editor's Note: One of the goals of WAP is to make the club as useful and fun as possible for all members —in all age groups. Ron came forward and volunteered to head up a new "KidSIG," *if* there is enough interest by members to take part. This includes getting enough adults to volunteer and work with those younger members who would enjoy being part of the group. ***Note*** that this SIG would ***not*** be a babysitter for a few hours on a weekend. Ron is serious about making this SIG an educational and fun experience, but he needs your help if it is to go forward. Recently, he set forth a proposed "charter" for the SIG. Below, you'll find some of the highlights, as presented to the Board of Directors late last year.

Goals

The goals of the Washington Apple Pi Special Interest Group (SIG) for pre-teens and young adults, initially called the KidSIG, are fourfold. They include:

1. Helping young people learn how to use their computers.

2. Helping young people have fun with their computers.

3. Helping young people use their computers to help reach their full academic and educational goals.

4. Providing a telecommunications capability where young people can explore this medium in a safe, nonthreatening way.

Scope

The KidSIG will be open to all dependent or domiciled children of Washington Apple Pi members under the age of 18 years. Domiciled children are defined as non-dependents under 18 living temporarily or permanently with Pi members. Examples are, but not limited to, exchange students, foster children, minor relatives, etc.

Objectives

The KidSIG will be deemed to be successful if it teaches its members how to use their computers better, has a lot of fun, helps its members use their computers in completing school work, and its members use a "Just for Kids" Board(s) within the existing Washington Apple Pi Telecommunications System (TCS). Therefore, each KidSIG meeting or event is to include these four elements in its agenda. The KidSIG operation shall be assessed periodically, internally and by the Board of Directors, to ensure that these objectives are being met.

Viability

In order to have a successful KidSIG, certain elements must come together. First of all, there must be enough interest among existing and new WAP membership to generate an initial and continuing demand for these special services. Second, the Washington Apple Pi organization must support it within practical limitations. Third, there must be adequate parental, teacher and other adult volunteers supporting the operation of the KidSIG by being active officers, participants and trainers. In turn, the KidSIG must provide its membership with the necessary good quality products and services to sustain membership interest.

Interest

If you are interested in becoming a member of the KidSIG, or becoming an adult volunteer, please contact the WAP Office at (301)-984-0300. Ron Hinkel can also be reached by e-mail at ron.hinkel@tcs.wap.org. Many thanks to Ron and Mike Walker for volunteering to get this SIG going again. ■

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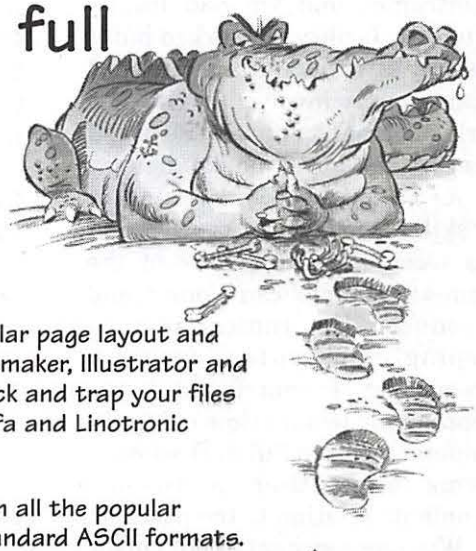

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(peaharri@linknet.kitsap.lib.wa.us)

Port Orchard, Kitsap County, Washington, Christmas, 1995

MANY OF US reflect this time of year at how we arrived at a particular point in our life. If your son is a computer user group officer named Lawrence Charters, and he has two brothers of equal mettle, you can understand how I first became interested in the world of computers.

I was somewhat interested in a home computer before my retirement in 1991. In my work I had used minicomputers and mainframes and we had finally gotten our facility networked but it was only after my retirement that I became really involved in the new world of home computers. Besides I was getting too old for sky diving.

As I was a former accountant my skills soon became known and I was elected as Treasurer of the Bremerton Republican Women, and introduced the radical idea of keeping accounts with a spreadsheet. I soon found I was spending my leisure time using my computer to fill out Public Disclosure Forms and other loathsome documents relating to the position.

Was Lawrence satisfied? Oh no, he had by this time moved to Columbia, MD — close to that other Washington — with wife Kathleen and daughter Lykara and he felt that I should get a modem and learn to surf the Internet. And I just learned how to swim in a pool — also at his insistence.

Small Steps Towards Large Goals

My youngest son Ian, who lives in Arlington, VA, donated his old 2400 baud modem, Lawrence donated his expertise, and I was soon able to make local calls. But Kitsap County (a rugged, heavily wooded rural county 30 miles west across Puget Sound from Seattle) still had no local access to the Internet, and I couldn't afford long distant calls to Tacoma, WA every time I wanted to send a message. Kitsap County Library kept mentioning networking to the outside so that those of us living on the Peninsula would have access to the Internet, but it took a long time for the system to be established.

In 1995 the Library finally had a working system, called Linknet, and I was one of the first women in the area to sign up. The only requirement for signing on to Linknet was a library card, and as the library is tax supported there are no fees in connection with this service. You may access the system through your personal computer or through computers at the library. I was ready to tackle the Internet.

Also in 1995 I upgraded to a Power Macintosh 6100/66 and a Supra Fax/Modem 288. I had problems trying to correctly configure my new modem to talk with Linknet. For a while I could read incoming mail but not transmit

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ATDT698-0462
CONNECT 14400/ARQ
Trying 198.187.135.22...
Connected to 198.187.135.22.
Escape character is '^]'.

LinkNet - Kitsap Regional Library Community Informa-
tion System

Login as 'guest' in lower case! if this is your
first time on.

If you have password problems call 405-9131

login: peaharri
Password:
Last login: Tue Dec 26 13:52:41 from 198.187.135.10
SunOS Release 4.1.3_U1 (GENERIC) #2: Thu Jan 20
15:58:03 PST 1994


You have mail.
```

Fig. 1: Logging in to the Kitsap Regional Library is very similar to logging in to the Pi's bulletin board.

```
* Message of the Day: REGISTERED USERS:

  PLEASE LIMIT YOURSELF TO ONE HOUR PER DAY ON THE SYSTEM. THANK YOU.
<————————————————————————————————————>
| LinkNet Classes: See the message on the Gopher under LINKNET SUPPORT |
| for class schedules and times. Call 405-9154 to register.           |
<————————————————————————————————————>

* TOP OF FILE FOR ONE MONTH        *** IMPORTANT ***
  Any account holder who uses and/or stores large amounts of mail on
  this system had best be aware of our procedures for removing mail
  from LinkNet. See "Mail Policy" and "Mail Problems and Solutions"
  located on the Gopher under LINKNET SUPPORT. This message will remain
  at the top of this file for one month to ensure it is available for
  all to read.

* Dated 12/22/95
  What?! You don't like reading this ENTIRE file every time you login?
  Upset? Perturbed? What's that bar just below say? "Press space to
  continue, 'q' to quit." So press Q and be taken to the Main Menu.

* Dated 12/20/95
  Memory problems are affecting the LinkNet machine. We have ordered
  We need more memory. If you get an "out of memory error" it's
  because the system is being overwhelmed with mail. We have another
  64 MEGAbytes of memory on order, which will bring the LinkNet machine
  to 192MB of memory total. We'll install probably the first week
  of January.

* Dated 12/14/95
  We have a need to know more about experiences of Mac users on
  LinkNet. Would you folks please pen a quick note to support
  and tell us what kind of telcom program you're using, what kind
  of modem, and any particulars of interest? We're interested in
  problems of VT-100 emulation especially.

* Dated 12/13/95
  Boy, that was fun.

* Dated 12/12/95
  The wind is expected at 50 mph gusting to 80 mph this afternoon. We
  will probably go down with a power outage. If this happens we will
  be unplugging equipment and will likely be down through the night.
  This is expensive stuff here, and we don't trust surge protectors.
  It is best to be down for a few hours than be faced with burned
  equipment to replace that might take several days.

* Dated 12/11/95
  You asked for it. The Web is here. LYNX, a text-based World Wide Web
  browser, is now a menu option. We expect to go through a bit of a
  shake down period here as we refine the browser. And we expect our
  own home page will change to better reflect Lynx rather than a
  graphics-based system. If we encounter major problems, we'll remove it
  and tinker some more, but for now: Welcome to the Web.
```

Fig. 2: Log-in messages contain helpful hints, mild scoldings, and details of changes. Note the reference to the violent windstorm inflicted on the Pacific Northwest in December.

anything. I had to walk to the local library here in Port Orchard to send messages, then walk home to read the answers. It is amazing how much exercise you can get this way and it became part of my physical fitness program..

After an exchange of messages between myself and the highly supportive technicians at the Supra Corporation, I was able to make the correct settings to the new modem. I felt a real sense of accomplishment when I was able to establish connections between myself and correspondents. Reading my E-mail every morning has become an important part of my day.

I have one son living locally (in Kitsap County), one in Arlington, VA, and one in Columbia, MD, and I write to all of them. It is much easier to send a message, even to the son living locally, as I know that when he gets home he will read and answer his mail.

Two years ago my granddaughter, Lykara Charters, visited me for several weeks. As it was the first time she had been away from home for an extended period, she missed her parents a great deal and would long for the weekly telephone call.

Thanks to E-mail, when she visited me again this year, she was able to see a note from at least one of her parents almost every day and sending daily messages became part of our schedule. Although there are frustrations in every young girl's life, it cut down on the long distant calls and the frustration of calling coast-to-coast and not having anyone there to receive your call. She knew that her parents were only a few minutes away via the Internet and she anxiously read the mail on the morning they were due to arrive in Seattle . When there was no message, we knew they were on their way.

This fall my son in Arlington was seriously injured and once again Lawrence and Kathleen came through with daily E-mail reports on his condition and prognosis. As soon as Ian was home from the hospital, he was able to send me off a message. He has continued to advise me of his recovery. The emotional support that I received from the E-Mail messages has been invaluable.

```
Enter a number (?# for HELP):


                *** Kitsap Regional Library ***
                        LinkNet!
                    Registered User Menu:
                    ====================


    1 - Visit the Electronic Post Office (E-mail)

    2 - IF YOU DIALED IN WITH A MODEM, use this choice
        to get to the Kitsap Regional Library On-Line
Catalog

------>   NOTE: if you signed onto LinkNet from a
              ^^^^  library terminal, use option #7
                    to return to the Library Catalog.
                       ^^^^^^
    3 - InfoTrac - periodical indexes - includes full
text
    4 - The LinkNet Gopher: Local and Internet Informa-
tion
    5 - The World Wide Web: Uses Lynx as a character-
based browser
    6 - Change your Password (and remember it) here
    7 - Log off & disconnect <-RETURN to the CATALOG
THIS WAY
                                    ||||||        |||||||
                                  ||||||        |||||||

Enter a number (?# for HELP): 1
```

Fig. 3: Many libraries installed Internet and bulletin board links in order to give patrons access to the library catalogs and bibliographic databases. They soon found (as in this example) that electronic mail was the real attraction.

Participatory Democracy

As a member of the Bremerton Republican Women, a PAC (Political Action Committee), I soon learned that a modem can help me participate in the political process. I can receive the full text of the President's speeches, bills before Congress and other items of interest through Gopher servers. With help from the Pi (see the listing of Congressional E-mail addresses in the Nov/Dec 1995 *Journal* on pp. 38-43), I can send messages to members of Congress. Now that I am serving as Editor for a political club newsletter, I receive reports from our local and federal

"I was somewhat interested in a home computer before my retirement in 1991. In my work I had used minicomputers and mainframes and we had finally gotten our facility networked but it was only after my retirement that I became really involved in the new world of home computers. Besides I was getting too old for sky diving."

lawmakers. The two Washingtons have gotten much closer.

A Slice of Apple Pi — or Northwest Pi, the best in the country

Kitsap County, surrounded by salt water, has the United States Navy as its primary industry. With its natural beauty, varied recreational opportunities, numerous retirement communities and close proximity to Seattle, the area has attracted many retirees. Kitsap is now home to Kitsap County Computing Seniors. Computing Seniors is one of the largest identified senior computing groups in the United States. I have not availed myself of any of their services, because I have a Mac, however many people find it very rewarding. They have arranged lab time at the local community college, Olympic College, and are hoping to have a Mac SUG. Kitsap County Library has also given us Linknet and is experimenting with greater access to the World Wide Web (WWW). We are sure that in the future we will have even farther horizons to conquer as this computer granny prepares for the 21st century. ■

New England QuickView Review: Konica PC PictureShow

by Paul Gerstenbluth

I DECIDED TO DO something different. Normally, I would just take pictures of the Blue Angels at the Rhode Island Quonset Air Show with my 35 mm Nikon auto focus camera, print them and mail copies to friends. This time I was going to have the pictures printed to a Mac disk. I would then mail the "electronic pictures" to my retired Air Force Reserve buddy, Davy Jones, in Michigan so he can view them on his Apple Performa computer.

It's exciting to show your vacation pictures to a new audience. Now you can view them on your computer.

What does the Konica disk contain?

■ **A picture viewing utility.** You can display your pictures all at once in the Picture Index or in an automatic one after another Picture Show .

What are the functions of the Konica PC PictureShow?

■ **Navigating.** Use the right and left arrows to navigate in Full Screen mode. Clicking on the arrow icon advances your pictures one picture at a time.

■ **Picture Index.** Pictures on the disk are shown in thumbnail size and can be rotated from the menu bar. The Picture Index is the first thing you see displayed when you start the PC PictureShow.

■ **Automatic PC PictureShow.** Start by clicking the Show Icon. Pictures will be displayed in sequential order, one after another.

■ **Copy to Clipboard.** An entire picture or part of the picture can be copied to the Clipboard. Use the

"This time I was going to have the pictures printed to a Mac disk. I would then mail the "electronic pictures" to my retired Air Force Reserve buddy, Davy Jones, in Michigan so he can view them on his Apple Performa computer."

Edit menu to copy the picture and paste it to word processing and paint programs.

■ **Notes.** You can save notes for each of your pictures. Click on the Notes Icon to toggle the Notes text box on or off.

■ **Export.** Click on the Export Icon gives you choices for saving pictures as PICT (Bitmap for documents and paint programs) or JIFF for image transmission to many on-line services.

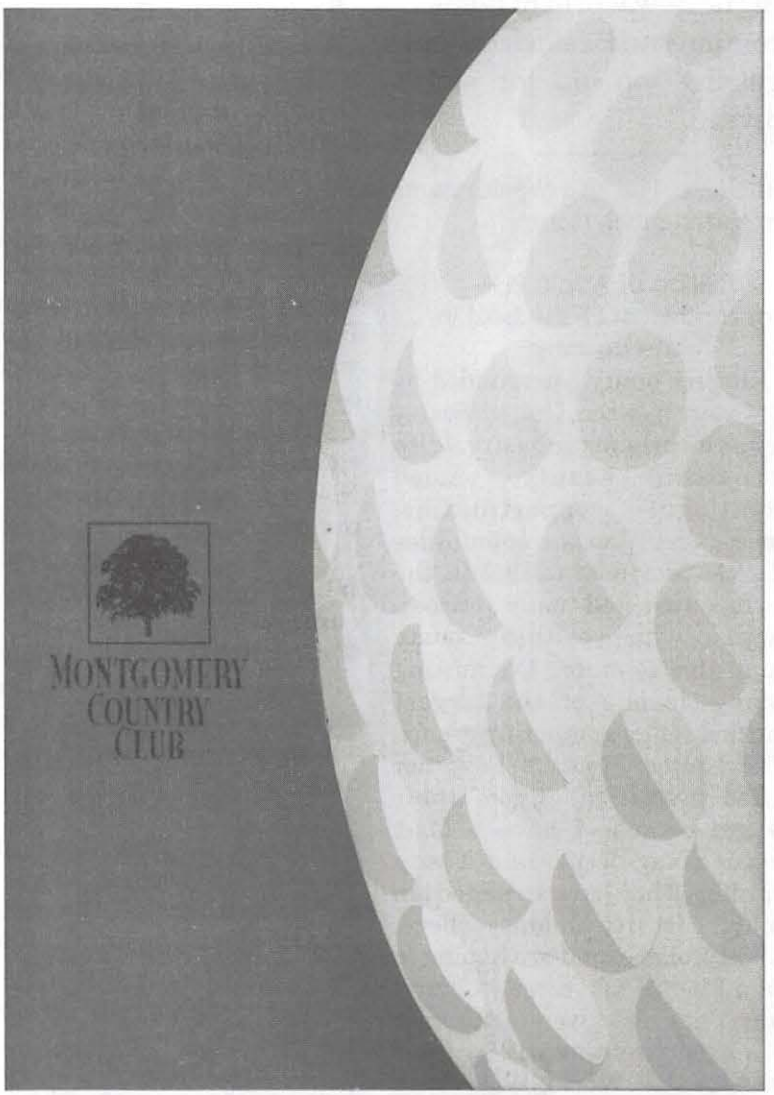
(continued page 66)

Artists on exhibit

by Ann Aiken

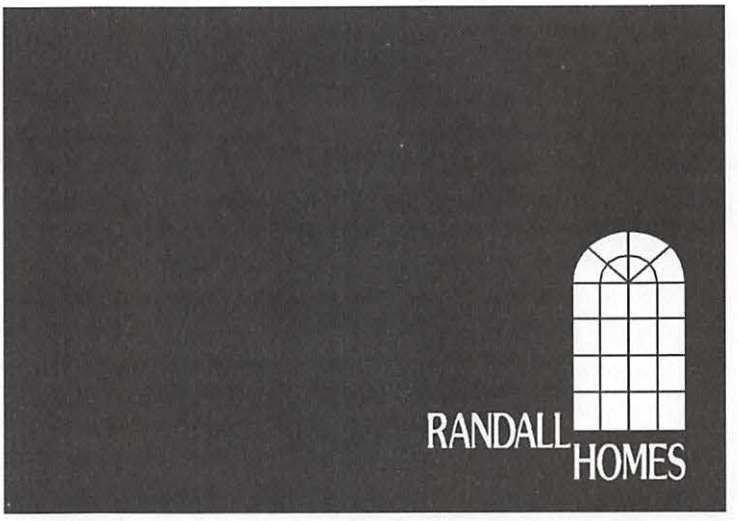
Artist Info: Sherri Arnaiz started in the graphic arts field at the ripe old age of 13 when she worked on her junior high school yearbook. She also was fortunate to have a superior Industrial Arts program where she learned photography, printing, and the art of setting type. Since graduating from American University, Sherri's worked on both sides of the printing press. Her jobs ranged from layout for J.C. Penney to account executive for Colortone Press. Today she owns A to Z Communications, a firm providing advertising and publications design and production services. Sherri is probably the only artist we've ever featured who does not work on a Mac. We made an exception in her case mainly because she has supported WAP in the past through seminars on printing production, etc.

Tools: IBM compatible 486-33 with 16 mg. Ram & 1 gig. harddrive. PageMaker, Corel Draw 4.

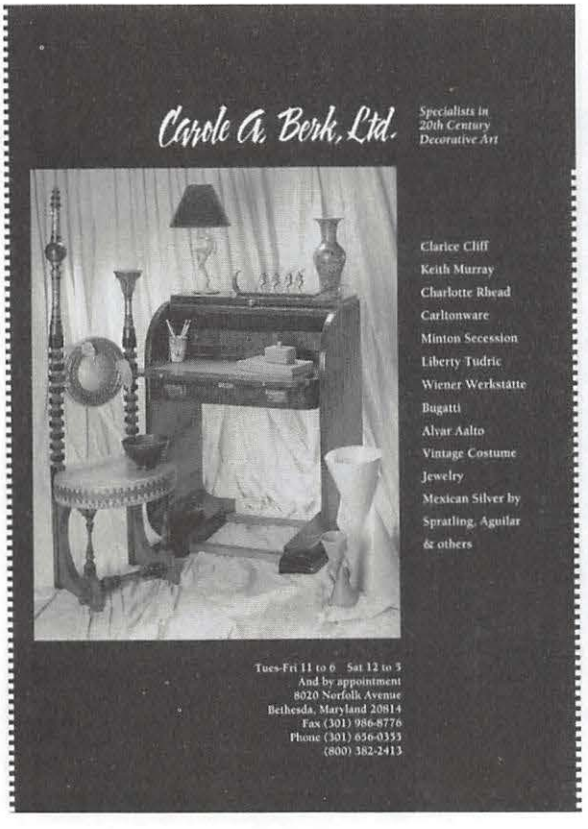


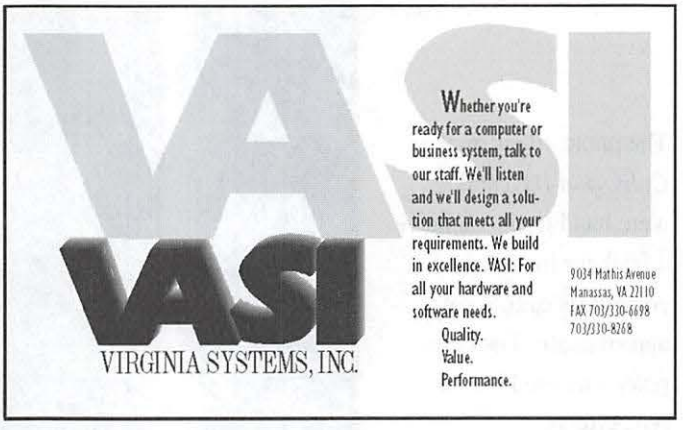
The *Montgomery Country Club* brochure is a three-color gold, green and tinted spot varnish piece. It's also versatile because it was designed to hold membership as well as banquet information. Thus it was cost effective and kept a consistent look with it's unique monarch size format (7"x10").

This looks like a one color card for *Randall Homes*, but with her printing background, Sherri knew that when she was printing a dark solid color that she needed to run another under it to eliminate ghosting, pin-holes, and "hickies", and to ensure no streaking. The window is blind embossed with clouds inside.

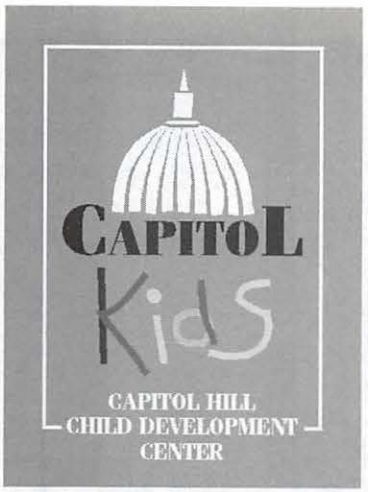


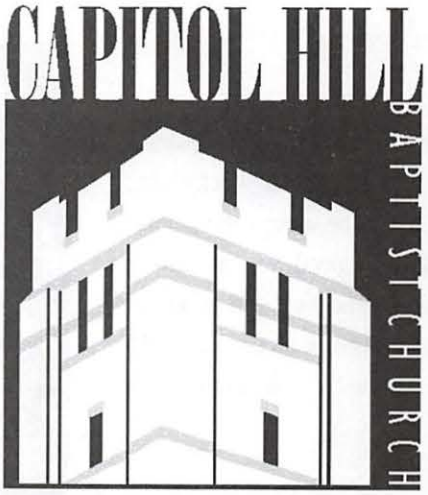
For *Carol A. Berk Ltd.*, Sherri produces these full-page, four-color ads regularly by using low-res scans for placement and having the service bureau insert the high-res image. She says that no one likes IBM files at the service bureaus! She would also prefer to be making PostScript files with automatic picture replacement, but her programs don't support it.



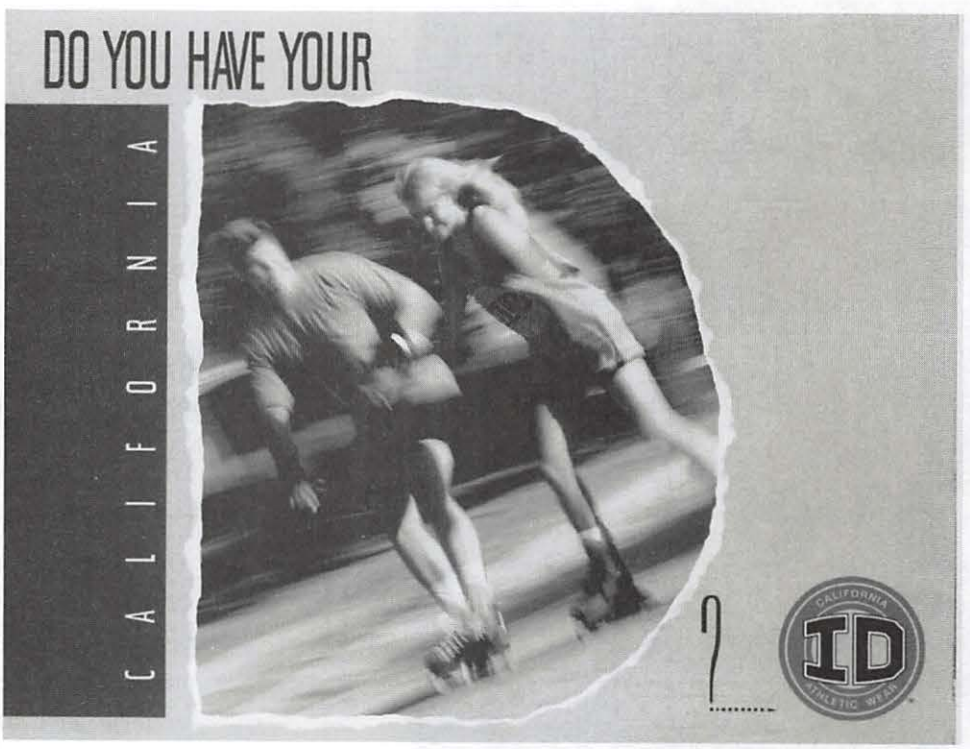


This 10% screen on the large type disappeared when this *Vasi* ad was printed in the newspaper, even though the newspaper specs said 10% was alright. The lesson here is to work closely with your publication and ask for samples of how the various screen percentages print on their pages to ensure good results.





These logos are shown here as they were presented to the client. The final versions have since been modified for various reasons, but these versions are the ones Sherri still prefers.



The photo edges on the *California ID* catalog were hand torn to achieve a feathery look that computers cannot yet approximate. The computer was used for the type effects.

All artwork
© 1996 A to Z Communications

Review: WordPerfect 3.5

by Lauri Rohn

WORDPERFECT 3.5 is the latest version of the full-featured word processor for the Macintosh. It was released late in 1995 by then-owner Novell. The product has since been sold to Corel, a Canadian software company.

The Basics

WordPerfect 3.5 will run on a Mac Plus or later with a hard drive. It can run under system 6.0.7 or later and needs 2 MB of RAM under System 6 or 4 MB under System 7. The requirements are slightly higher for installation on a Power Macintosh. The list price for WordPerfect 3.5 is $189. It can be had via mail order for around $120, or $80 if you're upgrading.

The user's guide says that WordPerfect requires 9 MB on the hard drive for a complete installation. However, when I ran the installer, it gave the following requirements: 6 MB for a minimum installation, 16 MB for a standard installation, and 24 MB for a complete installation. The last includes a lot of clip art, extra fonts, and sample documents, which not all users will want. There is also a grammar checker, which is not necessarily a requirement.

WordPerfect supports Macintosh drag and drop editing, Apple Guide, and QuickDraw GX printing. Version 3.5 comes with a copy of the Netscape web browser. The CD version of the program does

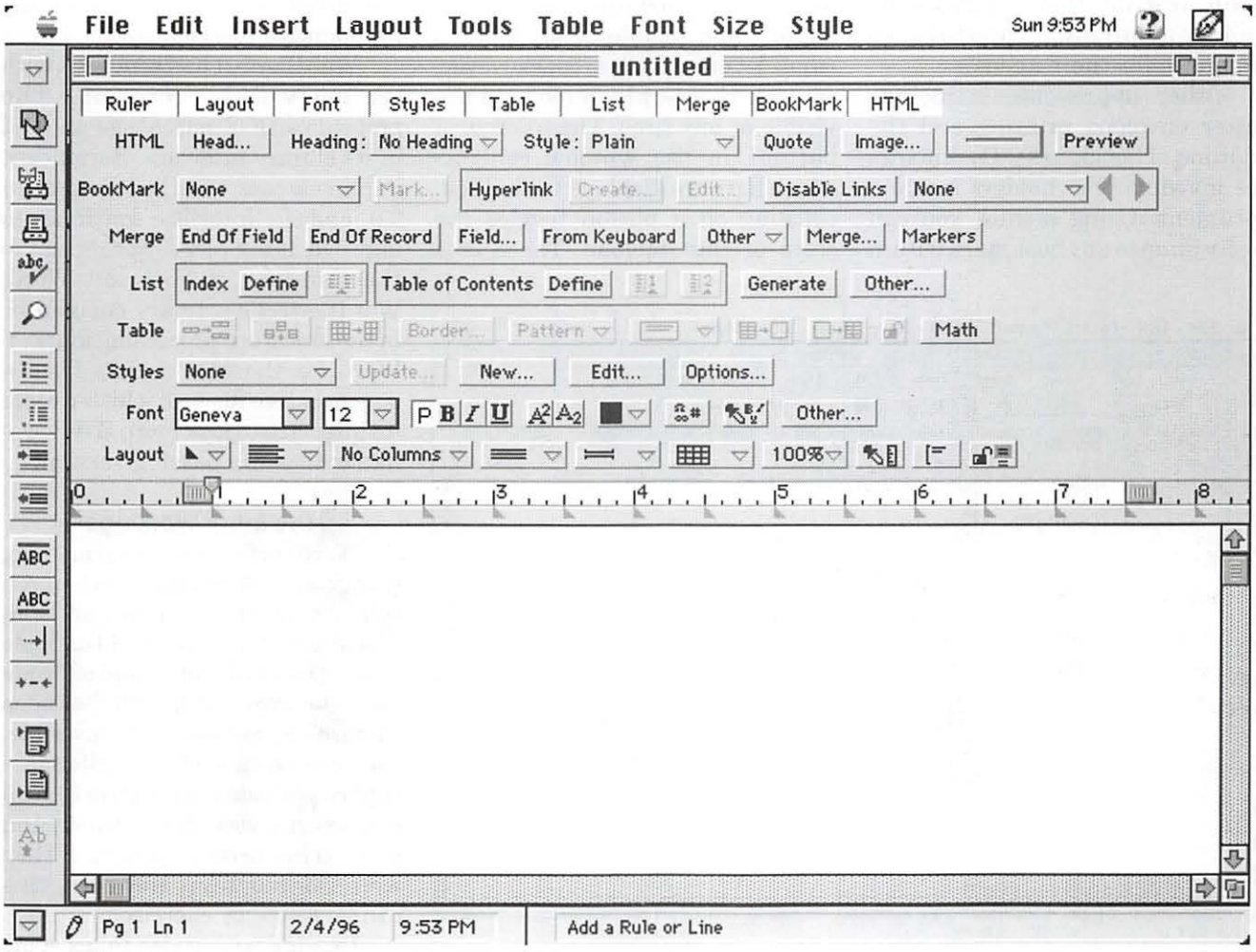


Figure 1.

not come with printed documentation but instead has the manual in Envoy electronic format on the CD. The CD also contains quite a bit of clip art and other goodies.

What's New

The main addition in version 3.5 is the ability to create hypertext markup language (HTML) documents for use on the World Wide Web. You can create basic HTML documents very easily, though WordPerfect lacks the more complicated formatting features, such as forms, that one would find in a dedicated HTML editor. It does, however, handle HTML tables very well, and most users would probably find its formatting and authoring capabilities adequate for their needs.

Other improvements include better envelope printing and the addition of bookmarks. Bookmarks are invisible placeholders inside a document. Using menus, you can easily jump to any bookmark within the document without having to scroll back and forth. This is particularly useful in long documents. Bookmarks can also be set up to jump between documents.

Another useful addition is the Make It Fit command. This option allows the user to tell WordPerfect to make a document a certain number of pages long. The user can tell WordPerfect to adjust automatically any combination of margins, line spacing, and type size to make the document fit.

The Public Face

WordPerfect's interface has won many converts among Mac users. It is elegant, flexible, and easy to use. There are quite a few toolbars available, as shown in figure 1. With all of them visible, there isn't a whole lot of working area. However, you can choose which toolbars are visible at any time. The top row of buttons in the window controls which bars are displayed or hidden. Clicking on a button toggles the state of that toolbar. There is a preference setting for which bars appear when the program starts up. You can also change which toolbar appears on the left side of the screen, but only one will appear at a time.

The commands available in the toolbars can also be accessed using the pull-down menus, so it's not really necessary to keep all of the toolbars on the screen. However, for the commands you use often, the toolbars are a great time saver and are worth what little screen space they take. Since I do a lot of diddling around with text formatting and layout, I generally keep the Ruler, Font, and Layout toolbars open all the time (see figure 2). I find that this leaves me enough work space but gives me fast access to the commands I use the most.

WordPerfect had problems with its early Mac versions. The program's DOS parentage showed in its clumsy interface. Significant improvements emerged in version 3.0, and the interface continues to improve. It is a pleasant contrast to the interface of Microsoft Word, WordPerfect's primary competitor in the Mac word processing market. Word for the Mac suffers from a degenerative disease which causes its interface to look more Windows-like with every passing version.

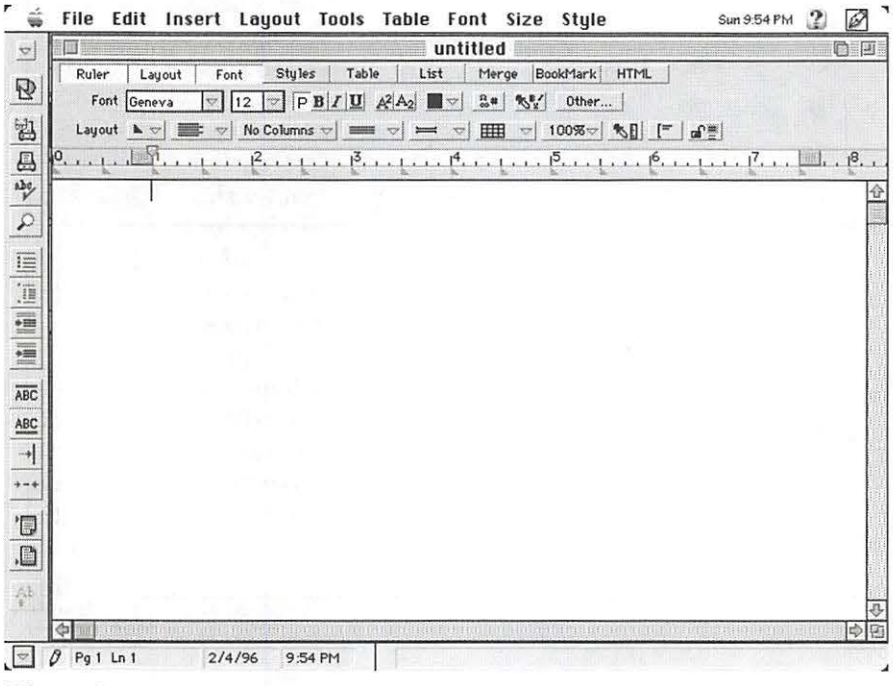


Figure 2.

The Inner Workings

WordPerfect does its formatting using codes. For example, when you select a word and make it bold, WordPerfect inserts a "bold on" code before the word and a "bold off" code after the word. Although the codes themselves are normally invisible, they can be viewed and edited in a separate window (see figure 3). You can select codes, delete them, and move them around, just as if they were normal text. However, this can be a chancy exercise.

Dealing with codes takes some getting used to. They can create

some unexpected behavior in a document. If you move text around, the formatting codes might not always go with the text, or some of them might and some might not. It depends on how and where you selected the text.

I've been using WordPerfect for several months to publish a newsletter for my housing development's homeowners association. The newsletter is fairly simple, with the most complicated requirement being a mix of two-column and one-column formatting, sometimes on the same page. For reasons I cannot fathom, there are sometimes random "start a new column" codes inserted into the document where I don't want them. I have tried everything I know of to get rid of them, but they still stick around. I eventually figured out workarounds (like allowing a blank page to print and resetting the page number after it), but I don't like it when I have to do that. This is an infrequent occurrence, though, and I still use the program for a lot of my word processing needs.

Future (Im)Perfect?

As mentioned earlier, Novell recently sold WordPerfect to Corel, a Canadian graphics software company. The jury is still out on how this might affect WordPerfect for the Mac. Corel has very few Mac developers on its staff and not much of a presence in the Mac market. It tied its fortunes to Windows 95 by making its software 32-bit dependent. However, Windows 95 sales bombed. (Side note: This isn't just the jingoistic rambling of a deluded Macophile. Despite the hype, Windows 95 sales weren't nearly what Microsoft had hoped. Lots of very large trucks returned to Redmond with full loads.) Corel might be looking to broaden its base by getting into the Mac market and going beyond its current graphics concentration. It remains to be seen whether Corel will support and upgrade WordPerfect.

The Bottom Line

I like this program. I use it regularly. If I had to choose between WordPerfect and Word, it would be tough. WordPerfect wins the affordability war. It's available via mail order for about $120, while Word runs $300. Upgrades are $80 and $120, respectively. Its interface is far superior to Word's. I don't know about you, but I certainly didn't buy a Mac so that I could make it look like I'm running Windows. Although Word has some features that WordPerfect lacks, the reverse is also true. If you don't tend to use the high-end features in a word processor, WordPerfect is probably a better value.

If you're using WordPerfect 3.1 and you don't care at all about HTML editing, there's probably no reason for you to upgrade to version 3.5. The few minor improvements in other features isn't worth the cost. If you're using a version of WordPerfect earlier than version 3.0, run, don't walk, to the nearest telephone and order the upgrade. If you're using Word, consider looking for a competitive upgrade deal that will allow you to pick up WordPerfect at the upgrade price.

I really hope that Corel chooses to support WordPerfect for the Mac and to develop and market it better. It is a worthy competitor to Microsoft Word, and I think the competition improves both programs. In the meantime, WordPerfect is a good program that you should seriously consider if you're looking for a word processor. ■

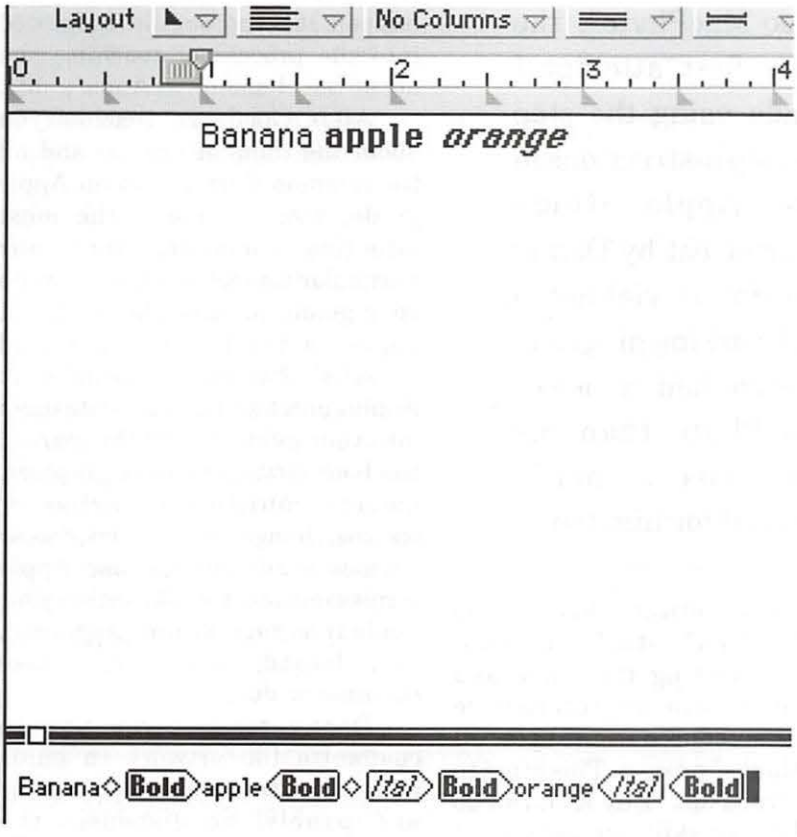


Figure 3.

Danny Goodman's APPLE GUIDE STARTER KIT

reviewed by Mary Keene

I CAN'T BELIEVE this is a computer book! Not only can I read it, I can understand it and it makes sense too! In 1983 I took my first computer course, a mandatory college course in computer literacy. We learned about 1's and 0's. In 1984 I bought an A2e with AppleWorks. In 1985 I took a college course in computer basic and labored writing homework programs Programming was beyond my abilities then. It is 1996, my Power Mac is a year old, along comes Danny Goodman with his book and suddenly I can write programs that work. **It's true folks!** Even though I am a relative "neo-MacPhyte", the very first attempt I made using the step by step instructions in the Apple Guide Starter Kit by Danny Goodman yielded a full working program. I even had a newer MacPhyte than me test drive it and it worked for him too.

As many of you know, Apple guides are the helpful listings under the "?" mark on the right hand side of the tool bar. They remind you how to do tasks, coach you with red circles and other indicators when you make an error in an instruction, put floating "panels" transparently on the desktop so you always have a copy of the instructions you are trying to perform and they can even open windows automatically for you... Now instead of being chained to confusing applications instructions or missing elements, I can rewrite guide instructions to make more sense or be more helpful to me. For tasks I perform infrequently I can write a guide to hold my hand and walk me through the task creating less frustration and more productivity.

This book comes with a floppy disk whose software does all the "non-English" stuff for you. Basically, writing the guide and turning it into an interactive program is reduced to a simple "fill in the blanks" process. This is not to be construed as : "any idiot can do this." The one skill you must bring to the programming process is a clear, logical concept of what you want to do and how you want to do it. The guide program will only be as good as your concept of it. But never fear, Danny's here. He devotes the first 173 pages to teaching you how to analyze a concept from the authors point of view and from the target market's point of view. He gently guides you into thinking with the questions your audience will bring versus thinking with the answers you already know. It is the completion of this process that guarantees a successful guide program. You must be able to think like your audience, make the same errors they will make, use the same four letter words they will use, etc. This teaches you how to write an algorithm either a formal or informal. A good algorithm is still the key to a successful program. Danny teaches this to you so gently and thoroughly, you never feel it happen. It is thoroughly integrated into the process of teaching you about the elements in Apple guide.

"It's true folks! Even though I am a relative "neo-MacPhyte", the very first attempt I made using the step by step instructions in the Apple Guide Starter Kit by Danny Goodman yielded a full working program. I even had a newer MacPhyte than me test drive it and it worked for him too."

After Goodman teaches you about the thought process and all the common elements in an Apple guide, how to choose the most effective elements for your particular project and how to write your guide, he uses the final 111 pages to teach the "bells and whistles" that can be included in Apple guides and how to write them into your guide. Using this part of the book, you can insert graphics, movies, multiple branches or options, change button styles, choose various coach marks, use Apple script to automate tasks within your guide (program within programs), i.e., locate, open and close documents, etc..

Danny teaches you how to customize the artwork in guide panels, how to change name buttons and panels, he discusses the differences in the amount of space

various coach marks use thus pointing out which are the author's choice on desktop computers and which are space savers for power books. He covers the use of coach marks in dialog boxes.

The Apple guides you write can be tutorial in style, teaching you how to use a program, a command or a program feature. It may be instructional in nature, i.e., teaching you tasks within computer programs. It might be interactive, combining a form that needs to be filled out with panels that can be clicked to access more info about the available choices.

Since this is a starter kit, Goodman chose to present the same terminology and the same definitions used in the more advanced "Apple Guide Complete" which is a developer's package. He opens the book with illustrations and a basic vocabulary lesson. This is very helpful information and helps the neophyte keep terms and functions clear right from the beginning.

This is a great first for book for anyone interested in programming. Regardless of the reasons you may be investigating programming, this book makes it easy and possible to succeed. It creates a "can do" feeling within the user by the way it seduces you into writing a successful program when you think you are merely setting up the folder in which the software lives. From then on, the sense of accomplishment lingers on as you navigate the rest of the book, confident that you too, can and will write whatever Apple guides you want to write and you feel as sense of freedom as you throw away the aspirin bottle. The down side of this book is that it created a monster: in addition to planning all the useful guides I can write, I am starting to think about the possibilities of guides that can play harmless practical jokes. ■

Alps GlidePoint: Slip, Sliding Away

© 1996 Lawrence I. Charters

ONCE UPON A TIME, long, long, long ago, Apple invented the mouse.[1] Sadly for me, I don't like mouses.[2] Yes, I've had a Mac since 1984, and yes, it came with a mouse, and yes, I like my Mac. But Apple made a mistake when it added the mouse.

If you see someone who has room for a mouse on their desk, you see someone who probably has other silly traits as well. Desks are for holding books, papers, pens, cans of Coke, computers and peripherals. Clearing space for a mechanical rodent race track is extravagant in the extreme, an unforgivable waste of our planet's limited resources.[3]

Alps has created the ultimate space saver: the GlidePoint. Taking up about a third as much space as a mouse, and about one fiftieth the space of a mouse pad, the GlidePoint is essentially a small, thin, flat square attached by a thin cord to the ADB[4] port of a Mac. If you've ever seen a PowerBook 190, 520, 540, or 5300, imagine the built-in trackpad removed and stuck on a cord; that's a GlidePoint (see Figure 1).

Like a PowerBook trackpad, you operate the GlidePoint by running a finger across the surface. There are no moving parts, no rollers to gum up with dust and grime, and no mouseball to get coated with unidentifiable gunk.[5] The mouse button has been replaced with three buttons on a GlidePoint, one at the top and two at the bottom, which can be used just like a regular mouse button for clicking, or for click-drag operations, or (with optional programming) for custom operations, such as closing opening or closing a window (see Figure 1).

The similarities with PowerBook trackpads may not be coincidental. Unconfirmed rumors[6], claim that PowerBook trackpads are actually manufactured by Alps for Apple. In any case, the enthusiastic acceptance of the trackpad on new PowerBooks , and the desire of non-PowerBook owners to have something similar, led Alps to market the GlidePoint.

"If you see someone who has room for a mouse on their desk, you see someone who probably has other silly traits as well. Desks are for holding books, papers, pens, cans of Coke, computers and peripherals. Clearing space for a mechanical rodent race track is extravagant in the extreme, an unforgivable waste of our planet's limited resources."

While it hasn't been a wild success, it is a definite improvement

over a mouse. You never have to pretend it is an all-terrain vehicle and run it over stacks of desktop debris in order to pull down menus, you never run off the table while trying to avoid evil spaceships threatening to blast you into photons, and it never acts like a stroke victim, able to move only up and down or side to side. You may find this hard to believe, but I've never suffered from "heavy mouse syndrome" while using a GlidePoint.[7]

Alps includes a Control Panel which allows you to adjust the sensitivity and speed of the GlidePoint. You can set it so that, with just a quick twitch on the surface of the GlidePoint, the pointer will go from one edge of the screen to the other. You can also set it so that the GlidePoint will respond to just the barest suggestion of a touch of a finger, or to a more normal "clumsy oaf" default.

If you've ever seen a Mac novice try to use a mouse pointing the wrong way, you'll appreciate another feature: you can change the GlidePoint's orientation.[8] Want the two buttons at the bottom to be at the top? No problem. Rather they were on the side? No problem. Aside from seeing if this feature actually works (it does), I left it set at factory defaults.

Use and Abuse

In actual use, I can sum up my feelings for the GlidePoint in just a few words: I like it better than a mouse. It is a delight having something that never has to be cleaned, and takes up almost no space. It is so small and light that you can stick the entire thing, including the cord, into an envelope and mail it back to the manufacturer if, speaking hypothetically, one of your coworkers were to accidentally run over it with a chair.[9]

On the other hand, I didn't care for most of the programmable options. I quickly reset all the special functions of the three buttons to act the same way: a single click means a single click, and nothing more. The high sensitivity setting proved to be too high; there were times the pointer jumped around on the screen when I just *thought* about moving. One special feature, allowing a double-tap on the GlidePoint surface to be interpreted as a mouse click, seemed to be the product of a sick mind: after ten years of mentally separating the act of moving the pointer from the act of clicking, my brain went "sproing" when I tried to do both with just one finger. I turned this off.[10]

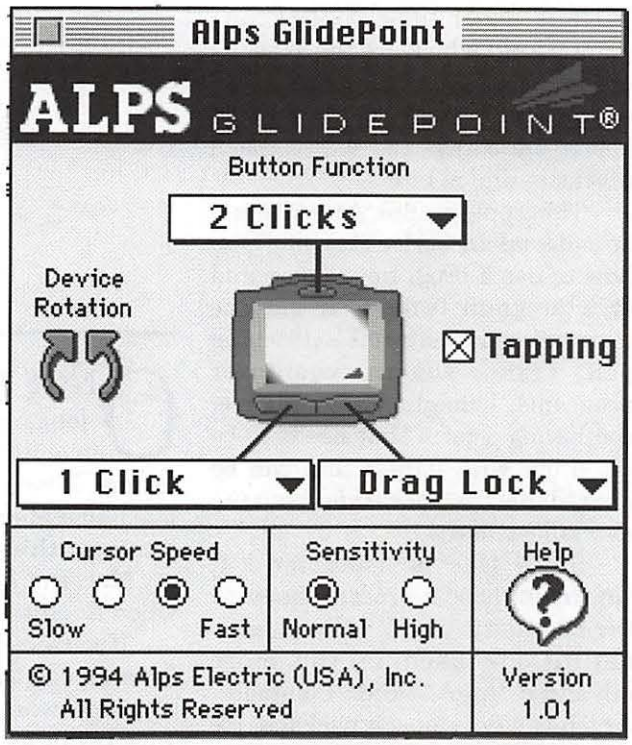


Figure 1: The GlidePoint Control Panel, showing the various parts and how they can be programmed. The control surface of the GlidePoint is about the same size as the metal shutter on a 3.5" diskette.

The tiny size and weight of the GlidePoint is also a potential problem. On hot, humid days, the moisture on my fingertip was enough to cause the GlidePoint to stick to my finger just a wee bit so that, instead of pushing the pointer around on the screen, I pushed the GlidePoint around on my desk. This was easy to overcome, but mildly annoying.

One unexpected bonus: the GlidePoint makes a great security device. If I attached it to the left of my keyboard (I'm left-handed), I discovered that a) my coworkers didn't like using any left-handed pointing device and b) failed to recognize that the GlidePoint *was* a pointing device. One thoughtful person even left a PostIt stuck to my monitor saying they *wanted* to use my computer, but someone apparently stole my mouse.

The GlidePoint is also perfect for magic tricks. To demonstrate a program, I once crowded everyone into a small room and, resting the GlidePoint on the side of the monitor, went through the various menus and options. Everyone looked puzzled and, when I asked why, they asked "How are you moving the mouse?" Nobody had noticed the GlidePoint, pinned by a finger to the side of the monitor. I cheerfully informed them that they'd just witnessed a demonstration of a forthcoming telepathic interface. They were dubious, but never did catch on to what was really happening.

A More Perfect Rodent

My favorite pointing device is the CoStar Stingray, a petite trackball roughly six times the size of a GlidePoint. I have finer control with the Stingray, and the larger size has definite advantages when you are drawing. On the other hand, it gets gummed up, just like a mouse.[11]

The GlidePoint comes in a close second to the Stingray. It never gets gummed up. Fine control is somewhat more difficult, but the difficulty is more a function of the tiny size than the technology. Alps apparently is aware of this, and in recent months has advertised a new, "desktop" GlidePoint with a larger, presumably heavier base. I haven't had a chance to try this new model.

In third place is the Kensington Turbo Mouse, which is actually a trackball. The high profile of the Kensington trackball is a definite minus, but otherwise it is a fine product.

In fourth place, the Apple Desktop Bus Mouse II. If you have to use a mouse, this is a good one. As proof, try the last place entry:

Any mouse used with Microsoft Windows. Mac users are spoiled by the consistent, fluid movement of the pointer across the screen. Windows users, in contrast, assume the mouse pointer is *supposed* to jump and twitch.[12]

If and when you break or wear out your mouse, don't get another rodent. Alps has a much better alternative. ■

Alps GlidePoint, approx. $60
Alps Electric, Inc.
3553 North First Street
San Jose, CA 95134
(408) 432-6000

[1] Actually, Xerox invented the mouse but, like many things that Xerox invented (aside from copy machines), it never went anywhere while in Xerox's hands.

[2] Second annoying historical aside: the plural of computer mouse is mouses. Yes, the plural of the warm-blooded mammal mouse is mice, but while the computer industry has quite a few rats, it has no mice.

[3] If there are 23 million Macs in the world, and each one of them needs one square foot of space for a mouse pad (using the more conservative Congressional Budget Office figures), that comes to one square mile of the world's surface. At Tokyo land prices, that comes to $15 billion in wasted land.

> "In actual use, I can sum up my feelings for the GlidePoint in just a few words: I like it better than a mouse. It is a delight having something that never has to be cleaned, and takes up almost no space."

[4] Apple Desktop Bus. On all Macs since the introduction of the Macintosh SE, the ADB port is the "one size fits all" port on the back of a Mac for connecting keyboards, mouses, trackballs, joysticks, scanners and most other input devices. Someone claimed that the ADB port was actually introduced on the Apple IIGS, but it would take genuine research to verify this claim; therefore, it will be ignored.

[5] A friend who works for a medical research firm did an analysis of the gunk removed when they cleaned the inside of their Apple Desktop Bus Mouse II for the first time, after about three years of use. They found coffee, Coke, lots of flecks of dead human skin, chocolate chip cookie crumbs, cat hair, human hair, cigarette ash, and "organic material of undetermined origin." The friend does not drink coffee or Coke, does not have a cat, does not smoke, and is almost totally bald. They do have a fondness for chocolate chip cookies.

[6] Unconfirmed rumors are a computer industry standard. Confirmed rumors are called software updates.

[7] First discovered by NASA scientists working on the Galileo probe to Jupiter, "heavy mouse syndrome" occurs when you attempt to reach some portion of the screen with your mouse pointer but, no matter how hard you push, the pointer moves either very slowly or not at all. I've seen adults break into a sweat straining to move the "heavy mouse" against the pull of these titanic gravitational forces.

[8] There's an obvious pun here, but you'll have to discover it on your own.

[9] No mouse was harmed in this accident. A pity.

[10] However the programmable buttons are invaluable in certain arcade games: press one button to blast the beasties, another to raise your shields, a third to jump into hyperspace. All this plus rapid maneuvering control, in a space smaller than a diskette label.

[11] No great surprise; a trackball is essentially a mouse turned upside down. Unlike a mouse, however, the trackball stays in one place, and the place is much, much smaller than a mouse pad.

[12] One of the most tormented souls I've ever seen was a graphics artist hired by a company to illustrate a magazine — using a Windows machine. After battling the mouse for four weeks, the artist left the $70,000 per year job for their old, Mac-based $50,000 per year job. "I thought I'd like the big money, but it was driving me crazy. Everything I drew looked like bad Picasso."

GRAPHIC TIPS

by Carol O'Connor

Take Out Your Box of Photos and Snapshots...

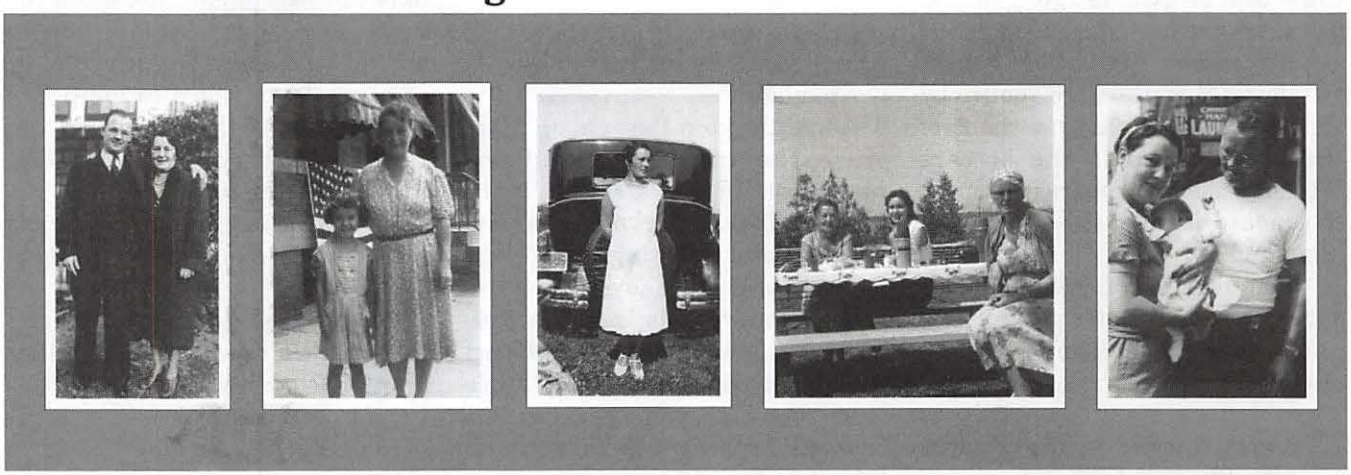
This is not a high tech kind of article. It's a rainy afternoon kind of computing with connections to the soul, to friends and family. Photo images which sit in envelopes and boxes plead to be examined, identified, organized by dates and assembled attractively with a view to sharing. Some suggestions about how to do this follow. The tips are low tech and pleasant. Photoshop or other good paint software will do the job. You need a scanner or access to one. A page assembly software package, such as Pagemaker, will make larger projects easier, but is not necessary.

Get a cup of coffee, put on some nice music, open your computer. If your pictures are already scanned begin to work. Save hi-res and color projects for another day. For this no-pain occasion, scan your snapshots at 150 dpi grayscale. It will print nicely on a laser printer. If you don't have a scanner, find a friend who does.

Do a little sorting for the deep satisfaction of getting your snapshot collection in one place and together according to some scheme. In the future, wonderful editing opportunities will come to mind as your friends and relatives enjoy the beginnings of a historical and sentimental journey and offer suggestions.

Begin by cleaning up edges with judicious cropping. Resize. Add a white frame. Arrange on a dark background perhaps. Add text. Fast. Easy.

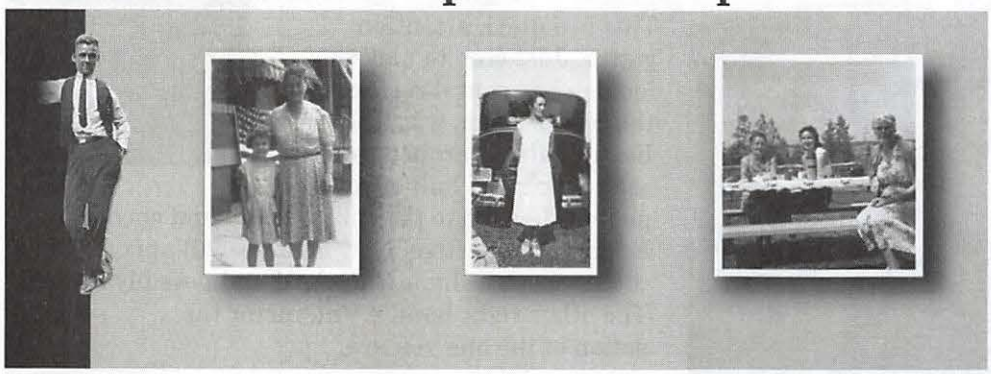
Put Your Photos on a Page



If you like the appearance of the sample above, consider the following suggestions.

To tidy up the album, make all the photos the same height. Put a dark background behind them. You might consider adding little old-fashioned paper corners. To make the white borders: After the photo has been resized according to the vertical dimension using the Image Size dialog box, open the Canvas Size dialog box. This dialog adds more "paper" around the photo. The exact dimensions of the current photo will appear. Change both the vertical and the horizontal numbers by adding an exact amount to each . Add an amount such as .3 inches rather than a percentage of the whole. Leave the shadowed square in the default position so that the new frame will appear on all sides. Click OK.

Make Photos Float in Space With Drop Shadows!



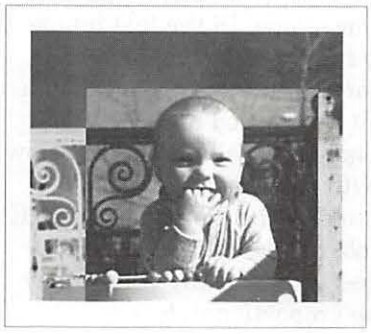
To make the drop shadows, copy the photo into a new file. Change the photo to a solid color 20% darker than the background. Add space with the Canvas Size dialog. Now blur the box until you like the result. Paste and position the photo on top. See the tips below.

A few tips about drop shadows.
When you open a new photoshop file to make the drop shadows, be sure to select the transparent option for the background. Then, when you select the shadow to paste onto a background, the edges won't have white pixels attached to them. A better plan is to make layer 1 a solid color and make the drop shadows 20% darker on layer 2 (which automatically has a transparent background). On top of all that, lay the actual photos in layer 3. Merge or flatten the layers when you no longer need to move the shadows and photos around on the page.

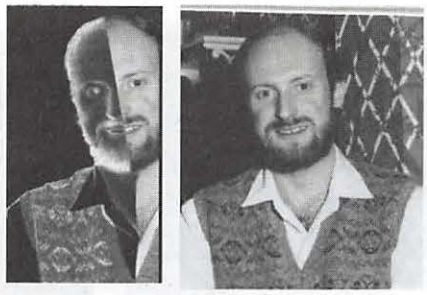
Make a Cutout

Cutting away a background is a good way to isolate and draw attention to a subject. It is probably easiest to cut with the lasso tool set to either 1 pixel radius in the lasso options box. If you have the memory, take a digital snapshot first, so that you can immediately restore a bad cut. Restore the cut with the rubber stamp tool!

Make Negatives



Another quick treatment for the album is to play with the invert command, which makes a negative of either the whole image or whatever part of it you select.



This photo, after cropping, becomes humorously interesting, when a selected area is negitivized, or inverted. Because I had a digital snapshot (See Try It) of the original image I was able to take a soft brush and make my friend's eyes and teeth positive for an additional touch.

The Digital Snapshot Try it:

Take a digital snapshot of the positive image. Below the Edit menu, choose Take Snapshot. Nothing will happen, but Photoshop has a copy of the whole image for you to use as you need it. Select the area you which to make negative. Command-I to make that selection negative. Now, go to the Rubber Stamp tool and choose From Snapshot in the Options box. Then, select a soft brush size and drag the Rubber Stamp over the area you wish to restore to the positive mode. The part of the negative image you paint with the Snapshot "brush" becomes positive.

For Cut Outs, Also

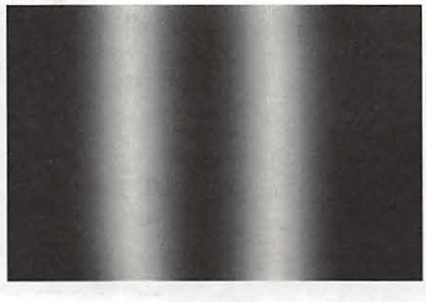
Use this same technique of Snapshotting, to speed your trim of the cutout. Snapshot the original, and make your cuts. Restore a bad cut with the Rubber Stamp tool and recut. No need to revert a whole file. This is probably one of the most ti[illegible]aving options in Photoshop.

Box It Up

This is a quick attention getter. Just crop to make a longish horizontal rectange of the photo. Then, with the Rectangular Marquee tool, select the right half of your photo. Then, go to the Image menu and choose Effects, Perspective. New handles will appear. Drag the lower right handle upward and possibly inward. The other right handle will mirror the action of the one you are moving. Click inside the temporary frame and the right side of the box is done. Do the same thing with the left side of your photo, however, take the additional step of making the left side darker. If you are so inclined and have the time, add lines to mimic a box of some kind, or a fish tank, as I did. This particular photo improved with adjustment to the Levels control box.

Make a Magazine

The book is made the same way the box is made, only the middle of the image is distorted instead of the outside edges. See the example, below. The next step is not hard, but is not in the beginner´s category of things to do. In the last image below, a simple black and white file is created and saved in the Photoshop format. (Not tiff or pict or eps...) It is called a displacement map. It will just sit as a closed file where you know where it is. The original photo, the middle image below, is selected and simply filtered with the Distort filter called Displace. You will be prompted to find the map by name. OK in the prompt box finishes the job. Pixels mapped as white get moved up a lot. Pixels mapped as black stay where they are. Pixels mapped as gray move proportionately.



The snapshot on the left is a really nice one. After cropping some uninteresting stuff from both the top and bottom, the windows were made less eye catching by darkening them. The curb was straightened a bit as well. The perspective operation , identical to the making of the box, above, was performed, only the center was pulled together instead of the outer edges. Finally a displacement map was made, (see the last odd image) named and saved as a Photoshop file. The Displace filter is run on the image using this map. Lines were drawn to suggest a magazine or book.

Separate the Background from the Foreground

The fetching figures in the foreground are effectively separated from the noisy background by using the simple cutout technique. I pasted two copies of the original into Photoshop: one in the background layer and one in a new layer I named Cut Out. Then I solarized the background layer and locked it. In the Cutout layer I trimmed away the background with the lasso tool. I could see the effect as I worked.

How to solarize:

Select All, Filter: Stylize, Solarize. It's that easy. Try a Find Edges filter after that and see if you like the result. Play with other filters to make an interesting background for the cut out.

Much at the top of this snapshot was cropped into oblivion. The position of the left and right margins were determined by trial and error with a view to keeping the main characters dynamic. The background fellow maintains his existence in the photo by his charm and visual interest. He accents the hero and heroine by participating in their fun.

Make a Line Drawing

This technique is actually tricky and does not belong in this issue, but if you like to play, try these suggestions anyway. (As you can see, this artist cannot follow her own guidelines which, in this case, said that all the suggestions would be quick and easy.)

Begin by posterizing the image, trying various levels of posterization until the image looks attractive. Then use the Levels dialog box (or any other control you are handy with) to sharpen the contrast and pull out the grays. Use Levels over and over making small tweaks. This can take time, so get out another cup of coffee.

Here is a photo with too much charm to ignore. There were many ways to accent that charm. But, right away it is obvious that the kitchen counter adds nothing to the meaning of the image, so away with it. The diagonal line in the floor sweeping out on the right frame only confuses the space, so lets pull the margin toward the center. After that there are clearly many choice treatments, one of which is to leave it alone.

The easiest way to reach Carol for help or suggestions is by E-mail. The address is graphicsss@aol.com. After that, the best way is by FAX: 703 406-2319. The phone is an iffy thing, but you can try 703 430-5881.

Scripter 1.01

by Rick Zeman

Intro

APPLE, AS IT is wont to do, provides superior technologies in its System Software and then provides a minimalist—or inferior—way to access the technology. Such is the case with AppleScript, Apple's system/application-level scripting language.

AppleScript is included in System 7.5. Included in the AppleScript install is the "AppleScript Script Editor." This miniature program editor is Apple's tool for creating and editing AppleScripts. Luckily—if you're a third-party vendor, not a user—Apple's editor is quite lacking in function, making it quite difficult for users to create or edit complex scripts. Main Event has stepped forward to fill this feature-void with *Scripter*. *Scripter* is a full-fledged programming environment for AppleScript.

What it is...

Scripter's feature set is vast. It supports Apple Guide and Macintosh Drag and Drop, allowing the user to drag code fragments from one script to another; it has an icon bar where one can attach the dictionaries of frequently-accessed applications *(see figure 1)*. *Scripter's* programming features include support for breakpoints, tracing and both local and global variable-watching. Its editor includes a Find/Replace function and separate windows for observing the script's execution and variable status.

Using *Scripter*

For anyone who has used Apple's editor extensively, *Scripter* is a wonderment to script with; if

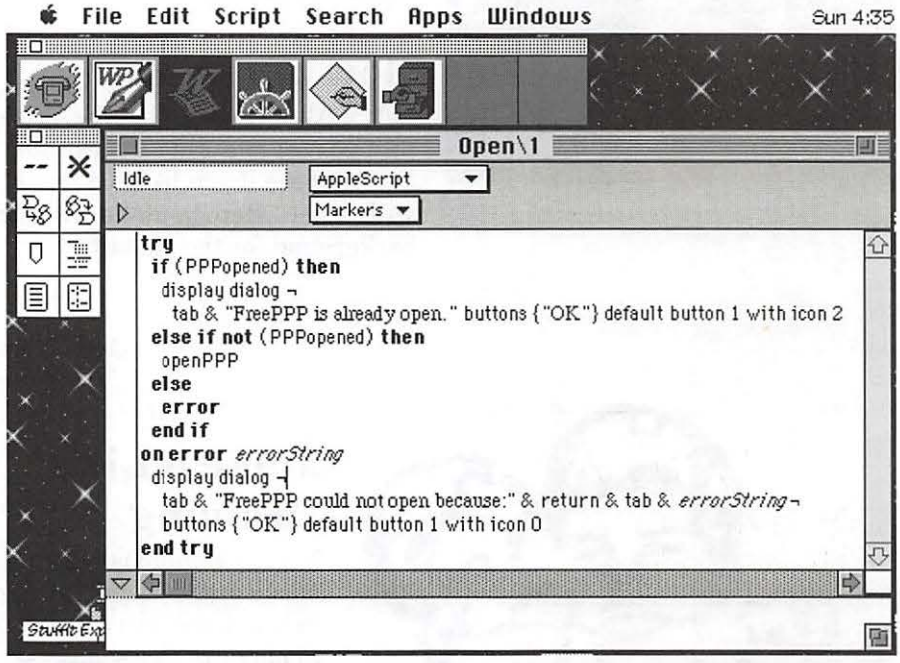


Figure 1.

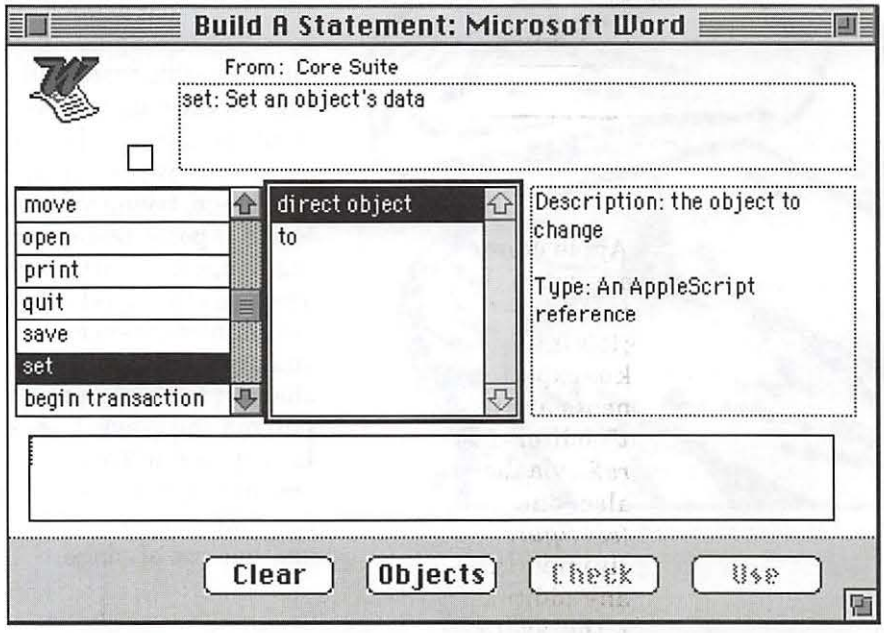


Figure 2.

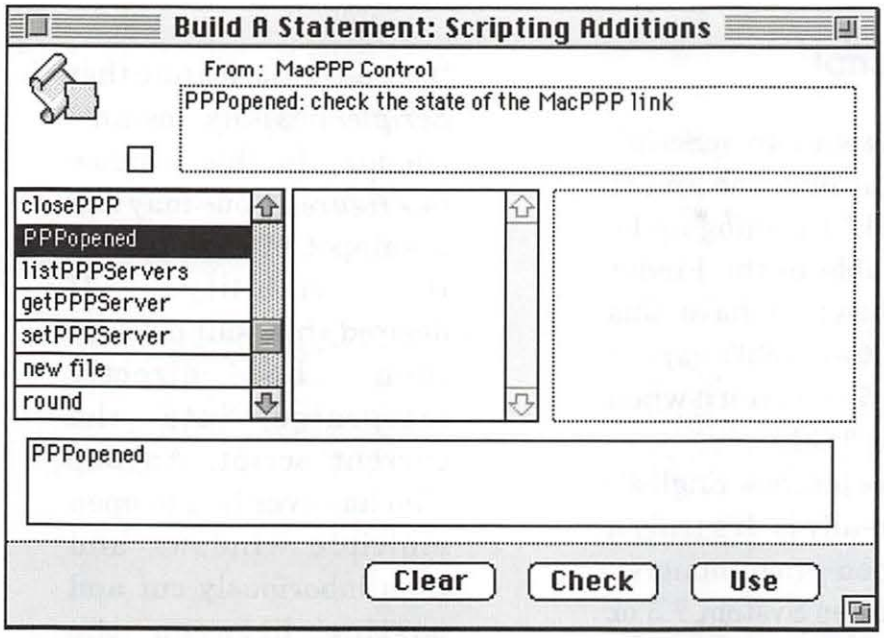


Figure 3.

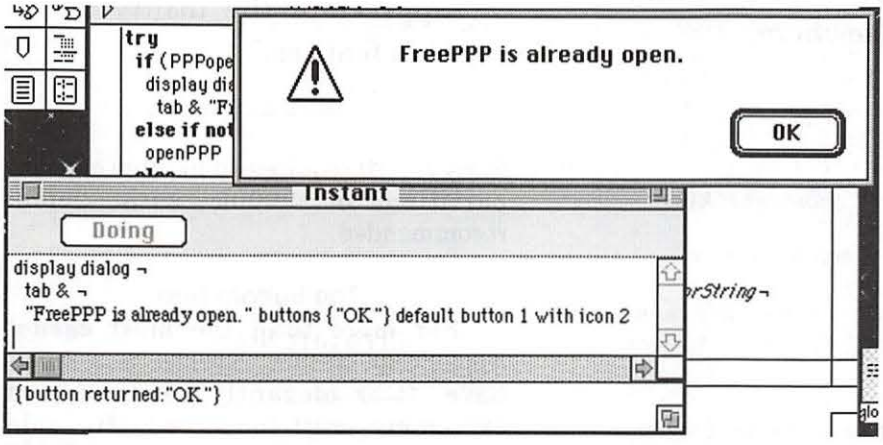


Figure 4.

you've not used the Apple editor, the joy is not as keen because the comparison is not there. Its usability is first-rate; it is intuitive and components work as expected. Among these components are the "Build a Statement" editor for applications *(see figure 2)*, via their dictionaries, and also one for Scripting Additions *(see figure 3)*. (The latter is especially important for users who have many additions and can't remember the syntax for each and every one of them.) *Scripter* presents the commands in one scroll list, the parameters in another and the statement as it's to be used in a line edit at the bottom. This is especially helpful for neophyte *scripters* who need help constructing AppleScript statements; *Scripter* has done most of the work for the user.

One essential feature that *Scripter* has is its "Instant" window. In this window *(see figure 4)*, one may run a snippet of code to test its viability. If desired, this snippet can then be directly integrated into the current script. Anyone who has ever had to open multiple windows and then laboriously cut and pasting between the windows will surely appreciate the utility of this feature.

All not roses...

Scripter does have a few annoyances: if one tries to save a script before compiling, *Scripter* quite properly tells you that the script isn't compiled—but doesn't offer to compile it from within that alert. Also, some alerts have icons, some have icons and text ("Caution"), and some just have text—violations of the Mac Human Interface guidelines.

Compiling a script takes *much* longer than the AppleScript editor, by about a factor of three. Saving a script is similiarly slow, but one can still work while the script is saving. Also, its memory requirement is

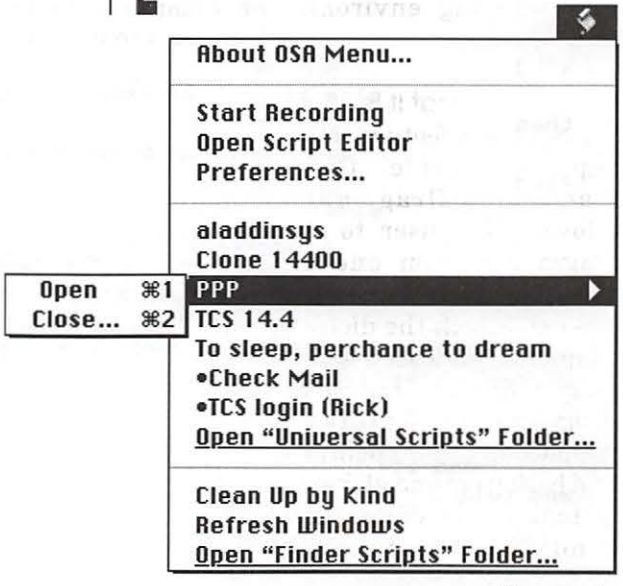


Figure 5.

An Example of AppleScript

Lots of neat things can be done with AppleScript. Here is a script that I wrote to allow the Finder to quickly "Clean up by Kind." Cleaning up by Kind is not an option available to the Finder without jumping through hoops. I have this script installed in Leonard Rosenthol's *superb* utility, OSA Menu *(see figure 5)*, and run it when needed. (OSA Menu is on the TCS.)

You should be able to see just how English-like the AppleScript syntax really is. It's truly a programming language for non-programmers.

This script really requires System 7.5 or greater unless you're an AppleScript maven who's grabbed the Scriptable Finder (Finder Scripting Extension) from elsewhere.

```
tell application "Finder"
	if not (exists container windows) then
		display dialog ¬
			tab & "You must have a
window open in" & return & ¬
			"an "iconic" view to clean
up by Kind." buttons {"Cancel"}  default button
1 with icon 0
	else
		if view of front window is 0 then
			clean up front window by
kind
		else if view of front window is 1
then
			clean up front window by
kind
		else
			display dialog ¬
				tab & "The window
must be in "Icon" or" & return & ¬
				""Small Icon" view to
clean up by Kind." buttons {"Cancel"}  default
button 1 with icon 0

		end if
	end if
end tell
```

"One essential feature that *Scripter* has is its "Instant" window. In this window *(see figure 4)*, one may run a snippet of code to test its viability. If desired, this snippet can then be directly integrated into the current script. Anyone who has ever had to open multiple windows and then laboriously cut and pasting between the windows will surely appreciate the utility of this feature."

fairly vast. It requires a minimum memory partition of 2200k with 2500k recommended.

The Bottom Line

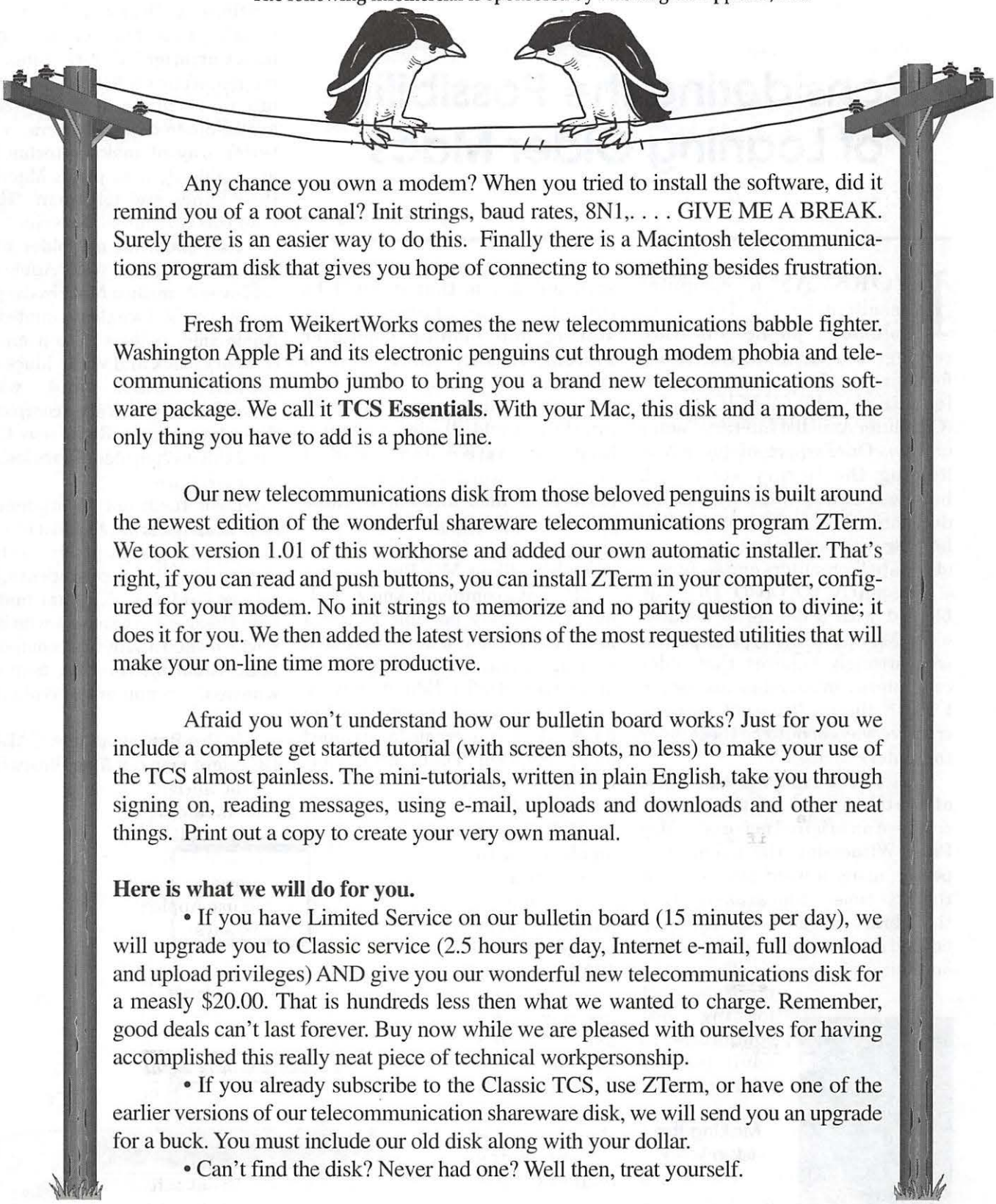
For more than the most casual AppleScript author, *Scripter* is a must-have. It is elegantly designed and extremely well-conceived. Its sole drawback is its price: it has a list price of $195. If, however, you're a serious hobbyist or need to use AppleScript professionally, this script says:

Tell user
	Buy "Scripter"
end tell ■

Rick Zeman is an alleged member of the TCS Crew. He can be reached at rzeman@his.com.

Scripter 1.01
Main Event software
mainevent@his.com
List Price: $195.00

The following infomercial is sponsored by Washington Apple Pi, Ltd.



Any chance you own a modem? When you tried to install the software, did it remind you of a root canal? Init strings, baud rates, 8N1,. . . . GIVE ME A BREAK. Surely there is an easier way to do this. Finally there is a Macintosh telecommunications program disk that gives you hope of connecting to something besides frustration.

Fresh from WeikertWorks comes the new telecommunications babble fighter. Washington Apple Pi and its electronic penguins cut through modem phobia and telecommunications mumbo jumbo to bring you a brand new telecommunications software package. We call it **TCS Essentials**. With your Mac, this disk and a modem, the only thing you have to add is a phone line.

Our new telecommunications disk from those beloved penguins is built around the newest edition of the wonderful shareware telecommunications program ZTerm. We took version 1.01 of this workhorse and added our own automatic installer. That's right, if you can read and push buttons, you can install ZTerm in your computer, configured for your modem. No init strings to memorize and no parity question to divine; it does it for you. We then added the latest versions of the most requested utilities that will make your on-line time more productive.

Afraid you won't understand how our bulletin board works? Just for you we include a complete get started tutorial (with screen shots, no less) to make your use of the TCS almost painless. The mini-tutorials, written in plain English, take you through signing on, reading messages, using e-mail, uploads and downloads and other neat things. Print out a copy to create your very own manual.

Here is what we will do for you.

• If you have Limited Service on our bulletin board (15 minutes per day), we will upgrade you to Classic service (2.5 hours per day, Internet e-mail, full download and upload privileges) AND give you our wonderful new telecommunications disk for a measly $20.00. That is hundreds less then what we wanted to charge. Remember, good deals can't last forever. Buy now while we are pleased with ourselves for having accomplished this really neat piece of technical workpersonship.

• If you already subscribe to the Classic TCS, use ZTerm, or have one of the earlier versions of our telecommunication shareware disk, we will send you an upgrade for a buck. You must include our old disk along with your dollar.

• Can't find the disk? Never had one? Well then, treat yourself.

The preceding infomercial was sponsored by Washington Apple Pi.
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Considering the Possibility of Loaning Older Macs

by Phil Shapiro

I WORK AS a computer consultant for the District of Columbia public libraries, serving as a technical consultant for their new adult literacy computer learning lab, CALICO DC (Computer Assisted Literacy Center of DC). One aspect of my job is helping the library staff with hardware and software purchasing decisions. I am also involved in helping the staff make the best use of donated computers and software.

Recently CALICO DC was blessed with a deluge of donated older Macs. I'm the type of person who strongly believes that older computers can be put to use for , so I relish the challenge of devising creative ways of putting these older computers to use.

Last week I had the experience of watching an adult learner compose an original poem on a Mac Plus. Witnessing the magic of a person using a word processor for the first time got me thinking that the library needs to go one step beyond making computers available on their own premises. The library needs to start loaning out computers to adult literacy students.

Making the Idea Work

The primary hindrance to such an idea is that it could be cumbersome for a library to start storing and loaning computer system. If only there were a computer that was relatively compact, had a graphical user interface, could display text in a large attractive font, had a shareware word processor, and could be stuffed into one of those canvas shopping bags with handles. In other words, if only there were something like a Mac Plus.

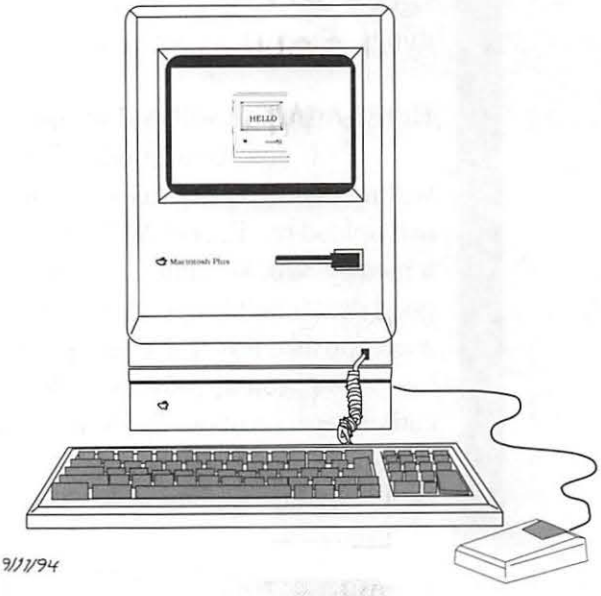
It's not a commonly known fact, but it's entirely possible to use a Mac Plus without a hard drive as a writing station. The older versions of the fantastic TexEdit shareware text editor work great under System 6.0.8. You can create a stripped down System Tools disk that includes the System Folder, TexEdit, and ample room to store student writings. (Ample room being defined as 100K.)

Literacy learners who use such inexpensive writing stations can write to their heart's content in the comfort of their own homes, saving their writings to floppy disk for later printing from Macs hooked up to inkjet or laser printers. Since the mission of our adult literacy learning lab is to make learning tools accessible to adult learners, what better way of making technology accessible than to put a Mac into their hands and tell them, "Here, take this computer. Go write."

How plentiful are older black and white Macs? Well, Apple has sold over 22 million Macs in the past twelve years. I would estimate that Apple sold at least 2 to 3 million compact black and white Macs (not counting black and white PowerBooks, which are a completely different animal). Right now there are 2 to 3 million older Macs looking for a good use.

Loan them out to students, I say. Loan them out to adult literacy students, elementary school students, high school students, and college students. For that matter, loan them out to teachers who have never owned their first computer. Loan them out to PTA members who need a computer to do volunteer work.

In thinking about how CALICO DC might loan out Mac Pluses (and



other compact Macs), I considered the fact that when you boot these Macs from a floppy disk you usually don't get a large choice of fonts and font sizes. Ideally, an adult learner would choose to type in a crisp 24 point font. If I could put my hands on a 24 point bit-mapped font, I could make the loaner Mac idea work.

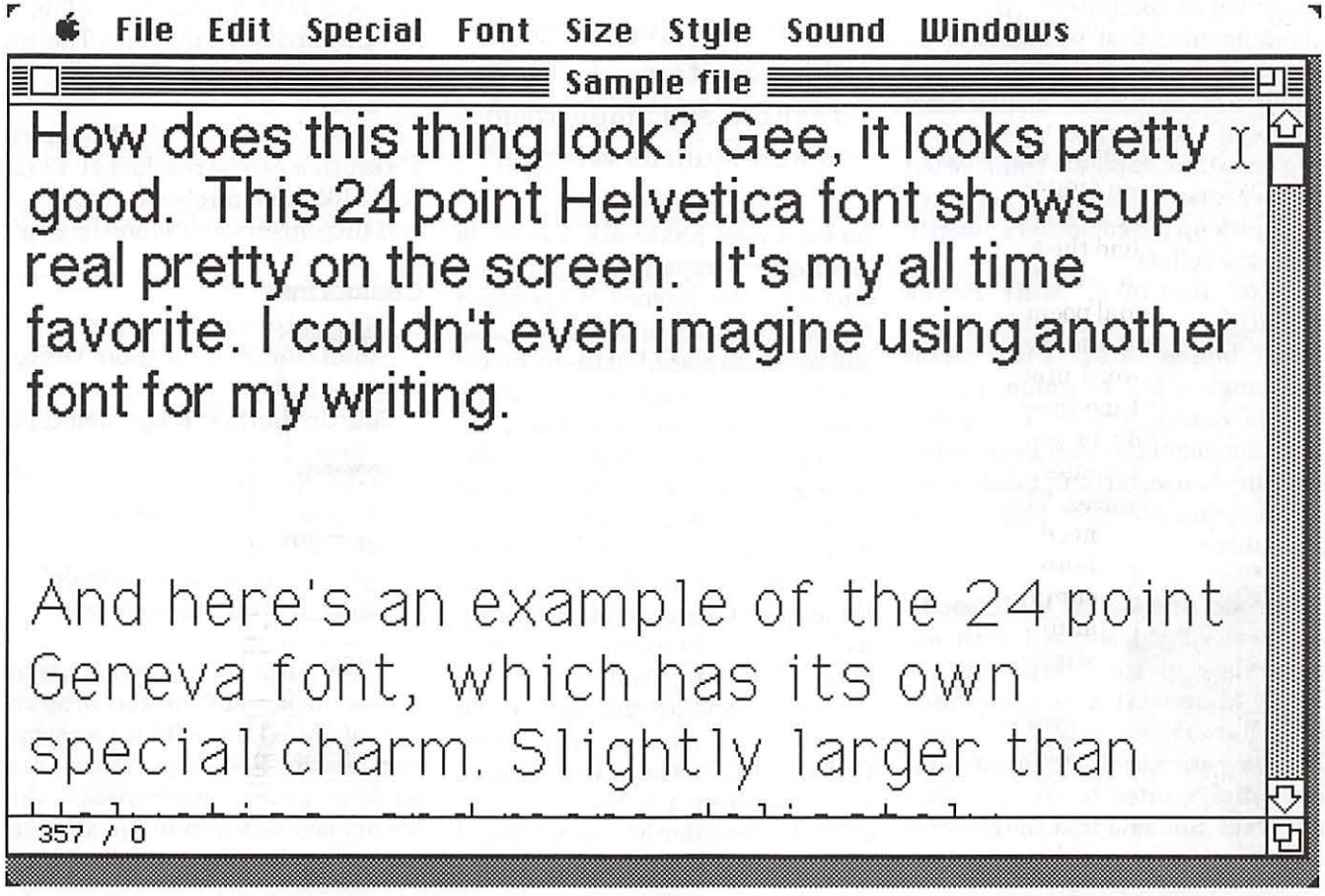
Bernie Benson to the Rescue

WAP volunteer Bernie Benson came to the quick rescue when I posed this question to him. In a flash, Bernie modemed to me two 24 point bit-mapped fonts, Helvetica and Geneva, that he found on the Performa CD-ROM that came with his computer. Within a few minutes I was able to get this font installed on a bootable System Tools disk (for System 6.0.8), and was merrily typing away in TexEdit in an attractive 24 point bitmapped font. To give you an idea of how crisp the text looks, here is a screen shot that I captured (see below). It's interesting to note that these 24 point Helvetica and Geneva fonts look as crisp and sharp on this Mac Plus without a hard drive as they would on a PowerMac 8500 with 40 megs of RAM and two gigabytes of hard drive storage.

Sources of Older Macs

Suppose a library or school were interested in starting a loaner Mac project, but wasn't able to obtain many donated computers. Where is the best place to go fishing for older Macs? America Online has a very busy Mac classifieds area (keyword: classifieds). You can find older Macs for sale in the "Other Macs" folder. Typical prices? These days. you can buy a Mac Plus without hard drive for about $60 to $90. If you do buy such systems, make sure that the computer comes with a keyboard and mouse. And it's good to know that a Mac Plus mouse is different from a regular Mac mouse. The Mac Plus uses a "9 pin" connector that plugs into the back of the computer (rather than into the keyboard). And a Mac Plus keyboard has a connector that looks identical to an RJ-11 phone jack connector.

Mac SE's are also available in plentiful supply. Usually the price of a second hand Mac SE's are about $20 to $30 above the price of Mac Pluses. Mac 128's, 512, and 512KE are in shorter supply, but are usually priced even lower than a Mac Plus. These can also be used as writing stations, although you can't use TexEdit on these computers. The only word processor that could work on these original Macs would be



MacWrite 1.0, the word processor that came bundled with each of these Macs.

You can also find older Macs being sold on the Mac for sale newsgroups on the Internet (misc.forsale.mac and comp.sys.mac.wanted), as well as on the local Washington DC for sale newsgroup (dc.forsale). Sometimes you'll see a company or individual looking to sell ten, twenty, or thirty older Macs for some round lump sum. In those cases, the typical going rate would be about $40 to $60 per computer system. Friendly suggestion: UPS ground shipping for such collections could add up to as much as half the price of the collection if you need to ship such collections of computers across the country. Shipping costs are substantially lower if you can find someone in your region of the country that is selling such a collection of computers. Also, it's recommended that you steer clear of companies like "Mail Boxes, Etc." when arranging for heavy duty shipping. You'll save big bucks if you have the computers transported to a regular UPS center (or have UPS pick up the computers directly from the seller).

For instance, Mail Boxes recently charged me $40 to send a bare bones Mac Plus from Washington DC to California via UPS Ground service. I like the convenience of the Mail Boxes store near my house, but will think twice about using them for shipping in the future.

Cleared and Ready for Takeoff

Yesterday I checked with my supervisor at the Martin Luther King Memorial Library about whether there might be any bureaucratic hurdles to surmount if our office wanted to start loaning out Macs. She said that she couldn't think of any insurmountable hurdles. And personally speaking, any library official that would like to stand in the way of loaning out Macs to adult literacy students can meet me out behind the library after work.

So it looks like the Adult Basic Education Office at Martin Luther King Memorial Library is gearing up for a pilot phase experiment in loaning out compact Macs to literacy students. We haven't determined the final logistics of how such loans will be taking place, but the technical hurdles of making such a thing happen have been worked out.

> "It's not a commonly known fact, but it's entirely possible to use a Mac Plus without a hard drive as a writing station. The older versions of the fantastic TexEdit shareware text editor work great under System 6.0.8. You can create a stripped down System Tools disk that includes the System Folder, TexEdit, and ample room to store student writings."

The Washington DC metropolitan area has thousands of eager adult learners aching to get their hands on their first word processing system. The Adult Basic Education Office at MLK library feels that it's time someone started doing something about it.

Before ending this article, I'd just like to mention how lucky CALICO DC has been to receive so much volunteer help from members of WAP. Jennifer Elsea and David Harris have graciously donated time and resources to our computer lab. WAP volunteer Bernadette McMahon shows up cheerfully each week to help with computer trainings. Club president Lorin Evans was quick to offer a hand in fixing our ImageWriter II printer. And Tayloe Ross, Joe Cohoon, and Kevin Kelso have also been strong supporters of the lab.

CALICO DC extends an open invitation for anyone in WAP to stop by and visit. My regular work hours are Tuesday evenings from 6 PM to 9 PM, but the lab is also staffed by Stephon Gray and Paula Johnson Williams throughout the week and on Saturdays. It's usually best to call ahead of time to check that nothing else is planned for the lab when you're interested in visiting. You need no appointment to visit the new CALICO DC web page (whose address is given below), which contains further info about the work taking place at the lab.

Onward ho, as they say. There's important work to be done. ■

Phil Shapiro
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Adult Basic Education Office, Suite 300
Martin Luther King Memorial Library
901 G St. NW
Washington DC 20001
(202) 727-1616
http://users.aol.com/calicodc/
paula_j._williams@csgi.com

The library is located right across the street from the western exit of the Gallery Place subway stop on the Red Line. There is a parking garage underneath the library accessible from the alley on the north side of the library building.

Mission Code: Millennium

a review by Peter Day

I DECIDED TO do a review on the Educational game called Mission Code: Millennium. And here's what I thought about it. Remember these are the opinions of a eleven year old child so come don't yelling at me when you have different opinions.

Well, before I even opened the game Mission Code: Millennium I had good feelings about this game. One thing I always look for on computer games and educational games is "Does it work on both Mac and Windows?" and most games don't. Fortunately this one does so that's a **BIG** plus on it's report card!

Then I opened up the box and I (of course) installed it on my Performa 476 Mac. The game installed really fast on my computer and I've even got a computer that is older and slower than other Macs.

I read the instructions and I was thinking " This sounds a lot like *"Where in Time is Carmen Sandiego?"* The object of the game is to find out where a stolen object is suppose to be in time and at what place. The instructions were kind of confusing so it took me a while to grasp the concept of the game.

Next I started to play the game, but I had to load it first. When it first loaded up you see a funny message that says "Doing important stuff. Please wait" It took a long time to load the game, but I am also pretty impatient too.

So now the game is loaded. Then this full color computer animation is kicking into gear because the first thing you see is a T.V. screen. You are watching the news. Then an ad comes on and tells you to come down to Virtual Travel to get a job. So you figure out that you must be out of work or something because you start to drive to Virtual Travel. Then you start hearing this cool techno music.

Then you enter the agency (Figure 1) and you have to sign in. Then you go to work. There's this robot that you meet named T-Borg (Figure 2) and he is basically your guide to the past. You enter your quote "Time Machine," and you can practice or do a real mission. I did a mission but I had no idea of what to do.

The Agency didn't tell me what my mission was or what I was to return! So I just went to some random time in France. Then I looked at the menu bar and it had a pause button. I was real excited about that one!

Then I went to the time travel button and clicked it. I saw this weird stuff happen with the screen in front of me. It was pretty cool! Meanwhile the cool techno music is playing again.

After all of that cool stuff I saw T-Borg again but he changed into a medieval knight. I could tell he was digitized but the knight was really flaky.

After the knight was done giving a little speech I was walking around town which I later found out was the city of Notre Dame. I went into a theater and listened to some cool monk music. I just wandered around town basically.

Next I wondered if I could save my game. I couldn't, which really stinks. I quit my game and then loaded again to see if I could skip the intro. I could, which is nice, so you don't have to wade through it every

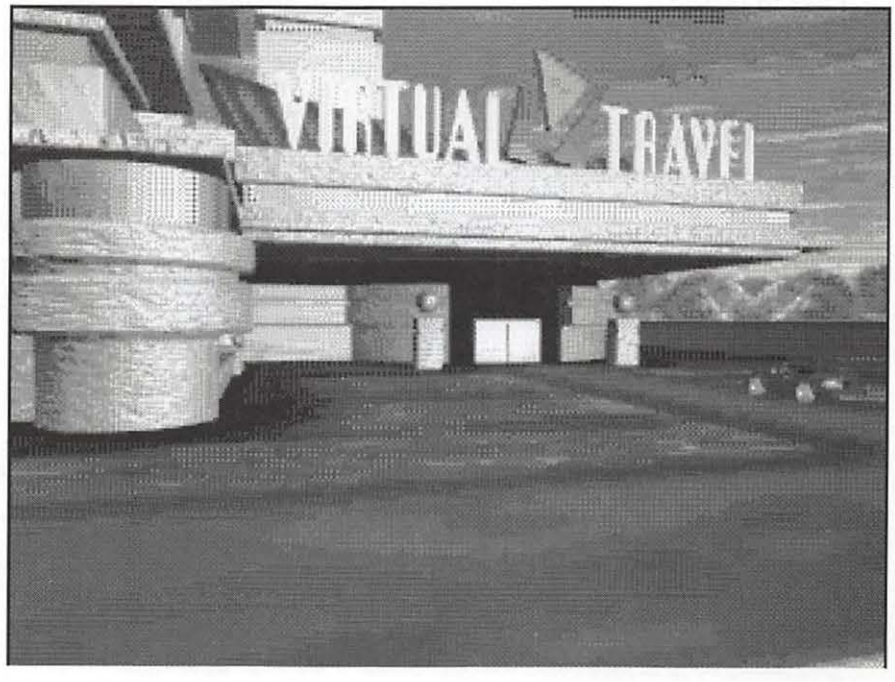

Figure 1. Virtual Travel

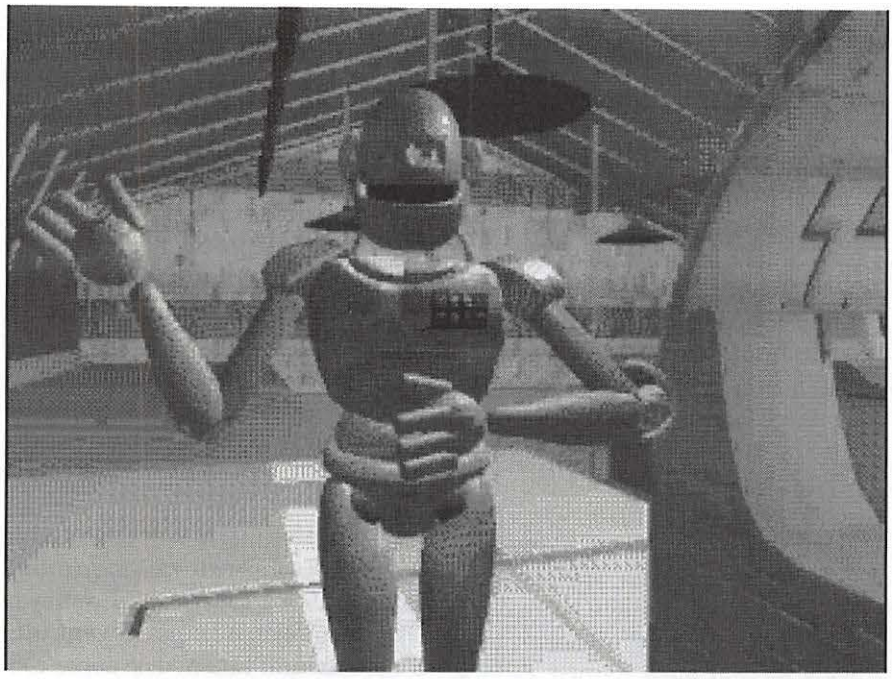

Figure 2. T-Borg greeting the player

time you play the game. So here's what I thought of the game. Here's the good and the bad things about the game:

Good	Bad
-Works on both Windows and Macintosh	-Takes a long time to load
-Easy to Install	-Flaky Graphics
-Full color color Animation	-Hard to grasp what the object you are returning
-Felt like a movie	-Can't save your game
-Has a pause button	
-Can skip Intro	

Finally I did a little research on the cost of the game. I checked a couple of catalogs and I found it was pretty cheap. It ranges anywhere from $28 to $35. That, in my opinion, is cheap.

Well, from a scale from 1 to 10, I rate it a 7. It did what it said on the box and more and it is cheap. I thought this game was pretty cool. Have fun playing the game *Mission Code: Millennium*! ■

(Peter Day goes to Sunrise Valley School in Reston, is a First Class Scout in Boy Scout Troop 1802, involved in swimming, and is an avid computer game enthusiast. He also collects comic books, and is training Thurston, the new dog.)

Save Your Receipts!!!

The office is collecting receipts from Giant and Safeway once again this year. These receipts are used to assist schools in the area that we sponsor to get new computer equipment. Please join with us and save your receipts. You may either bring them to the office when you are coming in, or send them to us. *Thanks.*

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The Schoolhouse News

The Newsletter of the Electronic SchoolHouse
ESH, Keyword on AOL

When asked where he gets all his ideas, Duke Ellington replied:
"Dreams, man! I just dream all the time."

- Tom Clancy in ESH, Feb 13th!
- Authors in Residence LIVE CHATS
- Smoke-Free
- Taking Stock
- Plants & Flowers Around the World
- The Steelhead Trout Are Back
- Math Online Games
- Running the Nile
- Pennies for Hope Online Press Conf
- Second International Read-In
- Ed Tips from Our Friends
- ESH CHAT SCHEDULE

DEAR SCHOOLHOUSE Friends,

D id you miss the live Smoke-Free press conference with Senator Frank Lautenberg of New Jersey? Did you get to the live chat with ESH Author-in-Residence, Jennifer Armstrong? Did you gather your questions on Indian affairs for the Press Conference with Dr. Carmelita Montieth? Have you followed the progress of Running the Nile and participated in the weekly Nile Challenge? All this and the roll-out of this year's Westward Ho! and Math Online Games, and session 3 of ScrapBook have kept us all hopping through January, and if that wasn't enough, several ESH renovation have gone public and more are continuing behind the scenes. Watch for them.

If you missed some of the items mentioned, you may want to make our newly renovated DON'T MISS area your first stop on entering ESH. If you do, you'll be sure to be up to the minute on late-breaking news of chats, projects, and other special events. You'll find the DON'T MISS board updated at least once a week and often once a day. This is our way of trying to get you the information you need as quickly as possible. If you've been there, you already know of our first big announcement for February:

TOM CLANCY TO VISIT ESH

Live chat, Tuesday, Feb. 13th, 1 PM ET

Tom Clancy, master of the techno-thriller, baseball team owner, and collector, will be the guest for the next ESH News Bureau Press Conference. Ask him why he owns a railroad car or why his wife bought him a tank, but most of all meet him and talk to him about his books: The Hunt for Red October, Red Storm Rising, Patriot Games, and more.

Join Tom Clancy and hosts ESH Legs and ESH Roger on February 13th at 1PM(ET) in the THE SCHOOLROOM in ESH (Electronic SchoolHouse).

UNABLE TO ATTEND?

Email your students' questions to ESHLegs1 or ESHRoger ahead of time. Also, the News Bureau will be awarding free AOL hours to your account for winning articles/essays posted to our file about this event.

AUTHORS-IN-RESIDENCE (A-I-R)

The Author-In-Residence Live program got off to a "flying" start at the Feb. 7th chat as author Jennifer Armstrong's nimble fingers "flew" over her keyboard trying to keep up with the volleys of enthusiastic questions coming in from participating students and teachers. The chat, hosted by ESH Kath from the Electronic Schoolhouse and Jackie K from the Writer's Club, was deemed a success by all in attendance. Download now to share with your students, and be sure to check the chat calendar and try to be on board for the next one!

Dorothy Patten will be available for a live chat on Wednesday, February 21st at 1 PM ET, and Dorothy and Jennifer will both be online for teachers in THE SCHOOLROOM on Tuesday evening Feb. 20th from 8:30 to 9 PM ET.

From now until the end of the school year, ESH will play host to a series of authors and illustrators. They will be guests at special authors chats and will be daily visitors to answer questions posted on the A-I-R folders in Student to Student and in School to School: PROJECTS TO JOIN. Visit the A-I-R area now, get a copy of the acitvity ideas that are posted there, and begin preparing for next month's guests. You will find a calendar of all the authors who will be with us as well as biographies and bibliographies for our first guests. Don't miss this chance to let your classes read and then discuss good books with the authors who wrote them.

Smoke-Free

Lhurd5019 and her class invite you to join us in a crusade to save lives. Participating students will learn that their voices can be heard, and that they can make a differ-

ence! They've already gotten the attention of Senator Frank Lautenberg who came to their school and met other ESH classes online for an ESH News Bureau Press Conference.

Smoke-Free participants will help write a "Student Bill" and present it to Congressman Andrews this spring! They may participate in a Poster Contest and win a $50.00 savings bond. To find out more about Smoke-Free and the exciting activities that are planned, visit the folder in School to School: PROJECTS TO JOIN. Registration materials are available in the folder.

Taking Stock

The spring session of Taking Stocking is under way in School to School: PROJECTS TO JOIN. This integrated thematic project blends mathematics, language arts, research and more into a classroom collaboration that allows students to buy stocks with "cash credits" they amass from completing lessons correctly.

After sending persuasive letters to partner classes, teams and classes are ready to make their stock selections and begin tracking their profits or losses. Come join the fun (and sell your Apple stock before Sun or Sony buys them out!). The project is moderated by three ESH pros:

Jory Post
Leni Donlan
Leslie Christman

Plants & Flowers Around the World

BETeacher and her class of first graders from Boothwyn School in Pennsylvania invite classes from across the country to look closely at the plants and flowers that grow locally, research them, and then draw them and exchange the drawings online. This is an interdisciplinary project incorporating art, geography, and science. Classes can display downloaded pictures in classroom displays. BETeacher has lots more ideas for this exchange too. For more information, visit the School to School: QUICK PROJECTS board in ESH.

The Steelhead Trout Are Back

Get ready....the Steelhead are once again arriving in classrooms all over California....and the United States. We will be collecting data, sharing fishy facts and fishy journal entries. This year we are reaching outside AOL, so we'll have internet participation. This year we will do a web page and set up links, We will also add creek monitoring and sharing creek data to our list of activities .....and of course we can't forget the famous Fish Bowl....so get ready to dive in.

Math Online Games

Math Online Winter Games returns to the Electronic Schoolhouse for 1995-96. Math Online Games is a cross-curriculum inclusive project involving, social studies, research, writing, math problem solving, telecommunications, and group interaction social skills.

They are intended for intermediate grade students. Students who have enrolled in a pre-algebra class or higher are too advanced for the Math Online Games. However, if there are four or more classes of more advanced students interested in participating, we will set up a session of the Math Online Games for them.

To participate, you and your class must commit to participating in a weekly online session for a cycle of about four weeks in a row. You will research and write one set of math word problems. You will use these problems in hosting the games for one week of the four weeks in your cycle. During the other weeks in your cycle, you will meet online and attempt to solve the problems provided by the host school for that week. To find out more about Math Online winter Games, watch the School to School: PROJECTS TO JOIN folder for information to be added soon.

Running the Nile

In January and February of 1996 a team of kayakers will attempt a "first ever" descent of the Victoria Nile River in Uganda, Africa. Paddlers have long avoided this great river. Its remoteness and violent whitewater have defeated all previous challengers - not to mention its shores, as Katharine Hepburn describes them, "carpeted with crocodiles."

Through real-time content delivered via the Internet and the Electronic Schoolhouse, RUNNING THE NILE creates a curriculum framework for mainstream Social Studies and Science classrooms. Bring the Nile River to your students! Visit the special RUNNING THE NILE area in SCHOOL TO SCHOOL in ESH, and don't miss the discussion board in School to School: QUICK PROJECTS (also visible in the RUNNING THE NILE area).

Pennies for Hope CHAT, Feb. 14th

Last month we told you about Pennies For Hope. On Feb. 14th the project will begin with an online ESH NEWS BUREAU PRESS CONFERENCE with Hans Brisch, Chancellor of the Oklahoma Regents. This is a great chance to learn more about what's happening now in Oklahoma City for the families of the bomb victims. The chat will be this Wednesday, February 14th at 1 PM ET in the Schoolroom in ESH.

The following note was received from Nick Candau and Evan Tana, 7th graders at Town School, San

(continued page 63)

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

Apple II/III

Apple II

General
Leon Raesly (days: 5 am to 5 pm) (301) 868-9554
Ken DeVito (703) 960-0786

Accounting Packages
—BPI Programs
Jaxon Brown (301) 350-3283
—BPI & Howardsoft (Tax)
Otis Greever (615) 638-1525
—Dollars & Sense
Barry Fox (717) 566-6709
—Home Accountant
Leon Raesly (days: 5 am to 5 pm) (301) 868-9554
—Apple SSC
Bernie Benson (301) 951-5294
—AppleWorks
Ken DeVito (703) 960-0786
Ray Settle (301) 647-9192
Gary Hayman (301) 345-3230
Leon Raesly (days: 5 am to 5 pm) (301) 868-9554
Bill Campbell (301) 498-6380
Allan Griff (301) 654-1515
—AppleWorks Database
Morgan Jopling 1 (301) 721-7874
Milt Goldsamt (301) 649-2768
Allan Griff (301) 654-1515

Communications
—ProTerm
Allan Levy (301) 340-7839
Ray Settle (301) 647-9192
—Talk is Cheap/Pt. to Pt.
Barry Fox (717) 566-6709
—DataBases
—DBMaster, Pro IIe
Bob Sherman 1 (305) 944-2111
—dBase II
John Staples (703) 255-6955
—dBase II&III, Data Perfect, Db Master-PRO
Leon Raesly (days: 5 am to 5 pm) (301) 868-9554
—Profiler 3.0
Barry Fox (717) 566-6709

Hard Disks
—CMC (not CMS)
Barry Fox (717) 566-6709
—Corvus
Leon Raesly (days: 5 am to 5 pm) (301) 868-9554
—Sider
Otis Greever (615) 638-1525

Languages
—Apple Soft
Louis Biggie (301) 967-3977
Peter Combes (301) 251-6369
Leon Raesly (days: 5 am to 5 pm) (301) 868-9554
—Pascal
Michael Hartman (301) 445-1583

Operating Systems
—ProDOS 8 and 16
Barry Fox (717) 566-6709
—Print Shop
Thomas O'Hagan (301) 593-9683

Spreadsheets
—General
Walt Francis (202) 966-5742
—MagicCalc/SuperCalc2.0
Leon Raesly (days: 5 am to 5 pm) (301) 868-9554
—Telecommunications
Dale Smith (301) 762-5158
Allan Levy (301) 340-7839
Ken DeVito (703) 960-0786
—TimeOut Series
Morgan Jopling 1 (301) 721-7874
—Utilities: ProSel
Barry Fox (717) 566-6709

Cross-Platform Translation
—MS/DOS-Apple-Mac Transfers
Ken DeVito (703) 960-0786

Word Processors
—General
Walt Francis (202) 966-5742
—Apple Writer 2
Ron Evry (703) 490-1534
Dianne Lorenz (301) 530-7881
Leon Raesly (days: 5 am to 5 pm) (301) 868-9554
—AppleWorks GS
A.D. (Bill) Geiger (703) 237-3614
Andy Gavin (703) 734-3049
—Letter & Simply Perf
Leon Raesly (days: 5 am to 5 pm) (301) 868-9554
—Mouse Write
Barry Fox (717) 566-6709
—Publish-It!
Ray Settle (301) 647-9192
—ScreenWriter II
Peter Combes (301) 251-6369
Gene Carter (202) 363-2342
—Word Perfect
James Edwards (301) 585-3002
Henry Donahoe (202) 298-9107
—Word Star
Art Wilson (301) 774-8043

Apple II GS*
David Wood ((301) 827-8805
—General
Barry Fox (717) 566-6709
—IIe Upgrade
Morgan Jopling (301) 721-7874
—APW
Andy Gavin (703) 734-3049
Leon Raesly (days: 5 am to 5 pm) (301) 868-9554
—Deluxe Paint II
Rich Sanders (703) 450-4371
—GS BASIC
Barry Fox (717) 566-6709
—Multiscribe GS
Ray Settle (301) 647-9192

Telecommunicatons (Mac & Apple)
—TCS Help
Dale Smith (301) 762-5158
Nancy Seferian (202) 333-0126
Paul Schlosser (301) 831-9166
—General
Dale Smith (301) 762-5158
Allan Levy (301) 340-7839
Bob Sherman (305) 944-2111

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

Apple III*
—General
Paul Campbell (313) 255-6497
Dave Ottalini (9-10:30 pm) (301) 681-6136
—3 Easy Pieces
Robert Howe (916) 626-8198
David/Joan Jernigan (before 9 pm) (703) 822-5137
Steve Truax (304) 267-6429
—Word Juggler
Tom Linders (408) 741-1001
J. Carey McGleish (evenings) (313) 332-8836
—Pascal
Dr. Al Bloom (703) 951-2025
—Apple Speller
Robert Howe (916) 626-8198
—Apple Writer
Eric Sheard (908) 782-6492
—Stemspeller
Steve Truax (304) 267-6429

Beagle Buddies

Maryland
Ray Settle (Annapolis) (301) 647-9192
Scott Galbraith (Frederick) (301) 865-3035
W.T. Cook (Columbia)(301) 995-0352
Lee Raesly (Adelphi) (301) 599-7530
Don Avery (Bethesda/DC) (202) 362-1783

Virginia
Kenneth DeVito (Alexandria) (703) 960-0786
Neil Laubenthal (703) 691-1360

Special Note: Garage Sale will be June 1st

April 1996

Washington Apple Pi Office
12022 Parklawn Drive, Rockville, MD, 20852.
M-W-F 10 a.m.—6 p.m.; Tue 7 p.m-9 p.m.; Sat 9 a.m.-2:30 p.m.

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
	1 Newton SIG	2	3 Mac Programmers' SIG	4 Columbia Slice Game SIG	5	6
7	8 *Intro to the Mac–Part 1*	9 QT SIG	10 DB SIG WAP BoD	11 Stock SIG	12	13 Frederick Slice
14	15 *Intro to the Mac–Part 2*	16	17 Excel SIG	18 PI SIG	19	20 Annapolis Slice A2 Meeting
21	22 *Intro to the Mac–Part 3*	23	24 *Maintaining Your Mac*	25	26	NoVa ComCol WAP 27 General Meeting
28	29	30				

WAP Office Phone: 301- 984-0300
TCS 2400 bps: 301-984-4066
TCS 14400 bps: 301-984-4070
web page: http://www.wap.org

May 1996

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
			1 Mac Programmers' SIG	2 Columbia Slice Game SIG	3	4
5	6 Newton SIG	7	8 DB SIG WAP BoD	9 Stock SIG	10	11 Frederick Slice
12	13 *Intro to the Mac–Part 1*	14 QT SIG	15 Excel SIG	16 PI SIG	17	18 Annapolis Slice A2 Meeting
19	20 *Intro to the Mac–Part 2*	21	22	23 Women's SIG	24	NoVa ComCol WAP 25 General Meeting
26	Office Closed 27 *Intro to the Mac–Part 3*	28	29 *Maintaining Your Mac*	30	31	

See page 3 for Journal deadlines.

See page 54 for additional tutorial listings.

Meeting Notices

Unless otherwise noted, call the SIG chairs or Slice officers for meeting information. A list of the SIG and Slice chairs is on page 4 of every Journal. Calendar events in italics are tutorials, workshops or seminars.

Annapolis Slice
3rd Saturday; 9:30 AM; Severna Park Library on McKinsey Rd. (off Rt. 2), Severna Park, MD
Answering Machine: (410) 280-8756
CrabApple BBS: (410) 315-8532

Apple III SIG
Quarterly on 2nd Saturday; 10:00 AM; WAP Office.

Columbia Slice
1st Thursday; 7:00 PM. Call for location
BBS (410) 964-3706

DataBases (Mac) SIG
Volunteers needed to restart this SIG

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

Frederick Slice
General meeting time, 2nd Saturday; 10:00 AM; United Methodist Church; 22 Main Street in Walkersville.

Game SIG
1st Thursday; 7:30 PM; Call for location.

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

Newton Developers' SIG

NoVa Education (Ed) SIG
Last Wednesday; 7:30 PM; Walnut Hill Ctr., 7423 Camp Alger Ave., Falls Church, VA.

Programmer's Interface (PI) SIG
Meetings are announced on the Announcements Board of the TCS. Call Gerry Wright at (301) 422-4286 for details.

QuickTime SIG
2nd Tuesday of each month; 7:30 PM; WAP office.

Stock SIG
2nd Thursday; 7:30 PM; WAP Office. (Morris Pelham who chairs StockSIG is Sysop of Investment/StockSIG board on the TCS. Contact him on that board.)

Telecomm SIG
1st Tuesday; 7:00 PM; WAP office.

WAP Garage Sale
June and December

WAP General Meeting
4th Saturday; 9:00 AM; Northern Virginia Community College, Annandale Campus, Community Cultural Center Auditorium. December is the Garage Sale.

Women's SIG
Upcoming 1996 dates are: March 28, May 23, July 25, Sept. 26. At the Pi Office at 7:30 PM. Call SIG chair, Tayloe Ross (202) 293-7444 for details.

KIDSIG

WAP is thinking about starting a new SIG for younger members—call the office if you're interested, or message ron.hinkel@tcs.wap.org

Read more about it on page 18.

Notice: Plans change! Anyone with calendar information please call the Calendar Editor, Bill Wydro (301) 299-5267 or Beth Medlin at the WAP Office (301) 984-0300.

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

Macintosh

General
Tom Witte (703) 683-5871
Harry Erwin (703) 758-9660
Dan White (301) 843-3287
—Art & Video
Nancy Seferian (202) 333-0126
—Borland Products
Doug Ferris (daytime only) (800) 826-4768

Database Programs
—Fourth Dimension
Bob Pulgino (301) 474-0634
Peter Yared (301) 564-1560
—FileMaker Pro
Tom Parrish (301) 654-8784
Mort Greene (703) 522-8743
—Foxbase
Rick Shaddock (202) 829-4444
—Helix
Jim Barry (to midnight) (703) 662-0640
Harvey Levine (301) 299-9380
—MS-File
Mort Greene (703) 522-8743
—Omnis 7
Jeff Alpher (to midnight) (301) 630-2036
—OverVue
J.T. Tom DeMay, Jr. (301) 461-1798
Tom Parrish (301) 654-8784
—Pro-Cite
Elizabeth Mangan (703) 750-2710

Desktop Publishing
—General
Jay Rohr (301) 655-0875
Freddi Galloway (V/TTY) (410) 268-5793
—ReadySetGo
Jim Graham (703) 751-4386
Freddi Galloway(V/TTY) (410) 268-5793
—PageMaker
Mort Greene (703) 522-8743
—Quark Xpress
Ron Mann (202) 333-3409

Graphics
—General
Bill Baldridge (301) 779-8271
Jay Rohr (301) 655-0875
—Adobe Illustrator
Ling Wong (703) 803-9109
—Aldus FreeHand
Nancy Seferian (202) 333-0126
—Canvas
Bill Baldridge (301) 779-8271
Tom Parrish (301) 654-8784
—MacDraw
Tom Parrish (301) 654-8784
—Image Studio
Mort Greene (703) 522-8743
—Studio/1
Jamie Kirschenbaum (evenings) (703) 437-3921
—SuperPaint 2.0
Mort Greene (703) 522-8743
—Video Works
Mort Greene (703) 522-8743

Programming
—General
Harry Erwin (703) 758-9660
—Inside Mac
John Love (703) 569-2294
—Pascal
Michael Hartman (301) 445-1583

Spreadsheets & Charts
—General
David Morganstein (301) 972-4263
Bob Pulgino (301) 474-0634
Tom Cavanaugh (301) 627-8889
—ClarisWorks
Roger Burt (301) 424-6927
—Excel
David Morganstein (301) 972-4263
Mark Pankin (703) 524-0937
Jim Graham (703) 751-4386
Dick Byrd (703) 978-3440
Bob Pulgino (301) 474-0634
Tom Cavanaugh (301) 627-8889
Paula Shuck (before 10 pm) (301) 740-5255
Kirsten Sitnick (301) 750-7206
Mort Green (703) 522-8743
Rick Shaddock (202) 829-4444
—WingZ
Kirsten Sitnick (301) 750-7206

Telecommunications
—General
Allan Levy (301) 340-7839
—CompuServe
Michael Subelsky (301) 949-0203

Virtual Reality
—Virtus Walthorough Pro
—Virtus VR, Virtus Voyager
Jaque Davison (703) 644-7354

Word Processors
—Microsoft Word
Harris Silverstone (301) 435-3582
Tom Cavanuagh (301) 627-8889
Freddi Galloway (V/TTY) (410) 268-5793
Kirsten Sitnick (301) 750-7206
—Think Tank-More
Jim Graham (703) 751-4386
Tom Parrish (301) 654-8784
—Hebrew Word Processing
Tim Childers (301) 997-9317
—Microsoft Works
Amy Billingsley (301) 622-2203
—WordPerfect-Mac
Curt Harpold (202) 547-8272

Miscellaneous
—IIe Card for the LC
Bernie Benson (301) 951-5294
—MacProject
Jay Lucas (703) 751-3332
Norbert Pink (703) 759-9243
—HyperCard
Rick Chapman (301) 989-9708
Tom Witte (703) 683-5871
—HyperTalk
John O'Reilly (703) 521-8121
Tom Witte (703) 683-5871
—File Transfer
Mort Greene (703) 522-8743
—Backfax
Mort Greene (703) 522-8743
—HyperCard Scripting
Jamie Kirschenbaum (evenings) (703) 437-3921
—Sound Edit
Jamie Kirschenbaum (evenings) (703) 437-3921

Mac Disketeria Library
Dave Weikert (301) 963-0063

General

—Assistive Tech
Missy McCallen (703) 323-6079
—Games-Apple II
Charles Don Hall (703) 356-4229
John Wiegley (after 2:15) (703) 437-1808
—IBM
Leon Raesly (301) 599-7530
—Math-OR Apples
Mark Pankin (703) 524-0937
—Modems-General
Allan Levy (301) 340-7839
—Hayes Smartmodem
Bernie Benson (301) 951-5294
—Practical Peripherals
Allan Levy (301) 340-7839
—Printers-General
Walt Francis (202) 966-5742
Leon Raesly (days: 5 am to 5 pm) (301) 868-9554
—MX-80
Jeff Dillon (301) 662-2070
—Stat Packages
David Morganstein (301) 972-4263
—Stock Marker
Robert Wood (703) 893-9591
—MS/DOS
Tom Cavanaugh (703) 627-8889
—Dvorak Keyboard
Ginny & Michael Spevak (202) 244-8644

Frederick Apple Core Help Line

Please limit calls to reasonable evening and weekend hours and **NEVER** after 10 PM.

Dick Grosbier (Frederick) 898-5461 A2, GS, Mac
Harold Polk (Frederick) 662-6399 A2
Ken Carter 834-6515 A2, GS
Scott Galbraith (Montrovia) 865-3035 A2, GS
J. Russell Robinson (Hagerstown) 739-6030 Mac

Annapolis Slice Help Line

Area Code 410. Call in the PM before 10 PM (except Seth Mize).

Mac

Richard MacLean (Annapolis) 280-8756 MacIIsi
Steve Toth (Edgewater 956-6557 Mac+
Bob Peterson (Crofton) 721-9151 MacSE
Helen Harnerstrom (Severna Park) 647-1720 Mac, HS
Lou Spienza (Crownsville) 573-7140 Mac IIsi, Canvas, DTP
Barry Conner (Annapolis) 573-7140 Mac Telcomm
Brian Bassindale (Arnold) 757-9541 Mac IIci, CAD
Gini Waters (Crownsville) 923-0139 Mac+, DTP
Bill Derouin (Severna Park) 647-0802 Centris 650, DTP
Bill Waring (Severna Park) 647-5605 Mac, CD-ROM
Will DeKroney (Annapolis) 626-7716 Internet
Seth Mize (Glen Burnie) 766-1154 IIGS,II+, III, PC
Helen Hamerstrom (Severna Park) 647-1720 IIGS, DTP,HS

Telecommunications Help Sheet

A quick reference sheet for use while on the TCS

TCS Phone Numbers:
—301-984-4066
(for 300, 1200, 2400 bps)
—301-984-4070
(for 9600, 14400, 28800 bps)

Main Menu

<B> ..... Bulletin Boards
<C> ..... Change Conferences
<F> ..... File Transfer
<L> ..... General Library
<M> .... Membership Search
<N> ..... Now On System
<O> ..... Off the System
<P> ..... Public Library
<T> ..... Time and Date
<U> ..... User Preferences
<W> .... Read Welcome Bulletin
<X> ..... eXamine Weather Forecast

File Transfer Menu

<A> ..... Adjust Pointers
<G> ..... Global Read New Descs
<L> ..... List All Available Areas
<N> ..... New File Descriptions
<O> ..... Off the System
<Q> ..... Quit to Main Menu
<R> ..... Read All New Descs
<Z> ..... Zelect File Areas

File Area Menu

<A> ..... Alphabetical List
<B> ..... Batch Functions
<C> ..... Change File Area
<D> ..... Download a File
<F> ..... Find File Descriptions
<H> ..... Help With File Transfer
<I> ..... Info on File Contents
<L> ..... List All Files
<M> .... Mark Files for Downloading
<O> ..... Off the System
<Q> ..... Quit to Main Menu
<R> ..... Read File Descriptions
<T> ..... TitleScan Descriptions
<U> ..... Upload a File or Files
<W> .... Welcome Bulletin

Editor Menu

<A> ..... Add to File
<C> ..... Clear File in Memory
<D> ..... Delete a line from File (#)
<E> ..... Edit a Line (#)
<F> ..... Find a String
<G> ..... Global Search & Replace
<I> ..... Insert Lines into File (#)
<L> ..... List the File (#)
<M> .... Toggle Reply Mode
<N> ..... Line Numbering Mode On/Off
<P> ..... Purge Temporary File
<Q> ..... Quit - Clear File & Exit
<R> ..... Read back from Temporary File
<S> ..... Save File and Exit Editor
<T> ..... Write File to Temporary File
<U> ..... Upload Mode Toggle (No Reply Mode)
<V> ..... View Temporary File
<X> ..... Exchange a String within line (#)
<"> ..... Modify Reply Mode Characters

Change Conference Menu

<1-8> ... Choose Conference Number
<L> ..... List Conferences Available
<Q> ..... Quit to Main Menu
<1> ..... General Conference
<2> ..... Apple II Conference
<3> ..... Macintosh Conference
<4> ..... Classified Conference
<5> ..... Global General Conference
<6> ..... Global Apple II Conference
<7> ..... Global Macintosh Conference
<8> ..... Global Miscellany Conference

Conference Menu

<A> ..... Adjust Pointers
<C> ..... Change Conference
<G> ..... Global Read All New Msgs
<L> ..... List All Available Boards
<O> ..... Off the System
<Q> ..... Quit to Main Menu
<R> ..... Read All New Msgs
<W> .... Welcome Bulletin
<X> ..... Xfer All New Msgs
<Z> ..... Zelect Boards of Interest

Bulletin Board Menu

<A> ..... Alter/Edit an Existing Message
<B> ..... Blind Reply to a Msg by Number
<C> ..... Change Boards
<D> ..... Delete Msg From or To You
<E> ..... Enter a Message
<F> ..... Find Message by Keyword
<L> ..... Library for this Board
<O> ..... Off the System
<Q> ..... Quit to Main Menu
<R> ..... Read a Msg or Msgs
<S> ..... Scan Message Headers
<T> ..... TitleScan Msg Headers
<W> .... Welcome Bulletin for Board
<X> ..... Xfer (Download) a Msg or Msgs

User Preferences

<A> ..... Alter Password
<E> ..... Emulation Mode
<F> ..... File Transfer Protocol
<P> ..... Prompt Character
<Q> ..... Quit to Main Menu
<R> ..... Reply Mode Prefix
<V> ..... Video Length
<X> ..... Expert/Novice Prompts
<Y> ..... Your Current Status

Electronic Mail Menu

<B> ..... Blind Reply to a Letter
<D> ..... Delete Letters
<E> ..... Enter a Letter
<F> ..... Find Letters
<H> ..... Help/Brief Tutorial
<I> ..... Info on Letters
<K> ..... Keep Letters
<L> ..... List Letters
<O> ..... Off the System
<Q> ..... Quit to Main Menu
<R> ..... Read Letters
<S> ..... Scan Headers of Letters
<T> ..... TitleScan Letters
<X> ..... Xfer (Download) Letters

Please see page 47 for the TCS Help Hotline phone numbers.

Macintosh Tutorials

VOLUNTEERS AND INSTRUCTORS—You can't have training without teachers. If you have expertise in any subject useful to Mac or Apple users, please consider teaching. Instructors have an opportunity to work with students in small groups and informal settings. The teaching process is truly rewarding. Besides the spiritual and intellectual, rewards also include compensation; you will be paid. We especially need someone who can offer training on the Internet. Call me 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 programs with brochures and fliers. For further information call Beth Medlin at the Pi office, 301-984-0300.

Macintosh Tutorials

The Macintosh introductory tutorials are a three-part introductory series designed for beginning users or those desiring to brush up on 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 Macintosh, Part 1
(Course #M031196 for March)
(Course #M040896 for April)
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

Some Specifics

■ **Where:** Unless otherwise stated, all tutorials sponsored by Washington Apple Pi are given at the office located at 12022 Parklawn Drive, Rockville, Maryland.

■ **When:** unless otherwise stated, all tutorials are three hours in length and begin at 7:00 P.M. on the date listed. The office building is secured at 6:00 P.M..

■ **Fees:** $35.00 per class for members and $50 per class for non-members. Pre-registration and payment must be made to hold a seat.

■ **Class Size:** Class size is limited to 6 students per class.

■ **Bring my computer?** All classes are taught seminar-style with the instructor using a computer and an overhead display. We encourage students who wish hands-on training to bring their computers.

■ **Instructor Cancellation:** If a class is cancelled by the instructor, all students will be notified of the cancellation. Please check your home answering machine if you have not given a work number for notification.

■ **Student Cancellation:** A cancellation must be received by the office 72 hours before a class is scheduled. The only exception to this is a cancellation due to illness.

March/April. Tutorials are the 4 basic ones *as well as ClarisWorks, Photoshop & Illustrator*

If taking more than one or the basic series, try to take them in the same month.

—Intro to Mac 1 03/11/96 or 04/8/96
(M031196) or (M040896)

—Intro to Mac 2 03/18/96 or 04/15/96
(M031896) or (M041596)

—Intro to Mac 3 03/25/96 or 04/22/96
(M032596) or (M042296) or

—Maintaining the Mac
03/27/96 or 04/24/96
(M032796) or
(M042496)

why the Macintosh user interface is consistent across all applications and how this makes learning and using software easier.

Materials required: Your Macintosh, HD drive, start-up disk, and an unformatted DSDD 800k disk.
Date: March 11, 1996 7-10 pm. or April 8, 7-10 pm.

Introduction to the Macintosh, Part II (Course #M031896 for March) (Course #M041596 for April)

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, start-up disk, and an unformatted DSDD 800k disk.
Date: March 18, 1996 7-10 pm. or April 15, 7-10 p.m.

Introduction to the Macintosh, Part III (Course #M032596 for March) (Course #M042296 for April)

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, start-up disk, and an unformatted DSDD 800k disk.

Date: March. 25, 1996 7-10 pm. or April 22, 7-10 p.m.

Maintaining Your Macintosh (Course #M032796 for March) (Course #M042496 for April)

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 INITs); 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: March 27, 7-10 pm. or April 24, 7-10 p.m. ■

See following page for descriptions of ClarisWorks, PhotoShop & Illustrator Tutorials

Washington Apple Pi Tutorial Registration Form

Washington Apple Pi
12022 Parklawn Drive
Rockville, MD 20852
301-984-0300

Name _____

Address _____

City/State/Zip _____

Phone (day)_____ (evening)_____

Member Number _____ Non-member _____

Number of Classes____ x Class Fee $_____= Total Fee $_____

☐ Check/Money Order ☐ Credit Card

Card Number _____

Card Expiration_____ Signature_____

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

Please fill in the course number(s) 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.

Photoshop & Illustrator Tutorials

Wednesday, April 10, 1996, noon-3
Basic Photoshop Techniques

Wednesday, April 17, noon-3p.m.
Basic Adobe Illustrator Techniques

Monday, March 25, noon-3p.m.
Advanced Photoshop Techniques - 1

Monday April 1, 7-10p.m.
Advanced Adobe Illustrator Techniques - 1

Description of Classes

Basic Photoshop Techniques

This is an introductory class with a fiery finish to make the student feel competent to perform enough razzle dazzle to impress the family. BRING THREE NEW FLOPPIES and receive in return three floppies filled with Photoshop goodies, including review of some material presented in this class.

Basic Adobe Illustrator Techniques

This is an introductory class covering fundamental material, but the class will deliver enough glitzy stuff to let the student get a decent little early-portfolio started. BRING THREE NEW FLOPPIES and receive in return three floppies filled with Illustrator goodies, including reviews of some material presented in this class.

Advanced Photoshop Techniques - 1

This is an advanced class. Subjects covered will include working with layers and channels. Reading and manipulating histograms, levels controls and other delicate global controls to enhance your image. BRING THREE NEW FLOPPIES and receive in return three floppies filled with Photoshop goodies, including tips about using filters for special effects.

Advanced Adobe Illustrator Techniques - 1

This is an advanced class. Subjects covered will include working with layers and using a wide range of filters. Learn to use some special type techniques. Understand Pathfinder and make masks and complex gradients. BRING THREE NEW FLOPPIES and receive in return three floppies filled with Photoshop goodies, including review of some material presented in this class. ■

ClarisWorks Database: Introduction

Basic principles of using a database to organize information; defining fields; discussion of field types; how to use multiple Layouts; entering data into fields; use of online Help function; and searching for information in the database. Students may bring their own Macintosh to the class for an enhanced "hands on" experience. The class is appropriate for versions 2, 3, and 4 of ClarisWorks. Prerequisite: Introduction to Macintosh, Parts 1, 2, and 3 or a thorough understanding of the Macintosh computer.

Date: April 23, 1996, 7-10 pm.

ClarisWorks Database: Intermediate

Modifying a database to provide ease of use; improving the appearance of a database by importing graphics; integration with other ClarisWorks environments (for example, the Draw and Word Processing environments); importing information from outside ClarisWorks; using and recording macros; and use of formulas. Students may bring their own Macintosh to the class for an enhanced "hands on" experience. The class is appropriate for versions 2, 3, and 4 of ClarisWorks. Prerequisite: ClarisWorks Database: Introduction.

Date: April 30, 1996, 7-10 pm.

Be Sure to Vote in the Upcoming Election.

Check your May/June Journal for the ballot in the centerfold.

Electronic Marker Pad™

by Stuart Bonwit

IT APPEARS THAT the purpose of the Electronic Marker Pad is marking! It is **not** a drawing pad for use with a paint program. The description on the box states, "[It] allows presenters to make real time annotations on computer-generated documents and presentations, similar to the way people mark up overhead transparencies...you can easily draw on top of screen data, leaving files unchanged..."

In the hands of a skilled presenter who can remember a few function key commands, this could be an effective tool.

The Marker Pad is a flat tablet approximately 8 x 8 x 0.5 inches. The pen is approximately 6 inches long x 3/8 inch diameter and is cordless, operating on batteries. The pen works over an area 4 x 5 inches on the pad corresponding to the full height and width of the screen. During operation the cursor may be moved by either the pen or the mouse. The resolution is approximately 1000/inch which is more than adequate. The pen goes to "sleep" after a short period of inactivity to save its batteries.

The 17-page User's Manual is easy to follow and many of the marking procedures are explained more than once.

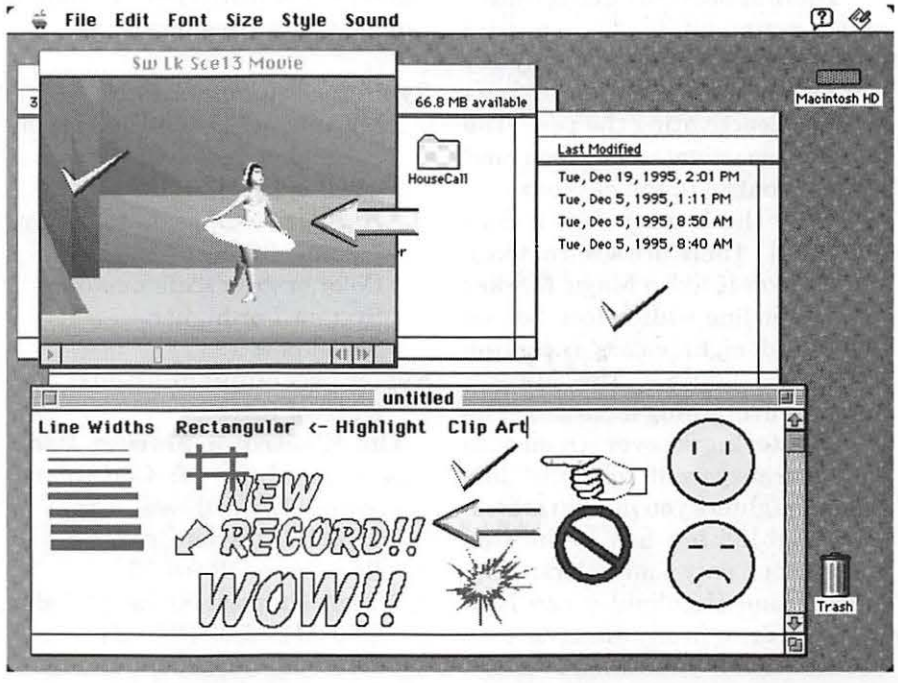
Installation of the Electronic Marker was simple and fast from a single 1.4 MB floppy disk, taking only a couple of minutes. However, my original mental block, thinking that this was a drawing pad, made the beginning of the learning period difficult. It took me quite a while for the quote in the first paragraph to sink in! This is NOT a drawing pad. It is a MARKER pad!

Some negatives for Electronic Marker Pad:

Installation requires plugging the Marker cable into either the modem or printer port, displacing that device. However, since no commands other than those the Marker recognizes work once attached, loss of printer or modem during Marker operation is irrelevant.

One of the commands that the Marker does NOT recognize is the standard Macintosh CMD-SHIFT-3 for capturing and saving a screen shot. The manual says that the screen markings can be saved on a "Power Macintosh 6100 with an extended keyboard" with the F15 key and "on other Macintoshes with a standard keyboard" with CMD-SHIFT-3. Neither of these worked on my Quadra 660AV. A call to the manufacturer, Consumer Technology Northwest, Inc., confirmed that screen shots were not possible on the Macintosh. This package, as delivered, also works on a PC on which, Consumer Tech. informed me, screen shots are possible. I did not confirm this. The screen shot seen here was made by Snapz, a shareware application operating in the background. For details on Snapz see the sidebar, page 56.

Another thing not available to the Marker is the mouse command to drop a menu; therefore none of the functions in the top menus are available. Any attempt to access a drop down menu results in a mark trailing down from the menu title.



Therefore printing is excluded even if you still have the printer connected.

Back to the positives:

Marker operation may be activated at any time, in any program, regardless of what is on the screen by hitting the "hot key." The default is CMD-SHIFT-E, but it can be changed. During operation either the mouse or the pen can move the marker icon or clip art (included) on the screen. The pen is in command when its tip is within about an inch of the pad's surface. Marking, highlighting, or placing clip art may be done by pressing the mouse button or pressing the pen point to the pad which are equivalent operations. Pressing the side button on the pen once is equivalent to a mouse double-click.

Once marker operation is "activated," you can mark no matter what is on the screen: desktop, text document, picture, movie, etc. The drop down menus are not available while the pen is activated. So, in order to go to the next presentation slide, you have to deactivate the pen which clears all of the markings.

There appears to be no selective erase command to do a partial erasure. The pen button or any key command clears all markings without deactivating the pen. The hot key deactivates the pen and returns control to the desktop.

What the Marker does it does quite well. There are several tools. The Marker is like a Magic Marker with eight line widths (see Screen Shot) and eight colors including black and white. The Marker obscures everything it crosses. The Highlighter marks over screen data with a transparent color just like the highlighters you used in school. The Highlighter has eight line widths, but only four colors. The Marker and Highlighter can both be free to draw in any direction or to be confined to horizontal and vertical lines (see Rectangular in the Screen Shot). They can also be used by right- or left-handed people. The marking or highlighting icon rotates to either 45 degrees CCW for right-handers or CW for lefties.

Up to eight tools in any combination of markers, highlighters, or clip art are available in any session.

The clip art is seen in the Screen Shot. The hand may be pointed either right or left; the arrow may be pointed in any of eight directions at 45 degree intervals, the "No" symbol (circle and slant line) is available in two sizes. The "explosion" seen below the arrow may be animated quickly from tiny to large for a striking effect. The arrow may be animated into a spin. The text shown is clip art and cannot be modified.

Consumer Technology Northwest, Inc. informed me that they no longer handle the Electronic Marker Pad. See the sidebar.

I would recommend this package to an experienced presenter who can master the few commands well enough to not interfere with the presentation. My opinion is that a presentation with slides and a live speaker making notations on the screen is more effective than a canned QuickTime movie. ■

System requirements:

Macintosh LC and II series or higher
4 MB of RAM
Hard drive (appears to require only 376K)
Color or gray scale monitor
System 7 or higher
Serial port

System recommendations:

8 MB of RAM

The Electronic Marker Pad is a product of: Consumer Technology Northwest, Inc.
7853 SW Cirrus Drive
Beaverton OR 97008
Tech. support: 503-644-9556
8:30 AM - 5:00 PM PST
Fax: 503-671-9066
List price: $319.95

Snapz

Snapz is a $15 shareware screen capture utility available in the Washington Apple Pi TeleCommunications System File Transfer Area 24, File #530. In some ways it is superior to the standard Macintosh CMD-SHIFT-3 command for screen shots. It can capture the screen: during the action of a game; while a menu is pulled down; and during boot and the actual save is much faster. A short screen flash indicates the screen is being captured. Snapz's default command is CMD-SHIFT-3 but that can be changed. Screen shots are saved in folder called Screen Snapz under the Apple drop down menu. One more tidbit: If you boot and use Snapz a second time before registering, it provides you with a big dialog box right after bootup reminding you that you haven't registered!

Regarding the availability of the Electronic Marker Pad, Consumer Technology Northwest, Inc. informed me they no longer are carrying the package. However, the basic tablet is still being manufactured by the Kurta division of:

Mutoh America, Inc.
3007 E. Chambers St.
Phoenix AZ 85040
Voice: 602-276-5533
Fax: 602-276-9627
support@mutoh.com

TEAM SAT Review

Publisher: Zelos Digital Learning

reviewed by Mary Keene

I BROUGHT a CD-ROM called "TEAM SAT" home, and eagerly sat down to "test drive" it. An IQ test was administered as soon as I opened the jewel box and took out the CD-ROM's start up guide. The instructions told me that I must not read the booklet left to right as is customary with a trifold booklet. It seems that the booklet was printed so the pages read "C", "B", "A" instead of ABC. That seemed easy enough except that the pages were actually printed out "D", "C", "B", and "A". OK that wasn't too bad, just an extra page and an extra mental conversion. NOTE: the CD has a user guide on it which contains the install instructions without the "IQ test".

The on disk installer was simple and easy to use, allowing the user to choose easy open, custom open or remove from disk. Installation was quick and uneventful. The user guide was written in Simple Text. I like having Simple Text "read me" and guides since they are the simplest and least memory taxing to use. A bonus benefit was that the user guide explained what a type 11 error was on a Power Mac. (I had been getting that message quite often recently. (TYPE 11 is a memory conflict and you are instructed to turn off the Modern Memory Manager). I was testing the program on a Power Mac with a total of 8 MB Ram. The documentation said that TEAM SAT might not work well with Virtual Memory turned on, it listed errors especially with the sound track. Since TEAM SAT wanted a full 5 MB of RAM and I was using System 7.5 , I decided to try TEAM SAT with and without VM turned on.

Using VM I had no problems with the introduction audio, the tutorial ran without problem and was both simple enough and complex enough to orient the novice user. I quickly completed the tutorial and decided to try a practice test first. At all times, the program gives you the option of returning to the main menu to select another option or to quit. It also has a "save" and "bookmark" feature. When beginning the program the options are to:

1. take a SAT test (there are 5 complete and different electronic tests on CD-ROM and 2 printed test booklets so the student can become fluent in either mode),

2. take a practice test of 6-10 questions with scoring and review after the entire test set is completed,

3. take some warm-up exercises where each question is reviewed as it is answered.

Another set of options allows the user to review the various suggested test strategies and to choose an "electronic partner" to help learn test-taking strategy. Many programs have complex or confusing options that are difficult to decipher. Not TEAM SAT. It very simply and clearly teaches you how to electronically mark your answer sheet with a firm answer, with a guess, or by the process of elimination. Each option uses a different set of commands and colors to help you assess the accuracy of your guessing or your method of "answer elimination". This feature allows the user to accurately assess his personal risk factors associated with guessing and to assess those areas that are in need of further study, reinforcement or some other memory device. It also helps the user decide whether the problem is due to a deficient knowledge database that needs more work or whether test panic is responsible for problems.

I found the menu colors and textures very relaxing. Their quiet "business-like" appearance was especially useful in helping me find and maintain a quiet serenity versus a test panic state. The slow, deliberate and reinforcing use of color, texture, and instructions helps to induce a positive and confident state so knowledge can be retrieved easier and more accurately. The user is not overwhelmed with learning a new program. He simply marks the correct answer. Any stress induced by the program probably belongs to a test anxiety state or inadequate knowledge of the subject. The radio buttons used to select choices were self-explanatory. The menu appearance was consistent and reliable, it was easy to navigate where you wanted to go

I had planned to choose the Verbal test module but accidentally hit the Math instead. It has been a long time since I had to do mathematics that required more thought than rote memory to add,

subtract etc. At first I had some problems remembering how to do word problems. Some dusty cobwebs and rusty doors were encountered as I tried to find the appropriate concept to solve the math problem. Quite a few became almost "pin the tail on the donkey" type answers. To find out if it was the test or me, I chose sentence completion in the Verbal section for my next test. This was much easier and more consistent with my skills. There appeared to be a bug in this module. The answer explanation box, partially excluded part of my answer. I was so confident that my selected answer was correct that I didn't notice until I had clicked to go to the next answer that the program may have scored this answer incorrectly. There was no way to go back and recreate the same circumstances to verify the absence or presence of incorrect scoring.

I then opted to try out an electronic partner. For the first time I ran into problems. The sound was broken and words would be missing or too broken to understand. I tried turning off Virtual Memory but I kept getting messages there was not enough memory to run TEAM SAT. It needed 5587K to run. I tried it without Modern Memory Manager and I tried changing the memory requirements in Get Info. None of these manuevers changed the results: It has to have 5587k or better. I tried every combination I could think of to increase true RAM including loading with all extensions turned off. The most RAM I could raise was 5547k and the program refused this offering. I called the WAP office to see if anyone there could help me find any more RAM. There were no other ideas to be found short of adding more physical RAM. So I was unable to test the "Assistants" module. I will attempt to list the various parts of the program I was able to test and use along with my comments and observations.

HELP: Installation instructions are printed. Program help is online only. It is easily available and always accessible, simple, clear and genuinely helpful. There is a "Read me" on disk that can be printed and is helpful. The program is so consistent and to the point that the only help needed will usually be the first few questions of a new module. Each module has an instruction sheet similar to printed tests outlining all information required by and specific for the module, this instruction sheet can be referenced at all points in the test. When ancillary information may be needed for the module, it is included with the instruction sheet so all test takers are working from a level playing ground, ie, math modules list the specific formulas that may be required by the module so that "technical memory" on the part of a student is not a test issue. Instead the test concentrates on testing the student's knowledge of the subject and his ability to use the learned skills required by the subject.

MODULES,STRATEGIES, SECTIONS: The program contains Practice questions which immediately analyzes each question and answer. Quizzes have 10 questions in each section which are analyzed after all 10 are answered. Test sections are structured like the real tests. They may be scored after each part is completed or at the end of the test.

The questions are divided into Math and Verbal sections and further subdivided. Verbal contains Sentence completion, analogies and reading comprehension. Math practice questions include arithmetic, algebra, geometry, multiple combined, problem solving, quantitative comparison and grid in sections. The Math tests are divided into problem solving, quantitative comparison and grid in. This structure is exactly like the divisions that occur in the "real SAT". Each sub-division is "isolated" from the rest of the test just as the "real test" is. TEAM SAT scores each section independently and the student chooses how many modules are taken at any one time and whether scoring with answer analysis occurs between each section or at some other time. The only restriction here is that a test can not be scored or analyzed in the middle of that section unless the student opts to exit the section uncompleted or chooses to guess the rest of the answers merely to exit. If a student is getting frustrated or feeling pressured, exiting may actually be the best plan since the answer analysis may provide the "missing links" the student needs to finish the test.

ANSWER ANALYSIS: This section alone is well worth the price of the program especially for anxiety prone students. It takes each question and the answer for that question and explains clearly what the correct answer is and why that particular answer is the only correct one. It teaches the student to understand the concept of "test distractors" and how these allow for accurately testing the principals and concepts involved in the correct answer versus serving as "trick questions." Separating the concept of "trick questions" from "test distractors" is probably the single most empowering thing that can be done for or by the student. This helps him to understand the difference between a test that is calculated "to make him fail" versus a test that is so fairly constructed that it accurately separates the students who study just to pass a test from the students that really want to learn and study very hard. This

section can and should be used by the student and his family or a teacher, definitely a trusted adult, to help the student connect to and "really feel" the significance of his correct answers and what it is telling every one about his sincere efforts to learn a subject. Reinforced by a loving, trusted adult, this section can help to turn negative feelings of failure students may harbor into more positive feelings of "OK, I know these things well, I'm fuzzy on these areas, I need a lot more study in this area & I have this amount of time left before this test, I should probably spend x% on this, y% on that and z% on the rest of it. I need to study carefully the ways "distractors" distract me." In other words, it would be possible to take an underachieving student and empower that student to study more effectively and efficiently so that the final outcome would be a sense of confidence and a comfortable feeling of having done the best they could thereby receiving an accurate rating on what they have learned. It can teach them how to alter their personal style of learning to become more congruent with their goals and when shortcuts are needed, it will help them learn which ones are positive, productive and conducive to a better outcome versus which shortcuts will likely to lead to a negative, paralyzing feeling of helplessness, frustration and being singled out to fail. This section can also serve as an additional data reference source for those students who simply need a little last minute polishing on their testing skills,ie, when the distractors are explained, the data required to make the statement a correct answer is also given. Merely becoming exposed to these questions can be a source of reinforcing already learned data for anxious students. Additionally it teaches the student some positive things he can do to quell his anxiety.

TEST HINTS: In addition to all the above almost subliminal positive feelings that can be created within the student especially when reinforced by an adult,TEAM SAT has a formal section devoted to all the tried and true methods of study, good study habits and environment plus test anxiety reduction. It is presented in a non-threatening, non-defensive mode so the student is able to feel he is making good choices instead of feeling that someone is saying "I told you a hundred times how to study better." This section treats the student with respect and dignity quietly providing information for him to try out, test and choose which options suit him best. It allows the student to try out different approaches to see which work for him. Only he need know which he chooses and the results of his experiments. This satisfies the need teens have for feeling in control of their lives without creating the negative outcomes that independence and rebellion may otherwise cause.

MULTIMEDIA: In the portion of the program I was able to use, I found the multimedia to be very helpful and useful. The graphics were simple, positive and appropriate to the assigned program task. Perhaps the use of simpler, sketched "Assistants" versus the photo quality pictures of "assistants" would decrease the memory requirements to be more in line with the average memory of computers most likely to be used by students in school or at home. Maybe a "partial" multimedia mode would accommodate computers with smaller RAMs. The existing multimedia was very impressive and only in the "assistants" modules became a negative or created conflicts with VM. (I am assuming the multimedia failures were VM conflicts since I couldn't prove otherwise.) Even without the benefit of this module, the rest of the program is definitely worthwhile. The sound that works is clear and easily understandable. It also has a soothing quality which can have a positive effect on test anxiety. The animation involves animating photos of the "assistants" as they talk. Again, it is well done.

BOOKMARKS AND PROGRESS BARS: TEAM SAT includes a bookmark feature so the student can stop when necessary or desired without penalty. The "Tracker" feature keeps track of where in the test process the student is. At the end of each section, you can access the "Tracker" if you want to know how much you've done and how much is left. It also tracks which test you are using. There is a "clear" function so another person can use the program or previously used parts can be cleared for reuse. Be sure each person using it saves his data under his own name for future access.

SAVE AND PRINTOUTS: The student can save and print out the test results. The printout uses a lot of ink since the text is printed inversely. in addition to listing the number and percentages of correct answers, detailed information about distractors is provided to assist the student to improve scores.

TIMED TESTS: The tests can be taken as timed tests or untimed tests. Despite the slowness of the crawl in the reading comprehension section, there is adequate time for fast and moderately fast readers to complete this section within the time allowance. Slow readers and those with poor retention will have some difficulty with this section.

ERROR CORRECTION: Within each test section, you can review

previously answered questions and change answers if necessary.

TEST QUESTIONS: There is a data bank of 1380 questions total, 500 are practice questions, there are 5 electronic tests and 2 printed tests. The literature does not indicate if this is a static data bank (same questions in each test; tests randomized, questions the same) or a randomized data bank (random choice of questions and random tests for an unlimited menu). Either way, it has more than enough question/ test options to satisfy most needs. The "analogies" section of the Verbal section is very demanding. This section tests for accuracy in logic, problem solving ability and hypotheses formation. Using this type of question as a "warm-up" drill could help develop better analysis and logical thinking skills.

PROMPTS: Within the test, the right arrow blinks to indicate more pages left in the test. Clicking the right arrow turns the page. Be careful to click on "next question" unless you really want to click on and go to the "next section". You can not return to a previous section once you leave it. Any questions left unanswered will count as wrong answers.

The pointer prompt on the answer sheet can be dragged to the correct placement on the answer sheet or clicked there. Answers can also be marked by typing the letter of the correct answer. The printed tests are also on the cd.

SCORING: The electronic tests are computer scored. The printed tests may be answered by pencil. In order to score them, they must be keyed into the computer. This can be done by the student or someone else. Another option would be to key in the answer directly versus hand recording the answer and then keying it in.

CONS: The worst feature I found was the speed or more specifically the lack of speed in this program. The screen redraw is agonizingly slow and the access time from the cd is just as slow. It almost feels like a lumbering giant elephant. I don't know if it redraws faster with VM turned off. It's possible that the slowness was related to using emulation although the box specifically listed "including Power Macs" and two utilities indicated it had native code. I know we all complain about speed but the slowness of this program would severely test the patience of Job.

Because it does have so many positive features, I would recommend the purchase of it well before SAT's will be taken so parents or teachers can use it as a tool to overcome test anxiety, as an assessment of the student's study habits and a tool to teach testing strategy. For impulsive students and easily distractible students, this negative feature could be used in conjunction with biofeedback or other anxiety reduction techniques to teach these students some positive and active ways of utilizing the breaks between pages as a means of "taking a break or a time-out" from the test thereby refreshing himself for the next page. For the distractible student, it could be used as a diagnostic and remedial tool to help the student recognize and take charge of his distractibility. For creative teachers and parents, there are many learning activities that this program can be a part of. It should not be relied on to test students at the "last hour", the slowness could increase panic, anxiety and a sense of being out of control. For impulsive or hyperactive students, it should ***NOT*** be used as a stand alone test or as the only teaching tool. For these students it's only benefit will be as an adjunct to a multi faceted program.

NOTE TO ZELOS: PLEASE WORK OUT THE SPEED PROBLEM, YOU HAVE A GREAT PROGRAM THAT HAS A LOT OF POTENTIAL. FIND A SOLUTION THAT WILL SHORTEN THE ACCESS AND REDRAW TIME. If it is not possible to alter the speed problems, I would suggest it be marketed with a booklet of creative suggestions and recommendations on how to use its positive features more productively and more effectively. Very few students have the focus required to stick with this program long enough to benefit from it without creative assistance and encouragement from an adult.

It occurs to me that a really great market for this program exists among those who dropped out (literally or figuratively) from high school but as young adults realize they now need and want more education. Another market might be adults who are going to college after a long period out of school. This program could be marketed to them to help assess their abilities and to teach the test taking strategies that frequently make the difference between academic success or failure. I feel it is terribly important for students to learn passing tests is a skill separate from the knowledge required by the test. Many students are well grounded in the knowledge they need but are frustrated by poor testing skills. Your product can become the bridge these students need to excel on tests. I feel this program has a major use not as a testing tool per se but rather has a teaching tool, a confidence building tool and an empowerment tool. ■

The Guinness Encyclopedia

by Don Essick and David Essick

"THE GUINNESS *Encyclopedia* lets you research graphically by topics. This new concept turns 'look-and-find' research into a 'look-and-learn' experience." This quote from the glossy advertisement enclosed in the package of *The Guinness Encyclopedia* pretty much sums it up. It is different from the other multimedia products I have used. Very Different. Rather than being alphabetically arranged, the *The Guinness Encyclopedia* is thematically arranged. The themes range from "The Nature of the Universe" and "The Living Planet" to "The Visual Arts" and "Religion and Philosophy" and everywhere in between (See figure 1).

Since the acquisition of *The Guinness Encyclopedia* coincided with David being assigned a science class assignment on colloids. We decided to use *The Guinness Encyclopedia* and *Compton's Multimedia Encyclopedia* as two of the research tools in this assignment. That way we could kill two birds with one stone. Finish David's homework and get this article written for the Journal.

We decided to give the new kid on the block first crack and loaded *The Guinness Encyclopedia* CD into the CD ROM drive. There are two versions of the program on the CD. One for regular monitors and another for 16 inch or larger monitors. Not being independently wealthy, we double clicked on the regular icon. After what seemed like a long wait (we do only have a double-speed CD ROM drive on our Performa 6116) we were presented with the opening screen. Nice background and colors and only 4 clear choices. We immediately chose the HELP topic and browsed around for a few minutes. The help topics are nicely arranged and well presented. There are also navigation buttons at the bottom of the screen.

Now, on to business. We clicked on the FIND button to search for our topic of interest. We entered "COLLOIDS" in the find box. Nada. Hmmmm. How about "colloid"? No soap. CHEMISTRY? BINGO! Chemistry is a sub-topic under The Nature of the Universe (See Figure 2.) It seems that this level of find will only find words in the outline or index of illustrations and multimedia index. If you want to do a search for a word in the full-text articles of the encyclopedia, you must load in disk 2 and run the word finder application.

Well, we decided to stay with it and look through the Chemistry topic. The screen is arranged with the outline in the upper left with your position highlighted, a picture in the center in another window, a caption for the picture in the middle left of the screen, and finally a text window at the bottom with the article text. I found the text and caption windows to be too small and they are not re-sizeable (See Figure 3.) Bummer.

It is quickly obvious that this is a learning tool and not a reference work. The article on molecular chemistry contained lots of very interesting facts and was an easy read. In fact it read just like a science textbook. But – we have homework to do and it is on a topic we have not yet found here. Let's try the full text search on disk 2.

Quit the application. Drag the

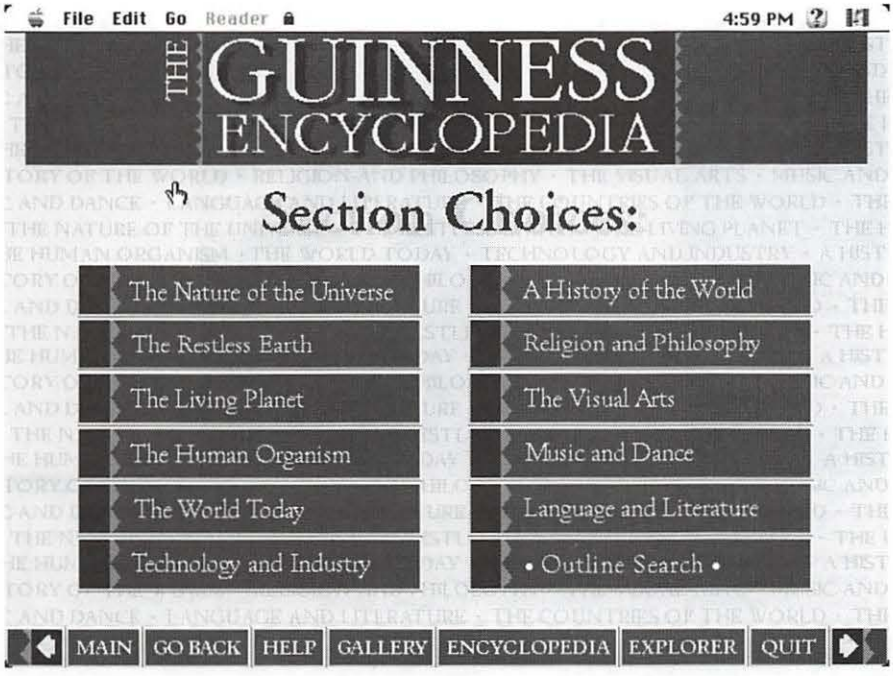


Figure 1.

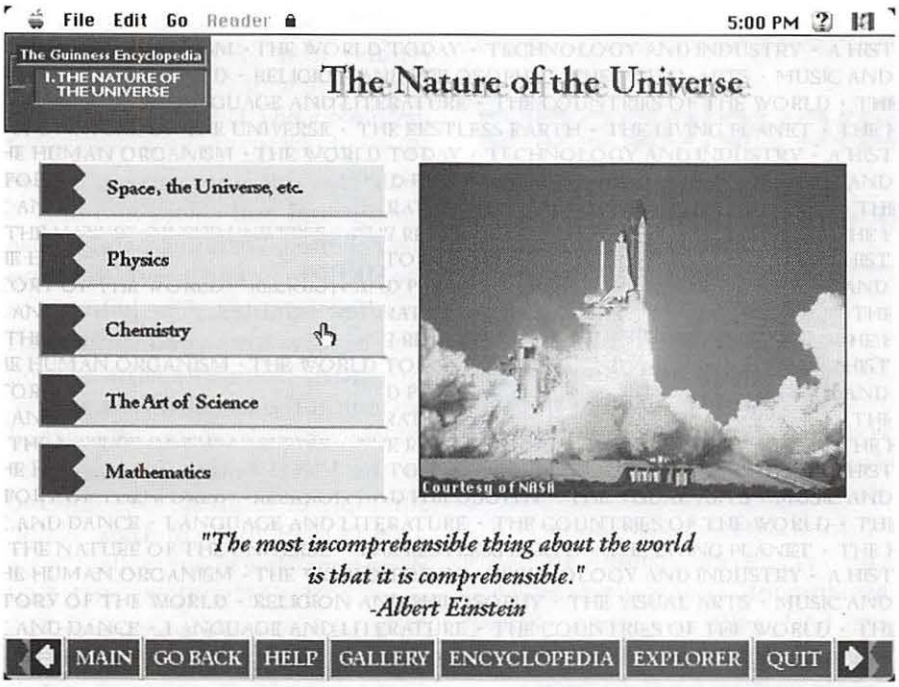


Figure 2.

CD into the trash. Open the drawer. Take out the CD. Put it back in the box. Flip the box over. Open the other side. Take out CD 2 of 2. Insert in the drawer. Push the button. Find the icon for the search engine... You get the idea. I'm already underwhelmed. We finally double click on the search engine and get a find window. Type in colloid and WOW! as each letter is typed, the search is completed and the text window changes to the first occurrence. Now I'm impressed. I've been working with text search engines as part of my job for years and this is impressive – but no "colloid."

The rest of CD number 2 is some great NASA stuff, maps and atlas and other multimedia stuff. We'll get to that later. We have a review and homework assignment to do. David can finish the assignment on the Performa while I start the review on the Powerbook.

Well, what next? Let's give up and give Compton's a try. We loaded the *Compton's Multimedia Encyclopedia* that came with our Performa. Went to the search function and entered "colloids." Paydirt at last! A nice one-page article with a bibliography no less!

Our conclusion: as a reference tool, we found *The Guinness Encyclopedia* disappointing. It was, however, a good learning tool. I also found the two-disk format a pain. The Compton's is your standard reference tool with some multimedia jazzing up. It has nice maps and a timeline of history.

David likes the Guinness Multimedia's intense graphics and easy-to-read style. It seems to be geared to the elementary to junior-high crowd. ■

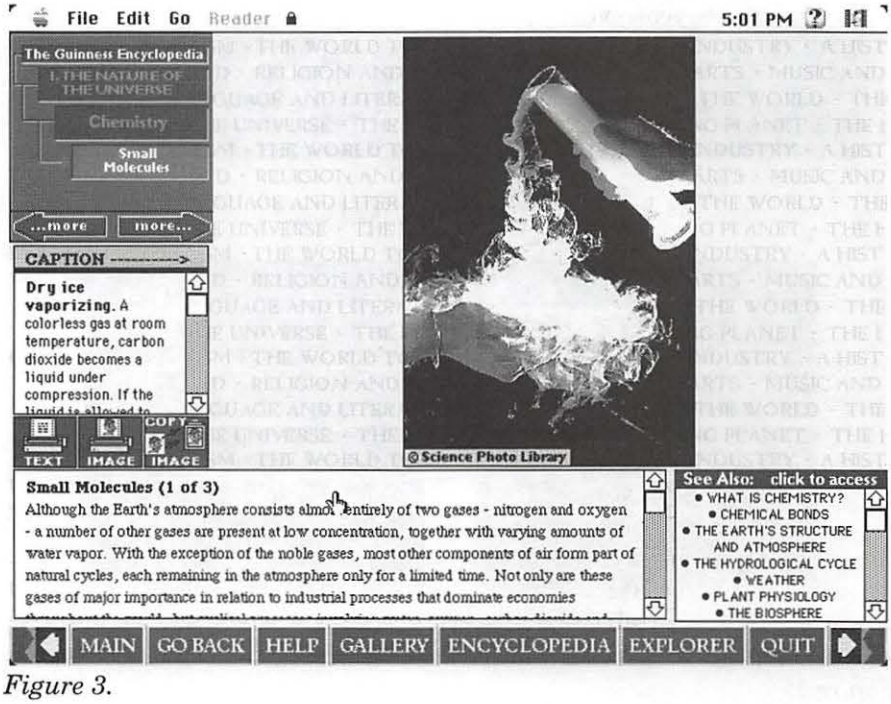


Figure 3.

The Guinness Encyclopedia
Wayzata Technology
2515 East Highway 2
Grand Rapids, MN 55744
(218) 326-0597
WayzataTec@aol.com
HTTP://Wayzata-Tech.com

About the Author

Don Essick is a computer professional for Logicon Syscon. He is a government contractor currently working for the Justice Department. He has been a member of Apple Pi for longer than he cares to remember (he is member number 0368.) His son, David Essick is a 7th grader at Browne Academy in Alexandria.

The Schoolhouse News
(continued from page 46)

Francisco. Their project can be found in the School to School: QUICK PROJECTS area of ESH.

"...The Pennies for Hope Project was designed to raise money for the children who need our help in Oklahoma City. We are asking schools all over the world tojoin us in this effort, an attempt to heal some of the damage inflicted on the children of Oklahoma City. This project will, hopefully, make each and every one of us feel better as we attempt to *do* something to help us cope with this disaster. We hope that you will join us in our efforts to alleviate some of the suffering of the victims of the Oklahoma City tragedy."

REMINDER
Second International Read-In

Just a reminder that the Second International Read-In is coming on February 29th. It was discussed in detail in the last newsletter, and information is currently in School to School: PROJECTS TO JOIN. This is a once-a-year event. Don't miss it!

Ed Tips from Our Friends

TWO New Books by ESH friends and Faculty:

Bard Williams, host of the Sunday night ESH chats is following his highly successful first book, The Internet for Teachers with a new book, due out next month, The World Wide Web for Teachers. Bard's books are not only the most informative we've seen, but they are highly entertaining, and while you're reading them, you can bring your questions to Bard each Sunday when he hosts our Schoolhouse chats, every Sunday at 8:30 PM ET.

We'd also like to call your attention to another book by an ESH friend. Mike Artell's WEATHER WHYS is a fun way to learn about the weather. Each section begins with a "why" question about the weather and is chock full of riddles, tongue twisters and jokes as well as solid info about the weather.

There's also a punch-out wheel called the Wonderful Wheel of Weather Words that gives quick explanations of weather terms.

WEATHER WHYS ISBN 0-673-36173-X $12.95 GoodYear Books Written and Illustrated by Mike Artell

ESH CHAT SCHEDULE

Regular ESH chats are held every Sunday night from 8:30 to 9:30 ET in THE SCHOOLROOM. EDUBard is the host. Each Sunday someone in the audience will win a free online hour.

At 7:30 ET, prior to the Ed chat on Sunday night and every Friday afternoon from 4:00 PM to 5:00 PM ET, there is a grants chat.

NEW! Now there is a weekly Math Chat for teachers. Join ESH RagenT and ESH Dan every Monday night from 7:30 to 8:30 PM ET to discuss math teaching both online and off.

And every night Monday through Thursday, stop by the Schoolroom in the evening for informal discussion with the ESH chat hosts.

Here is the Schedule for the Sunday night series:

Feb 18: Elementary Teacher Technology Roundup

Feb 25: Online Projects Chat (guest to be announced)

Until next time,
Leni, Kath, David, Sandy, Brandy, Nina, Ragen, Harry, Penny, Auntie, Laurie, Joe, Roger, Legs, Dan, Diane, Bard, Toot, and all the evening chat hosts. ■

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Setting Up Home Pages on the Web

Thoughts on how museums can achieve this end

by Phil Shapiro

IN MY FREE TIME I do some volunteering at the Capital Children's Museum, here in Washington DC. I was excited to hear last week that the museum will be soon setting up a home page on the world wide web.

The ramifications of such a web page could bring a profound new dimension to the museum's work. This museum already has a large following and fan club. With a public presence on the web, the museum's fan club is bound to grow exponentially.

This particular children's museum happens to be much more than a museum. The museum actively

involves youth in the city in various creative projects, including the creation of video documentaries (among other things). The museum gives teens access to a full video production facility that was donated to the museum. Students plan, shoot, and edit their own documentaries—sometimes even adding their own computer generated animations.

The museum is everything a museum should be, and more. It takes seriously its mission to celebrate human culture and creative expression. It excels at helping young minds awaken to the wonders of the world.

Yesterday I was explaining to a friend how greatly significant it is for the museum to set up a presence on the web. The very existence of a home page will let the metropolitan community know that the museum is comfortable extending its presence into cyberspace. And the existence of this home page is an implicit invitation to all interested persons to help support the further construction of the page. (And to help support the mission of the children's museum in general.)

To be sure, it's a bit scary to contemplate how much incoming e-mail this web page might generate. The museum's hard-working staff already puts in long hours of work. Having to answer an extra 30 to 40 e-mail messages per day is no small undertaking. And the volume of e-mail arriving at the museum could rise to 80 to 90 messages per day within just a few months.

I admire the leadership of the museum for their foresight and courage in setting up a web page. Since the web is such a new creation, there are few precedents about what happens when a popular museum sets up a web page.

For families and schools in the metro area, the museum's web page is sure to be a treasure. People will be able to plan their visits to the various exhibits at the museum, whetting children's interest before the kids even set foot in the museum. To help you picture the Capital Children's Museum, imagine a huge three story red brick structure with dozens of exhibit rooms and oodles of nooks and crannies. This museum is so large that I quite regularly get lost in traveling from one end of the museum to the other.

What makes this museum so interesting to me is that the museum has a certain magical aura. Soon after the museum's doors open each morning the sound of children's laughter and giggling fills the air. Almost all the exhibits include discovery-based learning activities. And now this museum is on the web.

What will the museum's home page help the museum accomplish? In some respects a web page is an ongoing, ever-growing newsletter. News about events and happenings at the museum can be easily disseminated to anyone interested in such. Solicitations for specific volunteer help can be posted on the museum's web page each and every week.

If the museum needs help with a project involving desktop publishing, the museum staff can post an appeal for help on the museum's web page. Chances are good that some kind soul in the greater metropolitan community will step forward to assist with such an appeal.

The opportunities for "remote volunteering" abound when a museum sets up a web page. The desktop publishing volunteer mentioned above is just one service that remote volunteers could offer to the museum.

And the nice thing is that the museum can express their appreciation for completion of volunteer tasks by expressing their gratitude right there on the museum's web page—in public, for all the world to see.

Do you think local businesses might take a greater interest in supporting the museum once the museum has a web page set up? I suspect they might.

The aspect of this story that fascinates me the most, though, is the possibility that the museum could choose to exhibit local youth's creative work on the museum's web page. Since a web page is theoretically a museum with unlimited wall space, this possibility tickles my imagination.

It would not be difficult at all for the museum to put out an appeal to all school art teachers in the metropolitan area to submit (in electronic form) the best of their students' graphic art work. A similar appeal could go out to school music teachers in the metro area to submit digitized samples of some of their students' most creative work. And English teachers could be asked to submit in ASCII form some of the most creative writings of their students.

The museum could assemble a large collection of these submissions and exhibit them for all the city (and all the world) to appreciate. Imagine that. A museum with limitless wall space celebrating the creative spirit of the city's youth.

The social ramifications of having a museum on the web are just beginning to be understood. I'm quite sure, though, that many positive things are going to be happening soon at this museum. The museum's original mission, which it has succeeded so well in fulfilling, is going to explode into a whole new dimension. ■

Phil Shapiro
The author takes a keen interest in technology access issues. He can be reached at: pshapiro@aol.com and (202) 686-5465 (home/office). His home page can be found at http://users.aol.com/pshapiro/

A CompuServe Online Conference with Guy Kawasaki

edited by Dave Ottalini

COMPUSERVE is one of the best online services for Apple and Mac folks. One reason for that is the Online Conferences where members can talk with some of the top names in the Apple Computer world (both inside and outside the company). Recently, Guy Kawasaki took the hot seat to answer questions about Apple in the wake of sales rumors, falling stock prices, management upheavals, and other troubles. As you will read, Guy is not afraid to speak his mind. But he remains true to form as an Apple Evangelist. As moderator Neil Shapiro mentioned, Guy is "certainly one of the most respected and widely known people in our community."

The questions here all came from CompuServe members who joined the "OC" to talk with Guy. I've edited things a tad to keep things moving and make for easier reading. Questions are highlighted in bold.

In the past few days we have all seen many changes take place at Apple. Here with us tonight is a person who may be able to shed some light for us all! What do you think about the new CEO?

What a surprise first question! I don't know Gilbert Amelio personally. All I can say is that my mind soars at the thought that a person with a PhD in Physics is running Apple Physics, IMHO, is poetry with electrons And he's turned around a company What could be a better background? It seems like this is a great step. I don't know if I should go buy his book or he should go buy mine. But

"Since Apple licensed the OS, do you think they should divest the hardware and OS sides of the company?

Absolutely not. Another example of simplistic reasoning. The reason why Macintosh is different is that our OS and hardware are integrated. Bill Gates doesn't know what someone in Taiwan is going to plug into the computer he makes that runs Windows."

Berlitz Italian tapes are all sold out around the Bay Area. While German ones are in stock.

Are developers encouraged now that there has been a drastic change?

Developers, to be sure, are jazzed. In the past week, two things have happened: Gilbert as CEO and Heidi Roizen, as vp of developer relations Heidi was the CEO of T/Maker, that is, she certainly understands what it's like to be a developer This said, let me also say that many of the problems facing developers were recently addressed by Shirley Stas, Jonathan Fader, and the rest of the current developer relations staff Frankly, I believe the press has exaggerated the problem in some regards. They say that a 9% market share cannot sustain a developer community. BS - 5 million Macs x 5 apps/Mac = 25 million apps Sure beats being a Sun or SGI developer

Where do you see Apple in 5 years?

5 years? That's a long time. How about where would I like to see Apple? I would like Apple to known as "Apple, the Internet company." That is, synonymous with access and content providing on the Internet. Hopefully, Copland will be out by then.

Do you have any insight into Apple's future support and continued development of the MAC for the "home user" ie low end.

The low end is essential to our success. It's frankly, in our DNA. From Woz and Jobs forward, Apple is about empowering people. Not all people have "MIS" budgets. Home consumers and schools certainly don't. I think Microsoft will have to pry the home and

school markets out of our dead, cold, stiff fingers before we will give it up.

Where do you see the Internet in five years and Apples role?

In five years, we'll all be on cable modems. The Internet will be as pervasive and accessible as the phone system. I mean this in a positive way. Apple's role will be multi-faceted: Access for "all of us" Web content for "some of us." Profit for "Apple's us"

What do you think about Apple being acquired by another company (like Sun Microsystems) or forming an alliance with another company?

Would I like to see us acquired? Not really. Gilbert should have a free and clear shot. My theory on alliances is that they should be created so that CUSTOMERS benefit. Not PR depts. Not CEOs. What a concept, huh?

What is Open Doc?

Open Doc is our "open" application environment such that people can write applications that can work together. It is, if you will, "ODR": OLE Done Right.

How is Apple's Standing in the World?

Depends who you ask. The so-called experts who haven't run anything larger than a lemonade stand say Apple is doomed. For customers: Apple is great, why all the gloom and doom? The truth is somewhere in the middle.

What Has Been the Impact of the Mac Clones?

The impact of Mac clones has just begun. Me? I love them. Any Macintosh is better than any Windows machine for Apple. A Mac clone leads to PowerBook and Performa sales. A Windows clone sale leads to people swearing off personal computers.

Since Apple licensed the OS, do you think they should divest the hardware and OS sides of the company?

Absolutely not. Another example of simplistic reasoning. The reason why Macintosh is different is that our OS and hardware are integrated. Bill Gates doesn't know what someone in Taiwan is going to plug into the computer he makes that runs Windows. Also, designing hardware is as much an art as designing software. One of our key differentiating points is that when you buy a Macintosh you KNOW it will work. I for one would hate to lose that.

How much of Copeland is in 7.5.3 and what are new features?

Not much of Copland is in 7.5.3. This is an "evolutionary" release. Not a revolutionary one ,although Open Transport is a big, luscious deal.

In relation to one of your previous answers, one of the most troubling aspects IMHO of Apple's difficulties is the brain drain reported in the press. How is Apple going to deal with that?

There are some exceptions, but trust me when I tell you, there really hasn't been a brain drain. Also, between you and me and 140 of my close friends here, we don't need more brains. We need more GUTS.

NOTE: IF you would like more information about CompuServe, you can call their direct number at 1-800-487-0453. They offer free MAC Software on disk or CD ROM and have been offering a month's free membership plus 10 free hours for joining up. Monthly cost is $9.95. ■

Konica PC PictureShow

(continued from page 21)

■ **Other Konica PC PictureShow features:** Rotate, Remove, Zoom, Print, Help and Quit Icons.

Pro Comments:

Konica PC PictureShow is a smart way of having your 35 mm camera pictures scanned to a Mac disk. The cost is $4 for a disk of 24 pictures and $6 for 36 pictures. You can easily export the pictures to ClarisWorks for editing in the Draw or Paint modules. The Picture Show runs faster when you copy the disk to your hard drive.

Con Comments:

You need a computer that has Color monitor, QuickTime program and 4 MB of RAM (memory) to work Konica PC PictureShow properly. Removing pictures from the slide show must be done one picture at a time. Slower and older machines with monochrome monitors such as the Mac Classic will not run Konica PC PictureShow. Your pictures must be printed at CVS pharmacies in order to purchase the Konica disk. (Check offers from your local pharmacy in the Washington, D.C. area for the Konica disk.)

What are the minimum system requirements for using Konica PC PictureShow on the Macintosh?

You have to use System 6.0.7 or higher, 4MB of available RAM, 1.44 disk drive and optional color monitor. The Konica disk is available for purchase when you have your pictures printed at CVS pharmacies. (Also, Konica disks are available for PC computers utilizing Windows 3.1 or DOS 5.0.)

Overall Rating: 3 out of 4 Stars. Konica PC PictureShow prints your camera pictures to a computer disk, and allows you to view them individually or as a slide show. ■

On to Three Dimensions

by David Findley

MY NAME is David Findley and I'm a student at the University of Missouri - St. Louis. (Student Number: 868672) I'm graduating in December 1995 with a Physics degree, Astrophysics emphasis, Math & CompSci minor. To graduate I had to take an extra high level course in my last semester, so I choose CS379 a.k.a. Machine Vision. In fact, the book for the class is called *Machine Vision*, authors: Ramesh Jain, Rangachar Kasturi, and Brian G. Schunck.

The purpose of this class is to learn how to extract mathematical 2D or 3D models/information from a digitized pictures. The first portion of the class deals with image processing; i.e. filtering, histograms, thresholding, representations, etc. The class is held in an "advanced technology classroom." In other words class is held in a private computer lab. The lab we use has Sparc Classics. The teacher was nice enough to give us our choice of OSes to use when turning in programming assignments, because he wanted the emphasis to be on the actual work, and not the machine. The other two students in the class chose UNIX (the teacher's personal preference) and I chose MacOS.

The teacher gave us about 15 pictures in SUN raster file format to play with, two of them are faces, one's a bicycle, one's a HUGE (1024x1024ish) picture of an old mill, and the rest are images of mathematical models (ramps, peaks, hills, etc). Since he knows UNIX best, the assigments were all given with the expectation that they would be presented as separate executables with a command line interface; this would be easiest on the class (assuming UNIX).

The assigments were to perform thresholding, gaussian filtering, mean filtering, median filtering, show histograms and create a quad tree. We are just now adding edge detection.

I used Metrowerks CodeWarrior 7 and the PowerPlant Application Framework for my assignments.

> "The assigments were to perform thresholding, gaussian filtering, mean filtering, median filtering, show histograms and create a quad tree. We are just now adding edge detection."

You load an image and then choose what operations from the menus you perform. Well, I got bored with the limited picture selections we were given; and I thought "You know, this class is about teaching machines to see. I have a QuickCam and the 8100/AVs at school have VCRs attached." About 2 pages of code later I had video input with real-time thresholding displayed along side the video stream, and you could even switch on the fly between the hooked up QuickCam and the VCR. After seeing this, the teacher decided that although he couldn't make the rest of the class add video input (this would be limited to only a single kind of video hardware anyway because you'd have to use the library that came with the camera, there's no video input API that would work with all attached cameras for UNIX that I could find anywhere), he could make them get away from the CLI interface and have them do it using X-Windows; because the GUI interface made working with the images much easier for him.

Soon he wanted to show us a 3D representation of one of the test images (with height above a plane as the function on intensity per pixel) so he took a 128x128 pixel image, created a text file of the pixel values using XV, and plotted the image with Maple (after some munging of the text file). It took _three_ minutes to plot. When he rotated it (using a box frame), it took _three_ minutes to plot the new view. Enter QuickDraw 3D. It took me less than three hours to add a menu item (and attendant code) that would allow you to see a 3D respresentation of the open image. Not only that! You could also rotate the image in real time! Full screen 24-bit color frame redraw on the 8100/100AV takes about 1/3 of a second for a 128x128 trigrid representation of the image. Smaller window sizes allow the image to be rotated/zoomed much faster.

This lead to a funny (to me) incident. The 8100/100AV multimedia lab (each has a MIDI keyboard) was _just_ installed this semester. They were of course purchased for the primary use of art and language

students. The actual dedication of the lab was sometime after the semester started and my teacher was just _furious_ that the Computer Science department was not invited. (My personal guess is that they were invited, but when told that the lab was Mac only [12 8100s, 15 6100s], they just said "Macs?!?! HA HA HA HA HA!!") Anyway, my teacher went to the chair and said that a student had a really phonomenal program that _should_ have been shown (for the benefit of the CS department) and he was really pissed off. I've yet to hear the end of this story, I'll drop you a line if and when I do.

This program lead to a job offer in the second week of class. I was committed, so I couldn't take it. I love it when they beg. :) A fellow teacher was trying to do multimedia on PCs and UNIX, and people (grudgingly) kept telling him that Macs really did multimedia the best, so Sanjiv (my teacher) invited him to a demo of my program.

After seeing it, he wanted to know how much of the code I had taken from other sources!!! I asked him if I was allowed to make OS calls and of course he said "Yes." So I said, "It's completely my own code in that case." We left at that point, and two hours later in class Sanjiv said that this teacher wanted to get a list from me of what to buy to program for the Macintosh.

I think that most people just _don't know_ what the Mac is capable of, and if you can show them, (and they are willing to see), it is possible to make a dent!

Anyway, enough of my chatter. ■

David Findley
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Questions About the PowerBook 5300 System Software Update

by Diana Ezell

THIS ARTICLE answers some of the most common questions asked about the PowerBook 5300 System Software Update.

Question: What is the PowerBook 5300 System Software Update?

Answer: The PowerBook 5300 System Software Update offers better system performance for the PowerPC microprocessor. It is a revision to the system software which shipped with early model Macintosh PowerBook 5300 and 190 series computers. By making this system update available to customers free of charge, Apple is demonstrating its commitment to promoting the highest level of system software reliability.

Question: What changes and enhancements were made?

Answer: Several significant improvements were made:

- Improved emulator performance
- Integration of Finder 7.5.4 which optimizes caching to improve performance
- Native resource updates to improve system level performance
- An improved PC Card modem extension for faxing and an improved application launch process which increases the launch speed of applications

Question: Which PowerBook computers or upgraded computers can utilize this software?

Answer: The following Macintosh Products can utilize this system software:

- Macintosh PowerBook 5300 Series Computers*
- Macintosh PowerBook 190 Series Computers*
- Macintosh PowerBook 2300 Series Computers
- Macintosh Computers with the PowerPC Upgrade for the PowerBook 500 Series
- Macintosh Computers with the PowerPC Upgrade for the PowerBook (Duo) 200 Series

* This software update is only useful for Macintosh PowerBook 5300 and 190 series computer owners who purchased their computers prior to mid-January 1996.

Question: How can I tell if I already have the new software?

Answer: You can tell the difference between the most recent system software and earlier versions by checking the system enabler version in the "About This Macintosh..." Window. Any customer with a system enabler version earlier than 1.2 could benefit from this update.

Question: Who does not need to install this software?

Answer: The software included in this PowerBook System Software Update is already pre-installed on every PowerBook shipped since mid-January, including the PowerBook 5300, 2300 and 190 series, as well as the PowerBook 500 PowerPC upgrade and PowerBook Duo PowerPC Upgrade.

These new disk images can only provide system software installation for the PowerBooks mentioned above. You cannot install this software on any other PowerBook computers.

Question: How should I install the PowerBook 5300 software update?

Answer: Apple strongly recommends that you do a "clean" installation to update the system software for your PowerBook computer. For more information, also see "Reinstalling System Software" in the chapter on diagnostic techniques in the manual that came with your computer.

Question: Do I need all the disks that are posted online?

Answer: No, if you still have the disk images that were originally included on your PowerBook computer's hard drive when it was purchased, you only need to download and decompress disk images 1,8,10,11,12 and 13.

The complete set is 14 disks, #1-13 system install, #14 is Disk Tools.

Question: Where and how can I get the PowerBook 5300 software update?

Answer: You can get the PowerBook 5300 software update using one of the following methods:

- Apple's internet site for downloading updates for PowerBook 5300 computers. URL http://www.macos.apple.com/pbupdate.7.5.2
- The standard Apple Software Update locations.

See TIL: Where to Find Apple Software Updates (12/95) TECHINFO-0014724

- Apple provides a choice of CD-ROM or Floppy disk set at no charge to customers via 1-800-273-4035 fulfillment line.
- Contact 800-SOS-APPL, the phone system allows you to automatically route yourself to obtain the update or callers can be transferred to the fulfillment group by SOS-APPL agents.
- Available to Apple's System 7.5 Volume License Maintenance customers through their standard fulfillment process. The license agreement and instructions are available at http://www.macos.apple.com/pbupdate.7.5.2

Question: On what date was the PowerBook 5300 Software Update made available?

Answer: It was made available on January 9, 1996. ■

Apple Macintosh 7500/8500 CD-ROM Telecom Installer Issue

by Rolando NaÒez

WHEN TRYING TO install the Apple Telecom Software from the Apple Macintosh 7500/8500 CD-ROM disc v 1.0.1 you may get the following message, "The alias 'Apple Telecom Install' could not be opened, because the original item could not be found." This error occurs because the alias to the Apple Telecom Installer, on this version of this CD-ROM disc, is not linked to the correct file. To install the Apple Telecom software from this CD follow this procedure:

From the Apple Macintosh 7500/8500 CD-ROM disc v 1.0.1:

Step 1
Open the Apple Extras folder.

Step 2
Open the Apple Telecom folder.

Step 3
Open a second Apple Telecom folder.

Step 4
Open the Apple Telecom Disk 1 folder.

Step 5
Double-Click the Installer icon. (You may have to scroll down the window, to locate the software.)

Step 6
Follow the installation directions presented on screen.

The Installer will guide you through the installation, and prompt you to restart the computer once the installation is completed. ■

SAVE YOUR RECEIPTS!!!

The office is collecting receipts from Giant and Safeway once again this year. These receipts are used to assist schools in the area that we sponsor to get new computer equipment. Please join with us and save your receipts. You may either bring them to the office when you are coming in, or send them to us. *Thanks.*

Newton 2.0 OS: Error -48402 in Calls Application

by Brian Aslakson

IN THE CALLS application, if the phone number is not automatically entered into the Phone field, and you manually enter a phone number, you get the -48402 error, and then you cannot access that call. Also after closing the Calls application you get the same error when you try to open the Calls application again.

To prevent this error, make sure a number is entered in the name card*. If you tap Place Call and a number is already entered, such as a work number, that number is used when you tap Place Call.

* For an individual, you need a home number, not just a work number.

Getting Back Into Calls Application

To get back into the Calls application, tap the Find button and find the name you used in the Calls application. A list of found items including the name card and the call appears on the Apple MessagePad. Tap the box next to the call and choose Delete from the Routing Slip.

Alternate Method

There is another method of removing the call information. However, this method erases ALL Calls data, so do not use this method if you want to retain some of your Calls data. To eliminate the corruption you can also change to Storage view in the Extras drawer (tap on the pick list at the top of the Extras Drawer and choose Storage); tap the Calls icon to display soup information, and delet the soup. ■

Elementary Reference Bundle: Dinosaur Adventure Trouble

by Trebor Carpenter

THE DINOSAUR Adventure CD-ROM disc comes with the Apple Elementary Reference bundle. Some users have had trouble launching the Dinosaur Adventure application unless they open it immediately after startup. You may get a message that says, "Could not find file 'KA Icons'. Please reinstall Dinosaur Adventure."

You will receive this error message if you try to run the Dinosaur Adventure application while File Sharing is turned on in your Sharing Setup control panel. It takes a few minutes for file sharing to turn on when you first start your computer which is why you are able to launch the application right after turning on your computer. Use the following procedure to make sure File Sharing is turned off before launching the Dinosaur Adventure application.

—Step 1

Choose Control Panels under the Apple Menu.

—Step 2

Double-click on the Sharing Setup control panel.

—Step 3

If the button in the File Sharing section of the Sharing Setup control panel reads Start, go to Step 4.

If the button in the File Sharing section of the Sharing Setup control panel reads Cancel, click Cancel. Go to Step 4.

If the button in the File Sharing section of the Sharing Setup control panel reads Stop, click Stop. Go to Step 4.

—Step 4

Close the Sharing Setup control panel.

—Step 5

Open the Preferences Folder in the System Folder. If there is a file called KA Dino CD D Prefs in the Preferences Folder, drag it to the Trash and empty the Trash.

—Step 6

Launch the Dinosaur Adventure application. ■

Our thanks to Apple Computer, Inc.. The articles on pages 68, 69 & 70 are from The Information Alley copyright 1996.

PC-Based File Server for Apple2 Proposed Hardware Spec. V1.00

by Douglas Manzer (dmanzer@wimsey.com)
edited by Dave Ottalini

APPLE IIERS are always looking for ways to get more out of their computers. Despite its orphan status, the Apple II family (including the ///) has received a number of upgrades that add functionality and usefullness. The key to it all is keeping track of what's available and where you can get it - something that is NOT always obvious. BUT if you're on the Internet - or have access to the WAP TCS, you can tune in to all the latest happenings by subscribing or reading the Apple II USENET boards.

On the WAP TCS, go to System 6 and you'll find a host of boards devoted to anything and everything Apple II. Comp.Sys.Apple II - Board 1 - on System 6 is the place for discussion of all subjects Apple II. Recently, I came across a proposal by Douglas Manzer for a PC-based file server for the II.

Below you'll find information about what the server is all about (which appears to be more than just a proposal), and some Q and A we found later. Send him an e-mail if you have suggestions or comments.

1. The object is to offer Apple2 users a hard drive and floppy disk server that is faster and more reliable than Disk][drives, at lowest possible cost.
2. Server to be IBM-PC/AT with hard drive, 1.44 mb floppy drive and at least 1 parallel printer port (for i/o to client). Used 286-AT machines are widely available at good prices.
3. Client to be Apple II+, //e or GS.
4. Single client only for current project. Multi-client LAN possible.
5. O/S's to be supported: DOS 3.3, ProDos 8, ProDos 16, GS/OS as appropriate for client machine. Initial development focussed on //e running ProDos 8.
6. Apple device driver firmware to reside in EEPROM on interface card.
7. Hardware interface at Apple to be modified Grappler+ parallel printer card or equivalent, as well as 1 input line on game controller port. Grapplers, especially the clone versions, are abundant. (However, the author is developing the firmware on a Macroprint-Plus, as this card supports RAM in the firmware socket).
8. Maximum cable length 10 feet.
9. 2 "volumes" per Apple interface card to be supported, implemented as binary files on the PC drives. User creates, "mounts" and "unmounts" volumes via PC keyboard commands supported by server software. An Apple volume file can reside on any r/w storage device mounted by MSDOS, including floppy disk drives. (With Interlink or a more formal network this could even include a different PC.
10. After archiving all files with server, user should be able to dispense with Disk][drives, as PC-style 1.44 mb floppy disks have 10x the capacity and are more robust.
11. PC is dedicated to server use

Tax Tip for Apple IIers

For those of you searching for a tax preparation program now that National AppleWorks Users Group is out of business and not offering 1040 templates, there is good news.

HowardSoft is still in business producing a complete tax program for the Apple II series machines. The 1995 version of their Apple II tax program is now available. For information, write to:

HowardSoft
1224 Prospect Street
LaJolla, CA 92037

Sorry, HowardSoft is not available for the Mac.

only while running server application and is available for general MSDOS use at other times.

12. Parallel port at PC can be LPT1, 2 or 3. It is expected that the lowest cost will be realized with an XT or AT with monochrome monitor and monitor/printer adapter. The older style adapters with discrete TTL components are modifiable for a faster 8-bit interface (see below).

13. System is to be bootable, assuming volume with boot blocks and operating system is mounted. Bootable volume file may not be supplied to user due to licensing restrictions, but documentation would include set-up instructions.

14. 2 Apple utilities to be written: "PC_TO_A" and "A_TO_PC" to transfer files between Apple DOS and MSDOS environments. Utilities would access interface card firmware directly.

15. Input from server to be 8-bit; output from Apple (initially) is 4-bit due to limitations of IBM-parallel port.

a. 4-bit: should work on all PC's. (Similar to Interlink). Slow, due to extra software overhead for byte/nybble conversion. b. 8-bit: faster, but requires bidirectional (eg. OS/2 type) parallel interface or modified old-style parallel card (eg. Hercules)

16. Apple input data at address C0E0h (assuming Grappler+ in slot 6).

17. Apple input handshake to be CIN (cassette input port) at address C060h. Clip lead is required to connect to pin 4 of 74LS251 (location H14 on II+; C12 on //e) or pin 9 of internal game port on GS. On II+ and //e this input is normally driven high by LM741 op-amp through 12K resistor, a high enough value for TTL to override when pulling down. Op-amp may be removed if socketed.

18. Apple output data: Grappler+ address C0E0h (for slot 6). D4 to D7 only.

19. Apple output handshake to be output D0, set with above. (For 8-bit output, could use AN0 at soft switch addresses C058h (to turn off) and C059h (to turn on) pin 15 of game port.)

20. PC output data at parallel output, typically at i/o address 3BCh.

21. PC output handshake: Strobe, bit 0 of Control Register, typical i/o addr 3BEh. Signal is inverted by PC hardware.

22. PC input data for 4-bit input; Status register, typical i/o address 3BDh. Bit 7, "Busy" is inverted by PC hardware.

23. PC input handshake: Nominal "Error", bit 3 of Status Register.

24. Grappler hardware modifications:

a. Remove 4-position DIP switch or set all to OFF

b. Remove diode D1 (or resistor, which some clone boards seem to have in this location, directly above switches) and short contacts together.

c. With wire cutters, remove cable header pins 21 to 26. This allows more common 20-pin flat cable to be used (same width as Disk][cable).

d. Cut PCB traces on the solder side between header pins 2 to 22. (ie. isolate each of these pins from each other. Don't cut the trace to pin 2 on the component side.)

e. Jumper between header pins 2 and 24 (Ground).

f. (Optional, for 8-bit output): Cut the trace to header pin 19 (leads to a through-hole at position "@" on solder side drawing, and connect a lead from header pin 19 to pin 19 on game port (AN0)

g. Connect a lead from header pin 20 to CIN (see item 17 above for location; varies with computer type).

h. Cut trace from U11, pin 18 on component side before it reaches R2 (below switches).

i. Cut the trace from pin 3 of U11 (LS373), solder side, before it reaches the first through-hole.

j. Install wires from U11 to the cable header as follows:

U11#	Header pin #	Name
3	3	D0
4	5	D1
7	7	D2
8	9	D3
13	11	D4
14	13	D5
17	15	D6
18	17	D7

k. U9, firmware EEPROM (2732) is replaced with custom firmware.

NOTE: Strobe output (header pin 1) can be left alone for future use, such as generating interrupt on PC.

25. Cable wiring for 4-bit output, from Grappler+ cable header to PC parallel port:

Grappler+	PC DB-25	Apple Signal	PC signal
1	n/c	STB-	(future)
2	25	Ground ———— Ground	
3	15	D0 out ———> "Error" (input handshake)	
4	2	D0 in <———— D0 out	
5	n/c	D1 out ———> (future)	
6	3	D1 in <——— D1 out	
7	n/c	D2 out ———> (future)	
8	4	D2 in <——— D2 out	
9	n/c	D3 out ———> (future)	
10	5	D3 in <———— D3 out	
11	13	D4 out ———> "Select", ie. D4 in	
12	6	D4 in <———— D4 out	
13	12	D5 out ———> "Paper end", ie. D5 in	
14	7	D5 in <———— D5 out	
15	10	D6 out ———> "Ack", ie. D6 in	
16	8	D6 in <——— D6 out	
17	11	D7 out ———> "Busy", ie. D7 in	
18	9	D7 in <———— D7 out	
19	n/c	(AN0 —> future, for 8-bit handshake to PC)	
20	1	CIN <———— "Strobe" (output handshake)	

26. For data link layer: semaphore handshaking procedure to send one byte or nybble:

A - sender puts data on bus B - sender raises output handshake - receiver detects handshake and reads data C - receiver raises its handshake line to acknowledge - sender detects input handshake ack D - sender drops output handshake - receiver detects sender's handshake dropped E - receiver drops ack; software exits function - sender detects ack LOW and exits function

27. Transport layer protocols not established. (No Network layer unless LAN developed.) Session, Presentation and Application layers are combined. Command structure to be designed, but PC waits for Apple command to initiate any action.

28. Firmware to be developed with 6502 assembler; server application with Borland C. No interrupts are planned for either machine at present.

After his original posting, David Wiilson (david@wyvern.cc.uow.edu.au) (Dept CompSci Uni Wollongong Australia) asked a number of questions about the proposal:

>1. Are you sure it will be faster than a disk][?

Fairly certain. As a matter of fact I just got it going today for the first time, although it's slower than I expected. (Of course I'm used to a 486 with a fast IDE drive). Read from disk (8-bit) is about 2 or 3x as fast as floppy from first estimate. Write (4-bit) is S - L - O - W ! I'll change to 8-bit output soon (see 24. below).

>5. DOS 3.3 will be more difficult than ProDOS or GS/OS (or even Pascal 1.3, provided the card is in slot 4, 5 or 6). There are software patches to DOS to allow it to use ProDOS block devices (as pairs of 400KB drives).

Great — then I would just create some 400K DOS 3.3 volume files on the PC and mount 1 or 2 as needed. (Could also reside on 1.44M floppy of course). Would you let me know where to get these patches? I've already obtained a DOS mod called AP2222.ZIP which I'll try to adapt — somewhere on my priority list). Could boot DOS 3.3 by reading in a complete image of $9000 to $BFFF (plus pages 0 & 3) and jumping to the entry location ($3D0?). System would boot whatever ever o/s resided on volume mounted for Drive 1. (I'm not sure about Pascal as I never used it).

>7. I suggest that a SSC be provided as an option. I realise it will be slower but it will require no hardware mods and (at least on a //gs or //c) can be done with no additional hardware at all (the //c would require new ROMs while the //gs could use a device driver under GS/OS.

Sounds like a good idea (but more expensive). SSC max baud rate is 19.2 with 1.8432 MHz crystal; could it be replaced with 2x or even 4x frequency so that each baud setting would be bumped up by the same factor? Board would not be bootable unless special firmware installed.

>9. If we use a Smartport interface we can have > 100 drives per interface. In addition, using control calls we could have the ability to (un)mount volumes etc from the Apple keyboard. I can write you a Smartport driver as I have written a few in my time. When I finish my swapper program ProDOS 8 will be able to access any 14 drives from the larger list of available ones.

Now things are getting more interesting. Is Smartport GS only? I haven't gotten as far as GS yet (Never owned one, but can borrow one from // SIG of local computer club, who are quite interested).

>10. Booting DOS without a Disk][may be tricky.

Card will have to reside in higher numbered slot than][card

(if present) to auto-boot (ie, control/open-Apple/reset). If auto boot not possible and no Disk][then user may have to type PR#n. Or I could use some tricky bank selecting, where one bank of firmware "looks" like a Disk][controller card, but after getting control on power-on reset it switches to the other bank where the signature bytes look like a ProFile. Grappler+ will take a 2732, and each half could be identical except for a few bytes. Anyway, on boot up, I believe firmware reads in blocks 0 & 1 and loads to $800, then jumps to $801. ProDos then bootstraps the rest of itself. Am about to try this.

>11. If you document the protocol then I can write a server to run on my Linux box and not dedicate a PC to the task.
Not much protocol yet; server just sits in a loop waiting for keyboard hit (to exit) or 1st data byte (of 3) in command string of format:

command blockNo_lo blockNo_hi

then it reads or writes 512 bytes to or from disk file. However, more elaborate command structure will be needed for enhancements such as DOS 3.3 and A_TO_PC type utilities. Meanwhile I'll send you what there is of the source code to date if you like.

>12. If we can get the info, support for ECP/EPP would be useful.
ECP/EPP?
>16. Assume nothing - card should be made to work in slots 1,2,4,5,6 & 7. Current version fixed at slot 1. Later on will make slot-independent with i/o address index in x-reg, etc.

>24. Do you have a circuit diagram for the Grappler+ ?
Yes. Were they as common down there as in N. America?

>I am wondering if there is a simpler way of doing this.

Yes, I have another scheme to go 8-bit. Needs a fully bi-directional parallel port at the PC, which a local consultant tells me is true of most modern multifunction IDE cards. Bus would then be bidirectional, which alters some of the Grappler mods: the output enable (pin 1) trace to ground of the LS373 driver would need to be cut and tied to an addressable control line. Maybe AN1, or just invert the output handshake through a spare gate and call that output enable. The PC would have to delay slightly after detecting handshake high, though, to allow for propagation delays through TTL gates and cable.
>26. Have you looked at the hardware implementation of the smartport protocol - it seems similar in many ways and we may be able to use some of the ideas.

Don't know hardly anything about the smartport yet. For me just getting this going on the //e under ProDos is the current objective. The thought of finally getting rid of the Disk][drives and floppies is my main motivation, plus the bonus of large (or at least 33 mb) h/d volumes, of course. Several people on the n/g disputed my statement that the 1.44 mb drives & disks were more robust than 5 1/4's but that's been my experience.

One bonus I didn't realize before is that I can exit the server, format a (1.44) floppy disk, create a volume(s) on it, remount a volume (including one on the floppy) — all without having to leave the ProDos application. ■

Keeping the Apple // Flame Alive

by Jeff Hurlburt
edited by Dave Ottalini

RECENTLY ON the Comp.Sys.Apple2 board (System 6, Board 1 of the TCS) I lamented that there are no real national Apple II specific magazines left to us. In reply, Jeff Hurlburt ("RUBYWAND")(rubywand@aol.com) suggested I look West for a magazine that may help some get their monthly (after the WAP Journal!) fix:

You might subscribe to COMPUTIST! It's been covering the Apple II since at least 1983. In the early days it was Hardcore Computist, a.k.a. the "pirate magazine", because it dared to list deprotection parms. (Of course, it turns out that many old games and other wares have survived only because owners were able to make backups.) Currently, the magazine has about 1000 subscribers spread across the US and other countries.

The publisher and editor, Chuck Haight, is an ace hardware hacker who has developed prototypes for major IIe enhancements and IIgs peripherals. COMPUTIST publishes construction articles, game hints & mods, reviews, disk deprotection info, hardware maintenance tips/ mods/ fixes, utility and game programs, tips on using popular wares, ...

Subscriptions (1year = 8 issues): $25/year in U.S.; $35/year in Canada or Mexico; $54/yr in other countries ... via check or VISA/MC

The address is ...

COMPUTIST
33821 East Orville Road
Eatonville, WA 98321-9590
Atten: subscriptions

You could also contribute articles and programs of your own. COMPUTIST does not pay for editorial contributions. On the other hand, the odds of seeing your stuff in print are good; plus, you get a 'publication credit' and a free copy of the issue in which the piece appears. Perhaps most important, you help make computing more interesting and fun for other Apple II users. (And, Believe it, your contributions are needed!)

NOTE: Relatively brief editorial contributions can be sent to me via e-mail. Programs, larger articles, and graphics should be sent on DOS or ProDOS diskette. Articles can be TEXT or classic AWKS (2-5) files. Programs should be sent as regular BASIC, BIN, etc. files. Graphics can be in any format viewable via Platinum Paint, or as GIF or SuperPac files. No printouts are needed. Be sure to include name and address. ■

Editorial contributions can be sent to the Eatonville, WA address (atten: Chuck Haight) or to me at ...

Jeff Hurlburt
7814 Santa Elena
Houston, TX 77061-1121

Sound on the II GS

edited by Dave Ottalini

RECENTLY, CHARLES Claypoole <charlesc@pro-haven.cts.com> asked on the Comp.Sys.Apple2 Discussion group:
> I am interested in making sound recordings on my Apple //gs. What
> equipment do I need to do this? Any cards or ??

A2 Guru Dave Empson <dempson@actrix.gen.nz> offered these suggestions:

"When Econ released the SoundMeister, they were also working on a "SoundMeister Pro" card, which did support stereo digitizing. The card was cancelled, probably due to lack of money and support for the SoundMeister more than anything else."

Yes, you need a card of some kind. The Ensoniq sound chip in the IIgs has a digitizing input, but you need extra hardware to make use of it.

The simplest card comes with HyperStudio (or at least, it did when I bought the program many years ago). It allows a cheap and nasty microphone to be connected.

Most IIgs stereo cards include digitizing capabilities. I have a SoundMeister (originally from Econ, now sold and supported by Alltech Electronics), which has an input that supports a microphone or a line-level source such as the signal coming out the back of a CD player. The MDIdeas "SuperSonic" card has a piggyback card that adds digitizing capabilities. As far as I recall, most if not all other IIgs stereo cards have digitizing built in.

Digitizing in mono is straightforward. Stereo is much harder. I don't know if any of the existing sound cards provide simultaneous stereo digitizing—mine certainly doesn't.

You can record each channel separately, then try to line them up using sound editing software, but I haven't done this, and I don't think the results would be particularly good.

When Econ released the SoundMeister, they were also working on a "SoundMeister Pro" card, which did support stereo digitizing. The card was cancelled, probably due to lack of money and support for the SoundMeister more than anything else.

I think this was mostly Econ's fault - if they hadn't announced the SoundMeister Pro, a lot more people might have bought the SoundMeister, rather than waiting eagerly for the better card.

In a later posting, Matt Portune <mportune@telerama.lm.com> added:

The old Sonic Blaster by Applied Engineering digitized in stereo, and sounded great! (Most of the time) Heck, I'm considering putting mine back in. ■

New FAX Software released for the Apple IIgs

edited by Dave Ottalini

NEW PRODUCTS continue to come out for the Apple IIgs, despite its orphan status. Most recently, Parkhurst Micro Products announced its new FAX software. A year in the making, the press release claims that:

PMPFax turns your Apple IIgs into an integrated fax machine, capable of sending and receiving faxes in any desktop application!

At least one user - Myles Fudge (crownmi@ionews.io.org) has already weighed in with his opinion:

I've been using the software for a couple weeks now and it's one heck of a creation! It's stable, fluent, and very cool... well worth the investment. I'm still amazed by the range of options and downright user-friendliness. The program goes a long way to helping you at every step, even to the point of including a transcript of every single fax transmission (from the modem and fax machine's point of view). You've got to see it to believe it.

Here are some of the features:

o Send faxes in any desktop application that supports printing.

o Create faxes using the Page Setup environment for your printer, instead of having to reformat your document for a special "fax printer."

o Choose between printing and faxing your documents by simply holding down the Option key when selecting "Print."

o Schedule fax sends for any time and date, or for immediate faxing.

o Save faxes for later transmission.

o Add "printed" fax documents to existing faxes, or create a new fax.

o User-definable fax page titles for identifying fax pages, includes system variables in titles.

o Fax to multiple locations in a single session.

o Change the quality and speed of fax sends.

o Receive faxes in any desktop application.

o Automatically print received faxes when they are received.

o View faxes in any desktop application with four scaling factors and page-flip.

o User-definable cover sheets with full page-layout capability, allowing text, shapes, and imported pictures and over 15 available system variables (including a memo).

o Multiple View and Cover Sheet windows can be open at the same time.

o Forward received faxes to send them again.

o Supports TrueType fonts in both fax pages and cover sheets.

o Quick Fax support for faxing a quick message.

o Multiple phone book support, including individual entries and groups.

o All faxes can be individually named.

o Fax pages can be renamed, copied, and deleted.

o Plug-in fax page translators allow open-ended support for importing and exporting fax pages, future support for scanners and input devices, and expandability through third-party vendors.

o Detailed logs of all fax activity, including printed or text-file fax activity reports.

o Access the FaxCenter through a convenient NDA, or through a separate application.

o Support for the Apple IIgs modem port, printer port, and Super Serial Card.

o Support for Class 1, 2, and 2.0 fax modems.

o Auto-selection of fax Class, or choose the Class yourself.

SYSTEM REQUIREMENTS:

PMPFax requires an Apple IIgs with about 1.5 megabytes of free RAM available (4 megabytes of RAM or more recommended), a hard drive, and a fax-compatible modem. Accelerator such as a ZipGS or TransWarpGS highly recommended.

PRICING:

PMPFax is only $89 direct from Parkhurst Micro Products. Please add $3 for shipping within the United States, $8 outside the United States. California residents, please add state and local sales tax.

SPECIAL OFFER FOR PI MEMBERS

If you have purchased another Apple IIgs fax software package, you can purchase PMPFax for 50% off! Send a COPY of the invoice you received with your other fax program, or a COPY of your diskette and the first page of your manual to Parkhurst Micro Products to receive PMPFax for only $45 plus shipping! This exclusive offer for Pi Members expires March 31, 1996.

ORDERING INFORMATION:
To order with credit card (Visa or MasterCard), call: (510) 837-9098.

Or send check or money order for total amount to:
Parkhurst Micro Products
2491 San Ramon Valley Blvd
Suite 1-317
San Ramon, CA, 94583.

Please allow two weeks for delivery. Payment must must be made in US funds drawn on a US bank.

EMAIL: If you wish to contact Parkhurst Micro Products electronically, you may use any of the following email addresses:
Internet: pmp@genie.com - OR
- pmp@delphi.com ■

Modems and the PC Transporter

edited by Dave Ottalini

THE APPLE IIGS is a great computer —one that continues to amaze me with all the things it can do. Among them is to become an IBM compatible with the help of the PC Transporter, a plug-in card produced a few years back by Applied Engineering. You might remember that the so-called "Little Blue Card" was designed by The Engineering Company - headed by Apple /// designer Dr. Wendell Sanders.

Recently, on Comp.Sys.Apple2, (System 6, Board 1 on the TCS), there was a question from a teacher (nhaven1@minerva.cis.yale.edu) about using a modem with the Transporter:

> I have a PC Transporter and a USRobotics Sportster 14.4 modem hooked up
> to the modem port, and they don't want to work together. The modem will
> work fine up to 4800 baud, but anything above that, there's *major* loss
> of characters. Has anyone had this same problem?

Apple II guru David Empson (dempson@actrix.gen.nz) had these comments:

Not exactly, but I've never managed to get transfer rates higher than about 240 characters per second through the PC Transporter. It sounds like you have flow control problems, but there is probably no way to rectify them.

You should have buffering enabled for the modem port.

> Is there a way I can get my modem working at 14.4 (or at least 9600)
> under PC Transporter?

Not likely. An accelerator for the IIgs (I assume you have a IIgs, as you said "modem port") would help a little.

Consider how the PC Transporter serial I/O operates:

- A character is received by the IIgs, causing an interrupt on the IIgs. The character should be buffered by the IIgs. If the buffer is full, the IIgs will turn off its handshake out signal.

- AEPC.SYSTEM's modem port driver polls the serial firmware and detects that a character is available. It causes an interrupt to be generated on the PC Transporter.

- The PC Transporter responds to the interrupt by reading its emulated serial port hardware. This causes the PC Transporter to freeze until AEPC.SYSTEM gets around to handling it.

- AEPC.SYSTEM handles the serial port access by reading a byte from the IIgs serial firmware and passing it to the PC Transporter.
- There will be a few other I/O operations performed by the PC software, which will involve more freeze/poll cycles.

All of the above takes place for EVERY character received, and a similar process is required for transmission. There is a lot of software overhead in all of the above, including synchronization between the two processors. AEPC.SYSTEM might be off doing something else when the character comes in, which may delay things further.

An accelerator on the Apple II side will help a little, as it will take less time to process everything. ■

You can write to David Empson at: P.O. Box 27-103, Wellington, New Zealand

The Ten Best Apple IIGS Tips

by Gareth Jones
(gareth@opus.freenet.vancouver.bc.ca)

1. INSTALL THE VIDEO KEYBOARD desk accessory from the System disk. It conflicts with no program that I know of, and is a handy way to enter (or remember) the key combinations for specific "special" characters.

2. The way to import Macintosh TeachText documents into GraphicWriter with all the special characters intact is: Open a template and select a text area that will hold the imported text. Now, select the "Universal" translator from the list of file translators. It will give you a dialogue box full of radio buttons. You must click two of these OFF: "Choose from TEXT files only" and "Convert all characters to low ASCII." The first click allows you to select a TeachText file to import and the second allows you to import the file with the high-ASCII symbols displaying correctly.

3. ClarisWorks and the ProDOS File System INIT on a Mac will work together to save files in AppleWorks format on a ProDOS-formatted disk. However, the files will have resource forks that make them unreadable to AppleWorks. The shareware program Fork.Split will remove the fork, leaving you with a readable file.

4. To create macros in WordPerfect IIgs that are invoked by pressing Option plus a letter key, ignore the instructions in the manual. You must save the macro to disk normally under a name composed of "MACRO" plus the letter that you want to assign to the macro. (For example, MACROX for a macro that is invoked by Option-X). You must also have Keyboard Translation set to "None" in the General Control Panel for the macros to work.

5. You can print Text, Teach, or AppleWorks files from the desktop if you have ShadowWrite or Hermes installed and its "Finder Extra" function active. You simply have to select the files in the Finder then select "Print" from the Finder's "File" menu. (AppleWorks GS files will be printed by AppleWorks GS. HyperCard works on HyperCard stacks).

6. HyperCard IIgs has two commands for communicating with other applications: "open [document] with [application]" and "print [document] with [application]." The only catch is that the application must have been written to receive these messages. AppleWorks GS will operate properly with these commands for its own files; My Word! (a Teach editor by Gary Little) works properly for text, Teach, and AppleWorks files; SuperConvert will open or print many types of graphic files under HyperCard's control. Here is a sample script:

```
on mouseUp
 answer file "Select a text file to print:" of type 80 — the filetype
is specified as a _decimal_ number
 if it is "Cancel" then
    exit mouseUp
 else
    put it into wpFileName
    print wpFileName with ":HardDriveVolume:FolderName:AppleWorks.GS"
 end if
end mouseUp
```

7. SuperConvert 3.01 hides the desk accessories under the Apple menu if you run it under System 6.0 or 6.0.1. This bug does not appear, however, if you run The Manager first.

8. You can get proper greyscale printing on a PostScript laser printer from the GS LaserWriter driver _if_ the picture you are printing is already displaying in greyscale. Ways to obtain greyscale include: turning the "display colour" option in GraphicWriter III _off_, using the freeware Grayscale INIT, or using the ColorToGray external command for DreamGrafix.

9. LaserBeam 1.1 from EGO Systems allows PostScript fonts to be uploaded to a PostScript printer for use by GS software.

10. TextDisplayDA 1.0.2 by John Siemon is a free NDA that presents a scrolling text field. You can customize or replace the text with a freeware resource editor like Foundation or rEdit, then use the DA as an address list or command reference. ■

Yours For the Downloading

by Douglas Cuff

(FROM: GEnieLamp Apple II A T/TalkNET Publication,Vol.4, Issue 44)

INFORMATION HIGHWAY TRAVEL KIT

WHEN YOU VISIT USENET newsgroups and the World Wide Web, you come across mysteries so deep that you're not sure that one is meant to solve them. For example, on the newsgroup comp.binaries.apple2, you might see a message that begins:

FiLeStArTfIlEsTaRt ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz01234567 89()
GBINSCII ..... AQhmAAAAA8)4MIAI02DA9ARMQEDtAQhmAIVZ
gYITA6u7xADA0MjM3YTNBlDOENkQwYURzITM2UDN5gzNDJUQGVERyEDM1QzM 4cjN
CFUOFR0QxAjR0MjM3YTNBlDOENkQwAQRzITM2UDN5gzNDJUQGVERyEDM1QzM 4cjN

Or perhaps the message begins this way:

begin 666 goodluck.bxy M4W5N3U,@4F5L96%S92 T+C$@*%-$4U0V,"D@(S@Z(%1U92!/8W0@.2
Q,CHSM...3HT.2!%1%0@,3DY, HT

Your first reaction might be to back away and find something more interesting, which isn't a bad idea. After a while, you'll realize that these messages are encoded files that you can use. Then you'll want to know how to decode them.

Decoding is always easy if you have a code book. And there are code books for the Apple II, even though most of the people who wrote the codes didn't have the Apple II in mind. We've been fortunate enough to have freelance programmers provide the code books for themselves and for their fellows.

You need decoders for three basic things: pictures, sounds, and programs. You're likely to run into pictures and sounds on web pages. Since you're limited to browsing the web with Lynx, which is text based, you can't see the pictures or hear the sounds as you browse. What you can do is download them for later retrieval.

PICTURES

The two most popular still picture formats on the web are GIFand JPEG. There are plenty of programs for viewing GIF files on a IIgs and even one or two programs for viewing them on the IIe and IIc. In fact, there are too many GIF programs to discuss in a column like this. I'll just mention a couple I use regularly:

File #23435: SHOWME1.1.1.BXY (73984 bytes)

ShowMe by Dave Leffler is popular with IIgs users who want graphics viewers in a New Desk Accessory. This makes a good quick-and-dirty viewer. It can also show many other picture formats, including PaintWorks animations, and has a "slide show" mode.

File #23970: IMAGEQUANT.BXY (38912 bytes)

If you want more options for viewing GIF files on your IIgs, you should try ImageQuant v0.3 by Tim Meekins. Like ShowMe, ImageQuant handles a lot more than just GIF files, but it allows various manipulations of GIF images.

[*][*][*]

At least as popular as GIF are JPEG graphics. Some compromises have to be made when viewing JPEG graphics, since they were designed for computers that have much greater resolution than even the IIgs. (This sometimes happens with GIF graphics, too, but the effect is less dramatic.)

Here, your options are more limited... and I'm afraid there's no JPEG viewer or converter for the Apple IIe

or IIc. If you use a IIgs, you can choose between a JPEG viewer and a JPEG converter:

File #22640: JV.BXY (14976 bytes)

JPEG Viewer by Ushiroda, Atsushi is a pre-release—that is, unfinished—program that allows you to view JPEG graphics in monochrome. Once you seen a thumbnail sketch of the graphic, you get to scroll the picture through a viewing window. This allows you to see any part of the picture in detail. There's no way to see all the picture at once except for that brief glimpse of the thumbnail sketch.

File #25931: JPEG.V6.BXY (414336 bytes)

This utility is a JPEG converter for the IIgs. It allows you to convert JPEG graphics to other formats. For your purposes, its great value is that it converts from JPEG to GIF, which is well supported for the IIgs platform. This converter allows color conversions, and will also let you scale down the graphics—by a half, a quarter, or an eighth—so that you can view all of it at once on the IIgs screen. This program has a command-line interface and requires a shell (ORCA or GNO), which means it isn't for absolute beginners.

[*][*][*]

As you can see, you can view GIF and JPEG graphics once you've downloaed them. Some web pages have animations attached to them as well, but Apple II users can't do much with the most popular kinds. This may change now that the SecondSight video card is on the market. One animation viewer for .DL format animations has just been updated to work with the SecondSight (File #25749: VIEWDL20.BXY [18420 bytes]). This is not a popular format for web pages, but it tells of things still to come!

SOUNDS

Some people attach sounds to their web pages. These are usually in .WAV or .AU format, and now IIgs users can finally hear them, thanks to programmer Paul Creager.

File #25825: RSOUNDER3.BXY (342248 bytes)

Creager's rSounder program has long been popular for converting sound files to system sounds, but v3.0 of this great program now allows you to hear .WAV and .AU sounds, as well as create them.

[*][*][*]

PROGRAMS

You'll often be transferring programs from file areas rather than "reading" files on newsgroups. Transferring files is pretty painless once you get the hang of it, but when it comes time to unpack the files, you may find that they've been packed with something other than ShrinkIt.

The most popular universal file-archiving format seems to ZIP (more properly PKZIP). Apple II users have had access to these sorts of files for some time now. Apple IIe and IIc users should use Angel v0.81 by Tony Marques:

File #20501: ANGEL.BXY (29568 bytes)

....while IIgs users may prefer to use PMPunZip by Paul Parkhurst:

File #21048: PMPUNZIP2.0.BXY (112896 bytes)

Another format that seems to be present on many Internet sites is gzip, an archiving method popular among Unix-based computers. Files packed with gzip usually end with the extension .gz. One some sites, you can have gzip files unpack automatically just by entering a "+" as the first character of your password when you log in to the site. If that doesn't work, you can try:

File #25755: GZ2PKZ.BXY (7680 bytes)

This utility converts gzip files for .ZIP format. It too has a command-line interface and requires a shell like ORCA or GNO. Once the file has been converted to .ZIP, you can use Angel or PMPunZip to unpack it.

[*][*][*]

Sometimes, there's another step involved in sharing files. After using a program such as ShrinkIt or PKZIP to archive and compress a file or collection of files, you may need to convert it to a format that allows it to be posted on a newsgroup.

In order to be posted on a newsgroup, a file must contain only printable ASCII characters such the alphabet, numerals, and punctuation marks. Two methods of converting a file to printable ASCII are BinSCII and uuencode. (There are also BinHex and NuFX, but you're less likely to run into them.) Remember the gobbledegook at the start of this column? A message that begins with "FiLeStArTfIlEsTaRt" is probably BinSCII, and a posting that starts with "begin 666 filename.ext" is probably uuencoded.

If you have an Apple IIe or IIc computer, you should download:

File #19282: BINSCII.UU.BXY (7424 bytes)

This contains UUencode v1.1 by Andy Tefft and BinSCII v1.0.3 by David Whitney. With these two utilities, you should be able to decode the strange messages you find on "binaries" newsgroups.

File #23636: GSCII.2.3.1.BXY (64128 bytes)

This one is for IIgs users. This NDA not only handles BinSCII and uuencode but also BinHex.

[*][*][*]

There's one final utility I want to look at, even though it doesn't have anything to do with processing the pictures, sound, or programs you find on the Internet. This utility lets you create things to put on the Internet.

Once you've seen a few web pages, you'll notice that they share certain characteristics. That's because they're documents written with a mark-up language called HTML. Now there's a HyperCard stack to let you create your own HTML documents.

File #25816: HTMLEDIT.BXY (82688 bytes)

This HTML editor, from The Nova Scotia Apple Users Group (I thought I'd mention that since I used to be a long-distance member), requires HyperCard IIgs. It helps you create documents and helps you find errors but doesn't actually let you view or test the documents.

There's no reason some intrepid soul couldn't write a similar utility that ran perfectly well under UltraMacros for AppleWorks. There's nothing very IIgs-specific about this program, unless it's the pull-down menus. It's a good utility, though! (If it let you view what you'd created, it would be _GREAT_!)

[*][*][*]

I haven't by any means touched on all the Internet-related files in the A2 RoundTable Libraries, but I think I've listed most of the ones that are absolutely vital. I was most encouraged to see that Internet tools such as rSounder v3.0 and HTML Editor were uploaded since last month. It makes me feel that the Apple II community is keeping up with the Internet!

The preceeding article is reprinted courtesy of GEnieLamp Online Magazine. (c) Copyright 1995 T/TalkNET Publishing and GEnie Information Services. Join GEnie now and receive $50.00 worth of online credit. To join GEnie, set your modem to 2400 baud (or less) and half duplex (local echo). Have the modem dial 1-800-638-8369 in the United States or 1-800-387-8330 in Canada. When you get a CONNECT message, type HHH. At the U#= prompt, type: JOINGENIE and hit the RETURN key. When you get the prompt asking for the signup code, type DSD524 and hit RETURN. GEnie will then prompt you for your signup information. For more information call (voice) 1-800-638-9636.

■

Apple /// Repair Tips

edited by Dave Ottalini

BACK IN 1985, ///er David James came up with a ram error and started rooting around - doing a little trouble shooting and learning a lot in the process. He wrote of his experiences in a letter to the Apple Users Group International, which turned his comments into an article detailing some tips you can use to track down memory-related problems. Additional material came from the Apple Three Users of Northern California, the /// Magazine and Apple Three Users Group of Colorado.

— While booting a program, Dave came up with a Ram Error on his 128K Apple ///. The problem gave him an excuse to open up and explore his ///. (All Apple /// s have an internal RAM diagnostic built into the monitor ROMs. The procedure Dave will describe is useful in testing the memory of a 12 volt 128K ///, typically one with a serial number less than 100,000. It can also be used to test 5 volt machines, those whose serial numbers are greater than 100,000). It is best to remove all peripheral cards (especially Grappler & Profile before running the following test.)

— When you "boot up" your ///, a matrix of data dots flashes very quickly in the upper left hand corner of the screen. Your /// is performing a diagnostic check of its Ram chips. If any of the dots in the matrix are replaced by a "non-dot" character (inverse 1's), it indicates a faulty Ram chip. The position of the 1's in the matrix identifies which Ram chip is actually faulty.

— "But how can I identify any information when the matrix flashes so quickly"? Well, a little know fact is the built-in diagnositc tests can be initiated from the keyboard and run continuously.

— First, enter Monitor by holding down the "CONTROL" and "OPEN APPLE" keys, while pressing and releasing the "RESET" key. You should receive the Monitor prompt, a "—>", in the upper left hand corner of the screen with the underline blinking.

— Next, type "F6E6G" then RETURN. The screen will appear to be filled with "garbage" for a moment. The system should next begin continuously executing the built-in test (every 20 seconds) and alternately displaying a series of test patterns on the screen. Run

this test for about 20 minutes, longer if it normally takes that long for the error to show up. If the dots keep appearing, then everything is normal. But if an inverse 1 shows up, you probably have a bad RAM chip. By comparing the location of ones (1's) found in the display matrix against the Ram chip locator matrix below a faulty chip can be located.

— To definitely identify the faulty chip Dave re-located the suspect chip a couple of times, re-ran the diagnositic check, and tracked the re-occurring error. If replacing the chip does not solve the problem, it could be the memory board itself. Swap it. If it still persists, swap the main logic board. If ACIA, ROM & VIA error messages appear below the Diagnostic Ram display it indicates a probable problem with the A/// main logic board itself & replacing it should fix the problem. If you receive any additional error messages (or if you have a 256K or 512K /// which has different memory locations) you'll need to look them up in an Apple /// Service Reference Manual (available from the WAP Library).

DIAGNOSTC RAM TEST

ROW	BITS							
7	b7	b6	b5	b4	b3	b2	b1	b0
6	b7	b6	b5	b4	b3	b2	b1	b0
5	b7	b6	b5	b4	b3	b2	b1	b0
4	b7	b6	b5	b4	b3	b2	b1	b0
3	b7	b6	b5	b4	b3	b2	b1	b0
2	b7	b6	b5	b4	b3	b2	b1	b0
1	b7	b6	b5	b4	b3	b2	b1	b0
0	b7	b6	b5	b4	b3	b2	b1	b0

MAP OF MEMORY BOARD

BOARD REF	ROW	CHIPS	ROW	CHIPS
D	1	b7 b6 b5 b4 b3 b2 b1 b0	2	b7 b6 b5 b4 b3 b2 b1 b0
C	3	b7 b6 b5 b4 b3 b2 b1 b0	0	b7 b6 b5 b4 b3 b2 b1 b0
B	4	b7 b6 b5 b4 b3 b2 b1 b0	5	b7 b6 b5 b4 b3 b2 b1 b0
B	6	b7 b6 b5 b4 b3 b2 b1 b0	7	b7 b6 b5 b4 b3 b2 b1 b0

For Example, if your display looked like this:

```
.......
...1...
.......
.........
.........
.......
```

you would need to replace the fourth chip from the left end of row "B". This row appears double width because it has 32x RAM chips.

IF you are having RAM (or any other) problems, be sure to contact your /// SIG - we'll be happy to help you track down the problem and fix it if we can. ■

Apple /// to Mac Conversion Tips

by Charlie Zimmerman
(ESC1001@FNALV.FNAL.GOV)

ABOUT 3 YEARS ago, my father was ready to retire his three ///'s that had been workhorses in his law firm for many years. As the bulk of his data was contained in Apple Writer /// files, there weren't many conversion options available...in fact, I found none.

My solution was to take my portable Mac SE/30 (hey, it has a built in handle, which in Apple's view made it portable) back home one weekend along with the serial cable I use with my modem and a modem eliminator I swiped from work. I hooked up a serial connection between the /// and the Mac with baud rates on both machines set as high as possible, and then sent files from the /// into the Mac via a communications program running on the Mac (Z-term). I don't recall if I used Access /// to send the files, or if I "printed" the files directly from AW ///, but I'm sure I have it in some notes I took at the time. I saved all the files as individual ASCII text files.

When my father decided to go with a PC rather than a Mac (sob!), I copied the files to a DOS disk, making sure I used short file names and a .txt extension. (I also prepared an index sheet to translate the cryptically short file names into meaningful lawyerese descriptions.) I think there may have been some adjustments in terms of CR/LF settings, as well as 7/8 bit conversion, but overall it worked well.

I dare say you could do the same with the PC and the /// and skip the Mac in between. It's not fast, it's not automated, but (1) it won't cost anything and (2) it works! ■

KEEP IN MIND

Elections are coming up.

The Garage Sale date is June 1st.

New SCSI Manager for the Apple ///!

by Dave Ottalini WAP SIG Co-Chairman

LET'S SEE NOW. It's been more than 12 years since the Apple was discontinued in a strategic blunder by Apple Computer. We SARAsaurs have forgiven Apple (to a point!) but have NOT let the s transfer into orphan status, keeping us from getting the most out of our computer. It is, after all, a tool and can still do any number of things we might need on a daily basis. Over the years, thanks to the Software Development Fund project, your SIG has worked with other groups and individuals to bring a number of new products onto the market. Our best-known project was BOS3, the OS upgrade for SARA that has gone a long way towards bringing her into the 90s. The SDF funded a project to let us use the 1.4 MB Apple SuperDrive as well. And now, I'm happy to announce our latest offering—the SCSI Manager driver and utilities by Bob Consorti.

Although Bob has been in semi-unofficial retirement from writing software, we were able to prevail on him to do this project for us. The Blizzard of '96 should also get credit —since Bob was kept inside and away from his classes. Guess what he did to wile away the time??

So what IS the SCSI Manager? To find out, let's take a look at what

we originally conceived the project to be. Basically, the community wanted to be able to use the new Iomega ZIP Drive. It's a SCSI portable drive that can use easily transportable 100mb cartridges. Even having to use them with 16mb partitions, the ZIP Drive, at about $200.00 would be a great deal. And it could be used on MACS, PCs and other Apple II family computers as well.

We asked Bob Consorti of On Three fame to take a look, while we raised the funds to buy a unit. The deal was simple—he would develop the driver in return for the drive. BUT Bob soon found that the ZIP was had some incompatiblities—there is a parity problem that could not be overcome. That was the bad news. The good news was that he could get the Syquest EZ Drive to work (he sold the ZIP and bought an EZ Drive). It did not have the parity problems, cost only a tad more than the ZIP AND offered removable cartridges of 135mb!

The best news of all came, however, when Bob told me that he had finished the drive and utility program and that it would work with ANY SCSI hard disk, NOT just the EZ Drive. Bob had done it again! Combined with BOS3, we now have a tremendously flexible system that will let us use off-the-shelf computer hardware that is every bit as modern as anything the MACs or PCs are using.

For more information, here are some comments from Bob out of the SCSI Manager manual that comes with the driver and utilities package. I have done some editing.

THE SCSI MANAGER

The SCSI Manager has been designed to let you use a wide variety of SCSI disk devices on your Apple with an Apple SCSI card. It provides the capability to use Apple Macintosh standard ProDOSSOS Partitions created on a Mac or Apple e or Apple IIGs as well as customized Apple partitions.

Your Apple may now address drives as big as one gigabyte in size and up to 8 drives daisy-chained at one time. With the Apple partitioning protocol and associated utility program you can create and use up to 64 variable sized partitions per drive at any one time. That's a total of 512 partitions being online and usable at any given time.

Many of you know that there is a limit of 12 block (disk) devices that SOSBOS imposes and that all Pascal program have problems working with more than 6 block devices at a time. The Apple SCSI Manager SOS driver and utility program allow you to swap partitions in and out at will so you can use any partitions on your hard disk without hitting the operating system limit or wasting time running the System Configuration program and changing drivers.

The Apple SCSI Manager utility program also allows you to write-protect any partition so you can eliminate the possibility of erasing important files. The Apple SCSI Manager is BOS aware and obviates the potential conflict of drives that are cached from being swapped.

The Apple SCSI Manager supports most Quantum, Seagate and SyQuest drives including the SyQuest EZ135 removable cartridge drive. The Apple SCSI card is incompatible with drives that do not support disabling of the parity bit. Sorry for the technical jargon but what that means is that the Iomega Zip drive is not currently compatible.

Purchasers of early ON THREE Sider and Trustor drives can use their SCSI card to attach new drives and gain vastly superior performance with the new Apple SCSI Manager driver and utility software. Unfortunately the old non-SCSI Sider drives are not compatible with the new Apple SCSI Manager. If you own one of the ON 3, LaCie or SyQuest removable drives you can use them with the new Apple SCSI Manager driver and utility software after repartitioning them.

The Apple SCSI Manager Device Driver

The Apple SCSI Manager Device Driver is like any other Apple disk driver. It allows your Apple programs to access information on a disk in a consistent and easy to use manner. The Apple SCSI Manager Device Driver holds a module of 11 drivers named PROFILE to PROFILE11 Note that there is an operating system limit of 12 block devices and since the built-in floppy counts as one, the maximum number of partitions (disk volumes on a single disk) possible is 11.

While each of the 11 driver names in the Apple SCSI Manager Device Driver module has a unique name you must help out a little by telling each driver the SCSI ID as well as the partition number of the drive that you want associated with that driver. You can set this up in the configuration block of each driver.

I tried to make this as easy as possible by presetting the drivers with common numbers. The drivers default to use a SCSI ID of 0 and the first 11 partitions on the drive. You can change that, however if you wish (the manual will tell you how.) Additionally, only the first 4 drivers (.PROFILE to .PROFILE4) are active. This is because a common configuration is the built-in 5.25" floppy drive and one external 5.25" drive. Combined with the 4 disk drivers in the Apple SCSI Manager Device Driver module you've hit the limit of 6 block devices that Pascal based programs have. The drivers are configured for having the Apple

SCSI card in slot 4 (the user can change this using the System Configuration Program in System Utilities.)

The Apple SCSI Manager supports both the Apple Macintosh and Apple partitioning standards. This does not mean that you can access Mac HFS (hierarchical filing system) partitions on your Apple but the converse is true.

The Apple SCSI Manager Utility only supports one Apple SCSI card (the old XEBEC Revision E or later cards work fine) installed and configured at a time. Since with a single card you can now access up to 8 gigabytes of disk space this shouldn't be a problem.

END NOTES

Before I tell you HOW to get your copy of this program, I have to say thank you to a number of people who made this project possible. First of all, to Bob Consorti who came through for the community one more time. We had a number of people purchase this software before one line of code was written. But it was our friend Koji Annoura in Japan whose generous order of 10 copies really made the project possible. I would also like to thank Tom Linders, William Goldberg, Steve Truax, Seth Mize and yours truly who pre-purchased a copy.

NOW how do you get The SCSI Manager? The cost is just $35.00 postage paid from WAP (as of March 1, 1996)! You can order it by phone with a credit card, or use the order form in the back (it's part of the PD library order form). It comes complete with software and hardcopy manual. Please allow at least a couple of weeks for delivery.

We're working with Bob on at least one other project, by the way—so stay tuned! There's still a few more good years left out of our SARA. ■

New /// SIG Public Domain Disks

by David Ottalini
/// SIG Co-Chairman

1996 IS SHAPING UP to be a great year for Apple /// public domain disks! This time around, we have a wide selection of programs and information to offer you. IF you consider the price of our "platters" and what you get on them (not to mention the volunteer time it takes to put them together) these disks offer a tremendous value to all our SARAsaurs. So don't be shy—call the WAP office or fill out the order form and enjoy!

On top of these, we've updated our CATALOG disks (3CAT-01 through 08) to reflect these changes. IF you want an update of the CATALOG disks or ANY OTHER /// SIG PD DISK (we've upgraded many of them) - just bring in, or send in your disk and $1.00 (per disk) and you'll get the upgrade. SUCH a deal!

Here's what we have on the table:

3APL-04: Quick and Easy Data Master

Quick and Easy Data Master allows the user to design programs by setting information prompts, then writes the program (in Business Basic). Includes a "Demo" mode that produces two programs for you. Originally released by Advanced Software Technology.

3APL-05: Graph 'N Calc

Graph 'n Calc is a combination business graphic development and analytical computation package that develops five different types of graphs: line charts, grouped bar charts, stacked bar charts, combination line/ bar charts, and pie charts. Graphs may be printed on an Apple Imagewriter or on Epson (or compatible) printer with Graftrax. Graphs created on video display may be saved to disk for later showing by an integrated "slide show" system that's included (files saved to disk may also be uploaded into On Three's Graphics Manager or Draw On Three for editing/printing). Built-in analytical computations include geometric, exponential and linear curve fitting; exponential smoothing; multiple linear regression; seasonality analysis; and many times series functions. Originally published by Desktop Computer Software.

3APL-06: Habamerge

Habamerge was a commercial program offered by HABA Systems, the original distributor of 3EZ Pieces. It has the same interface as 3EZPs and is designed to merge data base mailing list information into letters, or as labels. In fact, Habamerge will print THREE ACROSS mailing labels—something 3EZPs can't do! HOWEVER - it will NOT load a 3EZP or AppleWorks Word Processing file! ONLY ASCII Text files. However, it is an Assembly Language program (the SOS.INTERP file) so it's pretty fast.

3APL-07: 3EZ Pieces

The original integrated program for the Apple ///. It includes modules for word processing, spread sheets and data bases. VERY easy to use. It is compatible with AppleWorks files—in that ANY version of AppleWorks can read these files. Check out books in the WAP library or at your local library for more information about how to use this program. Also check out the /// SIG's extensive Template offerings in our PD library —the section is 3AWZ (AppleWorks/3EZPs Templates). Originally published by Haba Systems.

3EMM-10: Modified 48K and 64K Emulation Disk

This disk, from Dale Warnke, PhD, offers some useful changes to the old 48K Apple II emulation disk (just insert into .D1 and turn on your ///). Side Two makes many of the same changes but can only be used with the Titan ///+// card. Enhancements include:

1. UPGRADED EMULATION MENUS
2. LOWER CASE CHARACTERS
3. SERIAL CARD SET TO 1200 BAUD
4. ESC+ EDIT CURSOR AVAILABLE
5. RESET TO REBOOT DIRECTLY WITH : CTL-P RETURN
6. UP AND DOWN CURSOR KEYS

3EMM-11: HOT ROD /// UTILITIES

"Hot Rod ///" was a series of articles written by George Oetzel in the old Shoptalk Magazine from July through September, 1983. Full texts are available from the WAP Office. But basically, the articles concerned themselves with the Apple /// emulation mode—and how to soup it up. As Oetzel himself wrote: "With a little imagination, you can make the Apple /// emulate some versions of the Apple II that the company never built. That's where the excitement begins."

This disk includes the Hot Rod /// utilities and programs described by George Oetzel in his articles. There are also some programs from Call A.P.P.L.E. Many, many thanks to Dale Warnke, PhD for making this disk available to us.

3INF-16 THROUGH 18: TAU TALES

TAU—The Third Apple User's Group - was a wonderful group that provided many years of strong support to the Apple /// family. They no longer exist—but their legacy of newsletters and disks do. Following up on our 3INF-05 "Best Of" disk - we're putting ALL the newsletters we have available from them into our PD (Volumes 2-4).

"Graph 'n Calc is a combination business graphic development and analytical computation package that develops five different types of graphs: line charts, grouped bar charts, stacked bar charts, combination line/bar charts, and pie charts."

3PAR-03: DATAGRAPH ///

DATA GRAPH ///— Is an easy to use data graphing program for Apple /// owners. Data Graph /// allows you to use and plot up to three separate sets of datum on the same graph! Or, average all three sets for a single plot. Does Bar, 3-D bar, line, X-Y plots, pie, 3-D pie and scatter graphs.

Black and white graphs only, works with most EPSON or compatible printers. Originally published by Pair Software.

3PAR-04: GAIN ON SALE

GAIN ON SALE is a powerful program for those Apple /// owners involved in loan processing.

Handles single or multiple loan packages. Calculates loan figures, loan package values, coupon rates, loan fees, etc. Prints complete amortization reports, loan figures, etc. Originally written by one of the 'Big Eight' accounting firms. Very fast, compiled Business Basic.

Requires 256K machine, one diskette drive. Originally published by Pair Software.

3PAR-05: LABEL MAKER ///

LABEL MAKER /// is an easy to use program for the creation of labels on your computer. You can control the width and length of your labels, store formats, etc.

Use to make address labels, fancy diskette labels, etc. Very simple in design and functions, but also very simple to use. Source text included, no manual. 256K minimum, two disk drives or hard disk recommended. Originally published by Pair Software.

3WAP-11: BEST OF OTTALINI —DISK 10

Here's the 1995 version of our Best of Ottalini disk - including all of Dave's 1995 Trail Columns and PD Library articles. Also included, a number of other articles about the Apple II and /// by other authors. Enjoy! ■

Apple Disketeria

This is the conclusion of the list that started in the January / February 1996 Journal (page 83). It completes the disks on Internet for the //.

Disk #INTE-08
INTERNET.08

SIDE ONE
Read.Me.First : A compilation of the files on this disk.
BIGSURF.5 (Directory) : We continue our surfing guide to the WWW!

MUSIC.SOUND, MUSIC.SOUND2, ONLINE.PUBS1, ONLINE.PUBS3, ONLINE.PUBS2, and SCIENCE

SIDE TWO
BIGSURF.6 (Directory)
SPACE, TV.MOVIES, USENETS, TRAVEL1, TRAVEL2, and WOMEN

Disk #INTE-09
INTERNET.09

SIDE ONE
Read.Me.First: A compilation of the files on this disk.

BIGSURF.7 (Directory) : We finish our surfing guide to the WWW!

WWW.SITES, WWW.HTML.TOOLS, and CLOSING.WORDS

URLS.1 (Directory): "URLS" are the "pathnames" the Internet needs in order to send you to the location you want to go. They actually stand for "Universal Resource Locators." This directory (Folder in GS parlance) lists tons of great URLs - a compliment to the BIGSURF Guide listings.

URLS.A through URLS.H

SIDE TWO
URLS.2

URLS.I through URLS.Z

Disk #INTE-10
INTERNET.10

SIDE ONE
Read.Me.First: A compilation of the files on this disk.

ROADMAP.READ.ME: Information about the Roadmap Internet Tutorial by Don Crispin

ROADMAP.1 (Directory):

MAP01 WELCOME, MAP02 LISTSERV FILE SERVER COMMANDS, MAP03 LEVELS OF INTERNET CONNECTIVITY, MAP04 E-MAIL, MAP05 LISTSERVS, MAP06 OTHER MAIL SERVERS, MAP07 NETIQUETTE, MAP08 USENET, and MAP09 SPAMMING AND URBAN LEGENDS

SIDE TWO
ROADMAP.2 (Directory):

MAP10 INTERNET SECURITY, MAP11 TELNET (PART ONE), MAP12 TELNET (PART TWO), MAP13 FTP (PART ONE), MAP14 FTP (PART TWO), MAP15 FTPMAIL, MAP16 FTP FILE COMPRESSION, MAP17 ARCHIE, and MAP17B FTP SITES

POPQUIZES (Directory):

PQ.1, and PQ.1.ANSW

Disk #INTE-11
INTERNET.11

SIDE ONE
Read.Me.First: A compilation of the files on this disk.

ROADMAP.READ.ME: More information about the Roadmap Internet Tutorial by Don Crispin

ROADMAP.3 (Directory):

MAP.18 :Gopher (part 1), MAP.19 :Gopher (part 2), MAP.20 :Bookmarks and Booklists, MAP.21 :Veronica, MAP.22 :Gophermail, MAP.23 :WWW (World Wide Web)(part 1), and MAP.24 :WWW (World Wide Web)(part 2)

SIDE TWO
ROADMAP.4 (Directory):

MAP.25 :Address Searches and Finger, MAP.26 :IRC/MUDs/MOOs and Other "Talkers", and MAP.27 :The Future...

EXTRA.ADVERTS :Advertising on the Internet, EXTRA.NEAT.STUF :Neat Stuff to Check Out, and EXTRA.GUEST :Guest Lecture

POPQUIZES (Directory):

PQ.2, and PQ.2.ANSW

Disk #INTE-12
INTERNET.12

SIDE ONE
Read.Me.First : A compilation of the files on this disk.

USENET.GROUPS.1 (DIRECTORY) : A compilation of Usenet Groups you'll find on the Net (Part 1)

NEWS.DESC.01, and NEWS.DESC.02

USENET.PRIMER : This document is not intended to teach you how to use USENET. Instead, it is a guide to

using it politely, effectively and efficiently.

SIDE TWO
USENET.GROUPS.2 (DIRECTORY) : A compilation of Usenet Groups you'll find on the Net (Part 2)

NEWS.ALT.1 - "alt" is a collection of newsgroups that is being distributed by a collection of sites that choose to carry the groups. Many Usenet sites do not receive these groups. Here is a recent list of many active "alt" newsgroups.

Disk #INTE-13
INTERNET.13

SIDE ONE
Read.Me.First : A compilation of the files on this disk.

USENET.GROUPS.3 (DIRECTORY) : A compilation of Usenet Groups you'll find on the Net (Part 3)

NEWS.ALT.2, and NEWS.ALT.3

- "alt" is a collection of newsgroups that is being distributed by collection of sites that choose to carry the groups. Many Usenet sites do not receive these groups. Here is a recent list of many active "alt" newsgroups.

USENET.OVERVIEW : In order to enjoy the full benefits of Internet, uninitiated TCS Explorers will find it ESSENTIAL to understand as much as possible what is available among the approximately 15,000 news groups that exist on Internet. The following compilation tries to provide a summary on this subject.

SIDE TWO
USENET.GROUPS.4 (DIRECTORY)

MOD.NEWSGROUPS :This article contains the location of archives for moderated Usenet newsgroups.

BOOKLIST.1 : First of two files containing a more comprehensive listing of books about the Internet.

Disk #INTE-14
INTERNET.14

SIDE ONE
Read.Me.First : A compilation of the files on this disk.

BOOKLIST.2 : Second of two files containing a more comprehensive listing of books about the Internet.

INET.BBS.LIST: Zamfield's Wonderfully Incomplete, Complete Internet BBS List

INET.FUN.LIST: These are ftp, telnet and email sites all over the world having all kinds of neat resources available, and can mostly be accessed from any internet node.

LIBRARIES.INET: This is a collection of internet electronic libraries where some of them may require authorizations for use.

SIDE TWO
LYNX.GUIDE: A users guide to Lynx - a program that allows Apple II and /// users to access the Internet. Lynx is accessed on the host computer upon dialup into your "host" computer - for example, for Apple II & /// subscrbers to the Explorer Service offered by WAP or to CapAccess or Sailor.

LYNX.FAQ : A short info sheet about Lynx and its latest version.

SMITH.INET (DIRECTORY) : A series of selected tutorials by Prof. Richard Smith called "Navigatng The Internet - an Interactive Workshop."

TOUR.INFO : Information about the entire Smith Internet Series
MANUALS : How to find manuals for information already retrieved
LISTSERVES : How to subscribe to the Navigating Listserve
INET.GUIDE : How to go to another machine to,kix,mb Internet Guide
CARL: How to access libraries through the CARL system
TOMER.1: A brief look at resources available via remote login.
TOMER.2 : Part 1 continued
MUSIC: How to find music and music lyrics on the Internet
UNIX.1: Part one of two parts looking at the Unix OS (used by many host computers for Internet access)
UNIX.2: Part two of two part tutorial on the Unix OS.

Disk #INTE-15
INTERNET.15

SIDE ONE
Read.Me.First : A compilation of the files on this disk.

INET.PRIVACY1 (Directory): Information on email and account privacy, anonymous mailing and posting, encryption, and other privacy and rights issues associated with use of the Internet and global networks in general.

PART.1 : Identity and Why Its Important on the Internet
PART.2 : Privacy on the Internet
PART.3: Anonymity on the Internet
PART.4: Privacy and Rights Issues
PART.5 : The Clipper Chip (encryption)

SIDE TWO
INET.PRIVACY2 (Directory)

PART.6 : Resources; Miscellaneous

HHIKERS.GUIDE : Yet another Internet Guide for your consideration. ■

Apple /// Disk Order Form

5-1/4" DISKS:

Accounting
___ 3 disk set = $4.50
___ 3ACT-01
___ 3ACT-02
___ 3ACT-03

Apple Software
___ 3 disk set = $4.50
___ 3APL-01
___ 3APL-02
___ 3APL-03

AppleWorks/3 Easy Pieces
___ 15 disk set = $22.50
___ 3AWZ-01
___ 3AWZ-02
___ 3AWZ-03
___ 3AWZ-04
___ 3AWZ-05
___ 3AWZ-06
___ 3AWZ-07
___ 3AWZ-08
___ 3AWZ-09
___ 3AWZ-10
___ 3AWZ-11
___ 3AWZ-12
___ 3AWZ-13
___ 3AWZ-14
___ 3AWZ-15

Bloom Programs
___ 27 disk set = 40.50
___ 3BLM-01
___ 3BLM-02
___ 3BLM-03
___ 3BLM-04
___ 3BLM-05
___ 3BLM-06
___ 3BLM-07
___ 3BLM-08
___ 3BLM-09
___ 3BLM-10
___ 3BLM-11
___ 3BLM-12
___ 3BLM-13
___ 3BLM-14
___ 3BLM-15
___ 3BLM-16
___ 3BLM-17
___ 3BLM-18
___ 3BLM-19
___ 3BLM-20
___ 3BLM-21
___ 3BLM-22
___ 3BLM-23
___ 3BLM-24
___ 3BLM-25
___ 3BLM-26
___ 3BLM-27

Business Basic
___ 20 disk set = $30.00
___ 3BSB-01
___ 3BSB-02
___ 3BSB-03
___ 3BSB-04
___ 3BSB-05
___ 3BSB-06
___ 3BSB-07
___ 3BSB-08
___ 3BSB-09
___ 3BSB-10
___ 3BSB-11
___ 3BSB-12
___ 3BSB-13
___ 3BSB-14
___ 3BSB-15
___ 3BSB-16
___ 3BSB-17
___ 3BSB-18
___ 3BSB-19
___ 3BSB-20

Disk Catalog (ASCII TEXT)
___ 4 disk set = $4 or $1 per disk
___ 3CAT-01 - Disk 1
___ 3CAT-02 - Disk 2
___ 3CAT-03 - Disk 3
___ 3CAT-04 - Disk 4

Disk Catalog (3 EZPC's)
___ 3 disk set = $3 or $1 per disk
___ 3CAT-05 - Disk 1
___ 3CAT-06 - Disk 2
___ 3CAT-07 - Disk 3

DA - Datasystems
___ 11 disk set = $16.50
___ 3DAD-01
___ 3DAD-02
___ 3DAD-03
___ 3DAD-04
___ 3DAD-05
___ 3DAD-06
___ 3DAD-07
___ 3DAD-08
___ 3DAD-09
___ 3DAD-10
___ 3DAD-11

Emmulation
___ 9 disk set = $13.50
___ 3EMM-01
___ 3EMM-02
___ 3EMM-03
___ 3EMM-04
___ 3EMM-05
___ 3EMM-06
___ 3EMM-07
___ 3EMM-08
___ 3EMM-09

Fonts
___ 6 disk set = $9.00
___ 3FNT-01
___ 3FNT-02
___ 3FNT-03
___ 3FNT-04
___ 3FNT-05
___ 3FNT-06

Games
___ 6 disk set = $9.00
___ 3GAM-01
___ 3GAM-02
___ 3GAM-03
___ 3GAM-04
___ 3GAM-05
___ 3GAM-06

Graphics
___ 35 disk set = $52.50
___ 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-29
___ 3GRX-30
___ 3GRX-31
___ 3GRX-32
___ 3GRX-33
___ 3GRX-34
___ 3GRX-35

Information
___ 15 disk set = $22.50
___ 3INF-01
___ 3INF-02
___ 3INF-03
___ 3INF-04
___ 3INF-05
___ 3INF-06
___ 3INF-07
___ 3INF-08
___ 3INF-09
___ 3INF-10
___ 3INF-11
___ 3INF-12
___ 3INF-13
___ 3INF-14
___ 3INF-15

Internet
___ 15 disk set = $22.50
___ 3INT-01
___ 3INT-02
___ 3INT-03
___ 3INT-04
___ 3INT-05
___ 3INT-06
___ 3INT-07
___ 3INT-08
___ 3INT-09
___ 3INT-10
___ 3INT-11
___ 3INT-12
___ 3INT-13
___ 3INT-14
___ 3INT-15

Miscellaneous
___ 12 disk set = $18.00
___ 3MSC-01
___ 3MSC-02
___ 3MSC-03
___ 3MSC-04
___ 3MSC-05
___ 3MSC-06
___ 3MSC-07
___ 3MSC-08
___ 3MSC-09
___ 3MSC-10
___ 3MSC-11
___ 3MSC-12

Pair Software
___ 2 disk set = $3.00
___ 3PAR-01
___ 3PAR-02

Pascal
___ 20 disk set = $30
___ 3PCL-01
___ 3PCL-02
___ 3PCL-03
___ 3PCL-04
___ 3PCL-05
___ 3PCL-06
___ 3PCL-07
___ 3PCL-08
___ 3PCL-09
___ 3PCL-10
___ 3PCL-11
___ 3PCL-12
___ 3PCL-13
___ 3PCL-14
___ 3PCL-15
___ 3PCL-16
___ 3PCL-17
___ 3PCL-18
___ 3PCL-19
___ 3PCL-20

Repairs
___ 12 disk set = $18.00
___ 3REP-01
___ 3REP-02
___ 3REP-03
___ 3REP-04
___ 3REP-05
___ 3REP-06
___ 3REP-07
___ 3REP-08
___ 3REP-09
___ 3REP-10
___ 3REP-11
___ 3REP-12

Shareware
___ 9 disk set = $13.50
___ 3SHR-01
___ 3SHR-02
___ 3SHR-03
___ 3SHR-04
___ 3SHR-05
___ 3SHR-06
___ 3SHR-07
___ 3SHR-08
___ 3SHR-09

Source Code
___ 3 disk set = $4.50
___ 3SRC-01
___ 3SRC-02
___ 3SRC-03

System Software
___ 7 disk set = $10.50
___ 3SYS-01
___ 3SYS-02
___ 3SYS-03
___ 3SYS-04
___ 3SYS-05
___ 3SYS-06
___ 3SYS-07

TeleCommunications
___ 13 disk set = $19.50
___ 3TEL-01
___ 3TEL-02
___ 3TEL-03
___ 3TEL-04
___ 3TEL-05
___ 3TEL-06
___ 3TEL-07
___ 3TEL-08
___ 3TEL-09
___ 3TEL-10
___ 3TEL-11
___ 3TEL-12
___ 3TEL-13

Utilities
___ 6 disk set = $9.00
___ 3UTL-01
___ 3UTL-02
___ 3UTL-03
___ 3UTL-04
___ 3UTL-05
___ 3UTL-06

WAP Articles
___ 10 disk set = $15.00
___ 3WAP-01
___ 3WAP-02
___ 3WAP-03
___ 3WAP-04
___ 3WAP-05
___ 3WAP-06
___ 3WAP-07
___ 3WAP-08
___ 3WAP-09
___ 3WAP-10

Word Processing
___ 8 disk set = $12.00
___ 3WDP-01
___ 3WDP-02
___ 3WDP-03
___ 3WDP-04
___ 3WDP-05
___ 3WDP-06
___ 3WDP-07
___ 3WDP-08

Note: *Some disks may contain Shareware. Please remit to the author of the program the requested amount if you use that program.*

See page 93 for additional order form.

Macintosh Disketeria

by Dave Weikert

New Disks

WE FEATURE THIRTEEN disks this month including an update of the Disketeria Catalog, an update of the Telecommunications series and four Apple System Software disks. Single disks are available for $4.00 each and quantity purchases are priced at $3.50 for five or more. See the Disk Order Form and following paragraphs for the prices for sets not otherwise listed herein.

Disketeria Catalog Update

Our Disketeria Catalog—in Easy View viewer format—permits fast browsing of the contents of our Disketeria collection. You can search for specific file names or disk numbers. The three Easy View windows make it easy to see the overall organization of the Disketeria collection as well as see the detailed descriptions of the contents of each folder or archive. The catalog disk costs $4; you can trade in an older version of the Disketeria Catalog disk for the current version for $1 (plus postage if by mail).

Telecommunications Series

The exciting world of uploads and downloads, bulletin boards and SYSOPs, teleconferencing and RoundTables. The confusing world of baud rates, protocols, parity and stop bits. This is telecommunications at its best and worst. If you have a Modem and if you need to communicate with other Macs, this series is important for you to look at.

The first disk in the series was developed by the Washington Apple Pi TCS Crew to make it easy for you to sign onto the TCS—the Pi's own BBS. Double-click on the TCS Installer to start the installation. The installer prompts you to select the location on your hard disk for a folder with all the communications related software you will need to get started. During this installation you also will be given the opportunity to customize the ZTerm terminal software with the type of modem you are using. You will also select the area code you are dialing from and whether the 984 exchange is a local or long distance call from your location.

"The exciting world of uploads and downloads, bulletin boards and SYSOPs, teleconferencing and RoundTables. The confusing world of baud rates, protocols, parity and stop bits. This is telecommunications at its best and worst. If you have a Modem and if you need to communicate with other Macs, this series is important for you to look at."

The installation includes *ZTerm* software for communications, *Stuffit Expander* to expand compressed files, *ShrinkWrap* to mount disk images and *SignatureQuote* for simplifying quoting and signature. In addition there is a *ZTerm FAQ* (Frequently Asked Questions) file and instructions for automating your log-in process (*WAP TCS Extras*).

Other disks in the Telecommunications Series provide additional programs to enhance your communications experience. The TCS Crew recommends that you also purchase the second disk of the series; it includes some additional, useful encoding and decoding software for situations not as frequently encountered. The remaining disks in the series include additional communications tools and terminal software that may be used as an alternative to ZTerm.

Apple System Software

Apple has released another update of the LaserWriter drivers and desktop printing software. This release now provides support for embedded JPEG-compressed documents and fixes some printing problems found in earlier drivers. The **LaserWriter 8.3.2 Install** disk set consists of four disks described below. The disk set is available for $15.

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 #13.01D — T 1 TCS Essentials

TCS Beginners' Walk-Through: By Nancy Seferian. This generously

illustrated document includes step-by-step instructions to the first time user on how to access the TCS. It covers the majority of the most common steps that a beginner needs to know including logging-on, checking user preferences and changing passwords. It also includes a quick tour of reading and sending your electronic mail and creating, reading and responding to messages. Use the Beginners' Walk-Through in conjunction with *The Fine Print: A Guide to Getting the Most Out of the TCS*. The *Fine Print* has considerably more detail about the organization and menu structure of the TCS. The *Fine Print* is available for separate purchase from the office.

StuffIt Expander™ 3.5.2: By Leonard Rosenthol. This is a must have 'Swiss Army Knife' for expanding archives. Decompress any Macintosh file compressed with Stuffit or Compact Pro packages or in BinHex 4.0 format. If you have also installed 'DropStuff with Expander Enhancer' (on Disk 13.02) you will also be able to expand files which were compressed on PCs and UNIX systems. Requires System 6.0.4 or later.

ShrinkWrap™ 1.4.2: By Chad Magendanz. Create and mount multiple DiskCopy disk images. Automatically compress and decompress archived image files on-the-fly with Aladdin's StuffIt Engine™.

SignatureQuote 1.0: By Rick Holzgrafe. Provides a flexible quoting system for BBS, electronic mail and newsgroup users. This one has two separate styles of quoting, two different 'signatures' that can be stored and the ability to join individual lines into paragraphs and break paragraphs into individual lines. Requires System 7 or later. ***Shareware — $10***.

WAP TCS Extras: By Jon C. Thomason and Paul Schlosser. Includes a folder with instructions and files to let you automate your ZTerm log-on process if you choose.

ZTerm 1.0.1: 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 pre-configured the Directory list with the Washington Apple Pi TCS low speed modem and high speed modem telephone numbers. These telephone numbers are customized when the installer is run to account for your dialing location. The installer also configures the modem initialization strings for the type of modem that you specify during installation. Shareware – ***$30 or $40 (with printed documentation)***.

"The first disk in the series was developed by the Washington Apple Pi TCS Crew to make it easy for you to sign onto the TCS—the Pi's own BBS. Double-click on the TCS Installer to start the installation. The installer prompts you to select the location on your hard disk for a folder with all the communications related software you will need to get started."

ZTerm FAQ 1.8: By Les Jones. This is a summary of all pertinent information on ZTerm posted to the Internet. It is written in FAQ format and includes all you ever wanted to know (and a lot more) about ZTerm. This text document may be read with any word processor and will open in SimpleText or TeachText when double-clicked.

Disk #13.02D — T 2
TCS Essentials

Compact Pro 1.51.sea: 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. ***Shareware – $25***.

DDExpand 4.0.sit: By Lloyd Chambers & Terry Morse, Salient Software, Inc. DiskDoubler is a commercial file compression program available for the Macintosh. DDExpand, which is provided free of charge to individuals, is an expand-only version of DiskDoubler. It can expand most DiskDoubler files, join split files and expand DiskDoubler combined files. It can also expand StuffIt 1.5.1 and PackIt files.

DeHQX 2.0.1.sit: By Peter Lewis. Drag and drop deHQX utility to convert 7-bit files back into 8-bit binary files. Many features including segmented files, watch folders, etc. Requires System 6.0 or later.

DeSEA 1.5.sit: By Ken Hancock. DeSEA removes the overhead self-extraction code from files created from self-extracting archives (.sea). Can be run on a single file or on an entire folder of files. Configured for DiskDoubler, Compact Pro and Stuffit Classic/Deluxe.

Disk Copy 6.0.sit: By Steve Christensen, Apple Computer, Inc. Mount or create disk images. Duplicate 3.5" floppy disks from a single master disk. Performs checksumming of the master disk to assure a reliable duplication. Copies 800K Apple and 720K and 1440K MFM disk formats. Requires a double sided disk drive.

DropStuff w/EE™ 3.5.2 Installer: By Leonard Rosenthol. Offers drag and drop compression and BinHexing with on-the-fly option switching. When used in conjunction with Stuffit Expander 3.5.1 (Disk 13.01), lets Stuffit Expander expand DOS and UNIX formats. Fat binary. ***Shareware - $30; $15 for StuffitLite registrants; free for Stuffit Deluxe/SITcomm owners***.

Disk #13.03D — T 3
TCS Essentials

HQXer 1.0.sit: By John Stiles. Fast drag-n-drop deHQX'er. Use to convert

7-bit text files to 8-bit binary files. Stuffit Expander performs this same task with different options.

MacBinary II+ 1.0.1.sit By Peter Lewis. Drag and drop utility for encoding standard Mac files in MacBinary format so they may be stored on other computer systems or decoding MacBinary back into Mac files. Drop a MacBinary file on it and it will be decoded, drop any other file or folder on it and it will be encoded.

MPack 1.5.sit: By John Myers and Chris Newman. Utility for encoding and decoding binary files in MIME (Multipurpose Internet Mail Extensions) format mail messages. There must be exactly one message per file. Mpack cannot deal with multiple messages in a single file, to decode things correctly it must know when one message ends and the next one begins.

SITEX10.EXE.sit: By Aladdin Systems, Inc. Ugh!, what is a DOS/Windoze file doing in a Mac collection. Well, this one lets PC users expand Mac type Stuffit archives.

suntar 2.0.5.sit: By Sauro & Gabriele Speranza. Extracts tar archives. Allows any Mac with a Superdrive to exchange files with a SPARCstation or any UNIX workstation. Also a MacBinary, BinHex and PackIt extractor.

UnUU 2.1US.sit: By Georges-Edouard Berencer. A uudecoder that supports multipart file decoding with automatic or manual assembly. Excellent discussion of Mac encoding and decoding in the documentation. Requires System 7.0 and later and 68020 and higher. ***PostCardware***.

UULite 2.0.sit: By Jeff Strobel. A highly optimized, single-pass, disk based uudecoder/encoder. Supports multipart file decoding with automatic article header/footer removal with no manual editing required. ***Shareware – $29***.

Disk #13.04D — T 4
TCS Essentials

tar 3.0.sit: By Craig Ruff. A program to read and write UNIX tar archives. Tested by author against tar running on A/UX (2.0.1), 4.3 BSD and GNU tar (POSIX compatible). Works with System 6.0.5 and later.

UnZip 2.0.1.sit: By A. Peter Maika. A utility for extracting files archived by the popular PC utility PKZIP. Be prepared for a non-Mac interface.

UnZip 5.12.sit: By Info-Zip, portions by H. Smith. A utility for extracting files archived by the popular PC utility PKZIP. This one also has a non-Mac interface.

UUParser 1.72.sit: By John S. Lee. Helps in decoding files posted to Usenet (Conferences 5-8 on the TCS). They are usually encoded in UNIX UUencode format and can span several Usenet messages. UUParser takes a bunch of text files, figures out what's in them, and extracts and decodes them—mostly without regard to how many files there are or what order the pieces are in. ***Shareware – $10***.

"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."

UUPrepare 1.0.0.sit: By Brian Milch. Helps with uuencoded files from Internet newsgroups via America Online. Many uudecoding programs, even if they claim to be header-smart, can't understand files downloaded from AOL, because AOL really messes the files up. So UUPrepare cleans up the file so that another uudecoding program can decode it. ***Shareware – $5***.

UUTool-FAT 2.4.sit: By Bernie Weiser. A uuencoder/decoder utility that allows you to join or split files as well as converts between audio and AIFF or FSSD sound files.

ZipIt 1.3.5.sit: By Tommy Brown. ZIP/unZIP archives made with the PC utility PKZIP. Handles 2.x level compression. Also, for AppleScript users, this version includes a dropple for zipping files. ***Shareware – $15***.

Disk #13.05D — T 5
TCS Essentials

Dejal's Quoter FKEY 1.7.sit: By David Sinclair. Use this FKey to 'quote' text in BBS messages. A companion FKey (in the same package) may be used to 'unquote' text. ***Shareware – $10.***

Quoter DA 1.0.sit: By Pete Johnson. Converts text on the Clipboard into quotes in the form generally used by FidoNet boards. It can also reformat text without adding the quoter's initials and has an encrypting function using a "decoder ring" for those private conversations on a BBS. **About Quoter DA...** is in text format.

Stuffit Lite™ 3.5 Installer: By Leonard Rosenthol. 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, a commercial program. Easy to install, just double click and follow the directions. ***Shareware – $25***.

uuUndo 1.0 .sit: By Aaron Giles. A fast batch uudecoding utility. Although originally designed to work with John Norstad's NewsWatcher, it does quite nicely in its own right as a standalone drag and drop smart uudecoder.

Disk #13.06D — T 6
TCS Essentials

AMT Modem Definitions.sit: Additional modem definitions for the Apple Modem Tool. Definitions include Global Village, AT&T Dataport, PPI, Prometheus, Supra, Telelink and Zyxel.

Apple Modem Tool 1.5.1.sit By Apple Computer, Inc. A connection tool for programs (such as ClarisWorks) that use the Apple Basic Communications Toolbox. It features an enhanced user interface that provides support for user-installed modem definitions and a provides easy access to a list of phone numbers of the services you wish to contact.

Black Night 1.0.4.sit: By Christopher Swan. An Apple-scriptable, terminal program that allows you to telecommunicate with a bulletin board system or other telecommunications device via modem. Supports the now standard XModem, YModem, YModem-G and ZModem protocols. ***Shareware – $20.***

Kermit tool GH 1.3.sit: By Glenn R. Howes. A file transfer tool for use with programs that utilize the Macintosh Communications Toolbox.

Mark/Space ZMODEM Demo 1.0.3.sit: By Mark/Space Softworks. A ZModem file transfer tool for the Communications Toolbox. This demo version permits you to download but not upload files using the ZModem protocol with communications programs like ClarisWorks that use the Communications Toolbox. ***Demo – $29.95 for fully functional copy.***

Disk #13.07D — T 7
TCS Essentials

Black Night Connection Set.sit: By Christopher Swan. A collection of Communication Toolbox connection tools as included in Black Night. The Set includes the Black Night Serial Tool, Black Night Modem Tool and Black Night Telnet Tool. ***Shareware – $30.***

ComIT™ 1.8.sit: By Michael L. Weasner. Monitor communication costs for on-line connect time and voice phone calls. Dial your voice calls and monitor the duration and cost of the call. ***Shareware – $20.***

Kermit 0.99(190).sit: By Bill Catchings, Bill Schilit, Frank da Cruz, Matthias Aebi, Paul Placeway and many others. Kermit is a virtual terminal and file transfer program that can send files between two micro-computers, or a micro-computer and mainframe, when there is a version running on both ends.

Kermit Text Files.sit: **ckmker.ann**, **ckmker.bwr** and **ckmker.fon** are in text format.

Termy 2.3.sit: By Tim Endres. A terminal emulation application and more that utilizes the Macintosh Communications Toolbox (CTB). The CTB allows Termy to be written for a single communications standard, and then used for any and all extensions written by other developers. **Termy Manual** is in Word format.

WendyComm 2.0b1.sit: By Peter Hull. Another communications program that requires the Macintosh Communications Toolbox. For System 7.0 and later. ***Shareware – $15.***

Disk #13.08D — T 8
TCS Essentials

TextBrowser 1.1b.sit By John Lamb. Allows you to read text files that are larger than the 32K limit of SimpleText. Properly displays text files created on MS DOS/Windoze and UNIX OSs.

ValueFax 2.0.7 Installer.sit: By Pancom. A fax program for the Macintosh. Said to be a commercial quality, full function product with QuickFax, fax driver, full reception and conversion of the fax in background, installer, and an on-line manual. ***Shareware – $20.***

Verifile 1.2.1 FAT.sit By Alessandro Levi Montalcini. Calculates a checksum and a CRC32 on both the data and resource forks of any file that's dropped on it. This is useful if you want to compare two files that are not on the same machine without having to copy them over a network or modem connection. ***Shareware – $5.***

Wrapper 1.5.sit: By Adam Slim. Utility to word-wrap text files. Supports drag and drop and batch processing. For 68020 CPUs and above and System 6.0.4 and later. ■

Please write disk numbers on a separate sheet of paper and include them with your order.

Mail this form with your check to:
Disk Library, Washington Apple Pi
12022 Parklawn Drive
Rockville, MD 20852

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.

# 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 maxium $5.00		
	Total Amount Due:	_____

Name _____

Box Number, Apt., Suite _____

Street Address _____

City _____ **State** _____ **Zip** _____

Day tele. _____ **Evening tele.** _____

Macintosh Library Order Form

New disks in this issue!
- __ Telecommunications- 8 disks; $24
- __ LaserWriter 8.3.2- 4 disks; $15

Disketeria ValuPaks†
- __ Best of the Pi, 15 disks; $30
- __ PostScript Fonts 1, 14 disks; $30
- __ PostScript Fonts 2, 5 disks; $10
- __ TrueType Fonts 1, 9 disks; $20
- __ TrueType Fonts 2, 4 disks; $10
- __ Internet Essentials, 6 disks; $20‡
- __ Calc/Clock Utils, 5 disks; $15
- __ Pers Management Utils, 5 disks; $15
- __ System Utilities 4, 5 disks; $15
- __ Fun/Games 1, 10 disks; $25
- __ Fun/Games 2, 10 disks; $25
- __ TroubleShooting Utils, 4 disks; $15
- __ LAN Tools, 3 disks; $12
- __ PowerBook/Duo Utils, 4 disks; $15

Apple System Software
- __ System 6.0.8 - 4 disks; $15
- __ System 7.0 - 8 disks; $20
- __ System 7.0.1 - 6 disks; $20
- __ System 7/7.0.1 Tune-Up $4
- __ System 7.1 Updater 3.0 - 2 disks; $8
- __ System 7.1 Updater 3.0 (800K); $4
- __ System 7.5 Updater 1.0 - 4 disks; $15
- __ QuickDraw GX 1.1.3- 4 disks; $15
- __ QuickTime 2.1; $4
- __ LaserWriter 8.2 - 2 disks; $8
- __ LaserWriter 8.3.2 - 4 disks; $15
- __ Network Software Installer 1.5.1; $4
- __ TrueType Fonts & Software; $8
- __ Basic Connectivity Set 1.1.1; $4
- __ Express Modem; $4
- __ GeoPort; $4
- __ Display Software; $4
- __ CD ROM Setup 5.1.1; $4
- __ Comm 1 (CTB); $4
- __ AppleShare 4 Tune-Up; $4
- __ AtEase Updater 2.01; $4
- __ StyleWriter II; 4 disks; $15
- __ IIe Installer; $4
- __ Monitor Energy Star; $4
- __ LW Pro Tune-Up; $4
- __ Network Access (universal boot); $4
- __ Video Software Installer; $4

00.XX – Pi Library†
- __ .01 Mac Disketeria Catalog
- __ .02 New Member Sampler & Catalog

1.XX – Anti-Virus Utilities†
__ .01G __ .02M __ .03M

2.XX – Desk Accessories†
__ 8 disk set; $24
__ .01E __ .02E __ .03E __ .04E
__ .05E __ .06E __ .07E __ .08E

3.XX Education
__ .01 __ .02/.03/.04

4.XX Function Keys (F Keys)
__ .01A __ .02A

5.XX – ImageWriter Fonts†
__ .01A __ .02A __ .03A __ .04A

6.XX – PostScript Fonts†
__ .01B __ .02B __ .03B __ .04B
__ .05B __ .06B __ .07B __ .08B
__ .09B __ .10B __ .11B __ .12B
__ .13B __ .14B __ .15B __ .16B
__ .17B __ .18B __ .19B

7.XX – TrueType Fonts†
__ .01A __ .02A __ .03A __ .04A
__ .05A __ .06A __ .07A __ .08A
__ .09A __ .10A __ .11A __ .12A
__ .13A

8.XX – Graphics†
__ 13 disk set; $39
__ .01A __ .02A __ .03A __ .04A
__ .05A __ .06A __ .07A __ .08A
__ .09A __ .10B __ .11B __ .12A
__ .13B

9.XX – INITs & cdevs†
__ .01C __ .02C __ .03C __ .04C
__ .05C __ .06C __ .07C __ .08C
__ .09C __ .10C __ .11C __ .12C
__ .13C __ .14C __ .15C __ .16C

11.XX – Paintings (MacPaint)
__ 5 disk set; $15
__ .01 __ .02 __ .03 __ .04
__ .05

12.XX – Digitized Sounds†
__ 9 disk set; $27
__ .01B __ .02B __ .03B __ .04B
__ .05B __ .06B __ .07B __ .08B
__ .09B

13.XX – Telecommunications†
__ .01D __ .02D __ .03D __ .04D
__ .05D __ .06D __ .07D __ .08D

14.XX – Programmer/Hacker
__ .01C __ .02B

15.XX – Miscellaneous Utils†
__ .01C __ .02C __ .03C __ .04C
__ .05C __ .06C __ .07C __ .08C
__ .09C __ .10C __ .11C __ .12C
__ .13C __ .14C __ .15C

16.XX – System Utilities†
__ .01E __ .02E __ .03E __ .04E
__ .05E __ .06E __ .07E __ .08E
__ .09E __ .10E __ .11E __ .12E
__ .13E __ .14E __ .15E __ .16E
__ .17E __ .18E __ .19E __ .20E
__ .21E

17.XX – Word Processing Utils†
__ 7 disk set; $21
__ .01C __ .02C __ .03C __ .04C
__ .05C __ .06C __ .07C

18.XX – Internet Series†
__ .01A __ .02A __ .03A __ .04A
__ .05A __ .06A __ .07A __ .08A
__ .09A

19.XX – QuickTime Series†
__ .01 __ .02 __ .03 __ .04

20.XX – Mac Troubleshooting
__ .01A __ .02A __ .03A __ .04A

21.XX – LAN Tools†
__ .01 __ .02 __ .03

22.XX – Fun & Games Series†
__ .01 __ .02 __ .03 __ .04
__ .05 __ .06 __ .07 __ .08
__ .09 __ .10 __ .11 __ .12
__ .13 __ .14 __ .15 __ .16
__ .17 __ .18 __ .19 __ .20

23.XX – PowerBook/Duo Series†
__ .01C __ .02C __ .03C __ .04C

26.XX – Update Series
- __ .01/02A - Photoshop, 2 disks; $8
- __ .03A - Photoshop Plug Ins, 1 disk; $4
- __ .04A - Desktop Publishing, 1 disk; $4
- __ .05A - QuarkXPress, 1 disk; $4
- __ .07B - HP DeskWriter 6.0, 1 disk; $4
- __ .08/09C - Denaba Canvas, 2 disks; $8
- __ .10A - Word Processor 1, 1 disk; $4
- __ .11C - Word Processor 2, 1 disk; $4
- __ .12C - Database, 1 disk; $4
- __ .13B - ClarisWorks/Quicken 4, 1 disk; $4
- __ .14A - Word, 1 disk; $4
- __ .15A - Word Enhancements, 1 disk; $4
- __ .16A - Excel Enhancements, 1 disk; $4
- __ .17B - Anti-Virus, 1 disk; $4
- __ .18A - After Dark Update, 1 disk; $4
- __ .18–23A - After Dark Set, 6 disks; $15
- __ .25–27B - CP MacTools, 3 disks; $12
- __ .29A - Now Utilities 4, 1 disk; $4
- __ .30D - Miscel. Utilities, 1 disk; $4
- __ .31/32A - Stuffit Deluxe, 2 disks; $8
- __ .33A - DrawPro, Impact, Frontier, 1 disk; $4
- __ .34A - Now Utilities 5, 1 disk; $4
- __ .35A - Quicken 4 & 5, 1 disk; $4
- __ .36A - QuarkXpress 3.31r3->3.31r5, 1 disk; $4
- __ .37A - ATM ->3.8.2, RamDblr ->1.5.2 & PM 5 WP Filters, 1 disk; $4

Online Bible†
- __ 24 disk set; $50
- __ Set 1, 6 disks; $15
- __ Set 2, 7 disks; $15
- __ Set 3, 6 disks; $15
- __ Set 4, 5 disks; $15

GB.XX – Grab Bag Updates†
__ .01 __ .02 __ .03 __ .04
__ .05 __ .06 __ .07 __ .08
__ .09 __ .10

† all files compressed
‡ on 1.44 Meg diskette(s)

Classified Advertisements

Classified advertisements can be placed by mailing copy to the business office of Washington Apple Pi, Ltd., 12022 Parklawn Drive, Rockville, MD 20852. Be sure to include your WAP membership number and indicate area codes with your phone numbers. Ads must be received by the ad copy due date listed in the calendar page for that month in order to be included in the appropriate issue. Any ads postmarked after that time will be included at the discretion of the editor. Cost is $2.00/line (40 characters per line), maximum 12 lines. Members of Washington Apple Pi, Ltd., may place ads up to three lines at no charge. The editor reserves the right to refuse any ads deemed inappropriate.

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—MacsInDC is a new web page for freelance Mac consultants in the Washington DC metro area to list their availability and areas of expertise. http://users.aol.com/macsindc/

To submit info to this page, send to pshapiro@aol.com

Phil Shapiro. (202) 686-5465 (home/office).

—Special for Apple II Users New Print Shop by Broderbund Software. School edition reg. $89. Limited supply available for $69.00. Please add $5.00 shipping and handling or UPS ground delivery. Requires Apple //e, //c, //GS with 5 1/4" drive. Let us know how you heard of this offer.

Send check, money order or Visa/MasterCharge info to:

B&R Computer Services, PO Box 7195, San Diego, CA 92167-0195

Please allow 2 to 3 weeks for delivery.

—Macintosh Trainer/Consultant Available for Hire. I currently subcontract to many local Mac schools. Hire me directly and save. I teach: Excel, Word, Quark, PageMaker, Illustrator, MS Project, and more. References available. Alan Stillman: 703-548-8794.

—Business & Personal Tax Prep, CPA Services, Bookkeeping, Word Processing, P J Neff, CPA (410) 740-4259.

SAVE YOUR RECEIPTS!!!

The office is collecting receipts from Giant and Safeway once again this year. These receipts are used to assist schools in the area that we sponsor to get new computer equipment. Please join with us and save your receipts. You may either bring them to the office when you are coming in, or send them to us. *Thank you.*

—Consultant: to teach Photoshop, Adobe Dimensions, Illustrator (beginner through advanced techniques). Carol O'Connor: 703-430-5881

Donations Wanted

—Mac, laser printer needed for cultural arts educational program. Call Marjani at 202-635-7223.

—Riviera Beach Elementary School is looking for donations of hard drives for Mac Pluses and SE's—call Gilbert Schaefer 410-544-0960. ■

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Membership Application

Please print or type:

Name _____ Phone # (H) _____ Phone # (W) _____

Company _____ Address _____

Occupation _____ _____

Please answer a few questions for us regarding your computer use. Check the computers/equipment that you use on a regular basis.

- ☐ Apple II, II+
- ☐ Apple IIe, IIc
- ☐ Apple IIc+
- ☐ Apple II GS
- ☐ Laser 128
- ☐ Franklin
- ☐ Apple III (SARA)
- ☐ Mac Plus, 512e
- ☐ Mac SE
- ☐ Mac SE30, Mac IIx
- ☐ Mac Portable
- ☐ Mac LC (series)
- ☐ Mac Classic (series)
- ☐ Other _____
- ☐ LISA
- ☐ Mac II
- ☐ Mac IIci, cx
- ☐ Mac IIsi
- ☐ Mac IIfx
- ☐ Mac VX
- ☐ Mac PowerBook
- ☐ Mac Duo
- ☐ Quadra (all)
- ☐ Centris (all)
- ☐ PowerMac
- ☐ Newton
- ☐ Performa (all)

WAP has many Special Interest Groups (SIGs) and activities. Fill in letter next to area of interest.
J=Join Group, V=Volunteer

AppleWorks SIG____
Apple II GS SIG____
Apple III SIG____
Art SIG____
CAD SIG____
Database SIG____
Disabled SIG____
Desktop Publishing SIG____
Disk Library____
EdSIG (education)____
Excel SIG____
Federal SIG____
Game SIG____
HOTLINE____
HypterTalk SIG____
Mac Programmers SIG____
Music SIG____
NOVA Educators Mac/Apple Users SIG____
QuickTime SIG____
Stock SIG_____
Telecommunications SIG (TCS)____
Women's SIG____

Enclose check or money order payable to Washington Apple Pi, Ltd.

- ☐ Basic Membership—1 year $49
- ☐ Student rate* for 1 year $42

For other options please add correct amounts

- ☐ WAP Bulletin Board System (TCS)** **$15**
- ☐ WAP Bulletin Board System (TCS)** with e-mail **$25**
- ☐ WAP Bulletin Board System (TCS)** with Internet **$186**
- ☐ 1st class mail (U.S.) **$17**
- ☐ Airmail to Canada, Mexico, West Indies or Cental America **$20**
- ☐ Airmail to Europe & South America **$38**
- ☐ Airmail to Asia & elsewhere **$48**
- ☐ Surface to Europe, Asia & elsewhere **$18**

Total enclosed $_____

*Please enclose photocopy of current student ID.
** Access to the TCS is contingent on WAP having a current home telephone number for the member.

Indicate desired New Member kit (1 only)

- ☐ Apple II
- ☐ Apple II GS
- ☐ Apple III
- ☐ Mac 400k
- ☐ Mac 800 k
- ☐ Mac 1.44 k

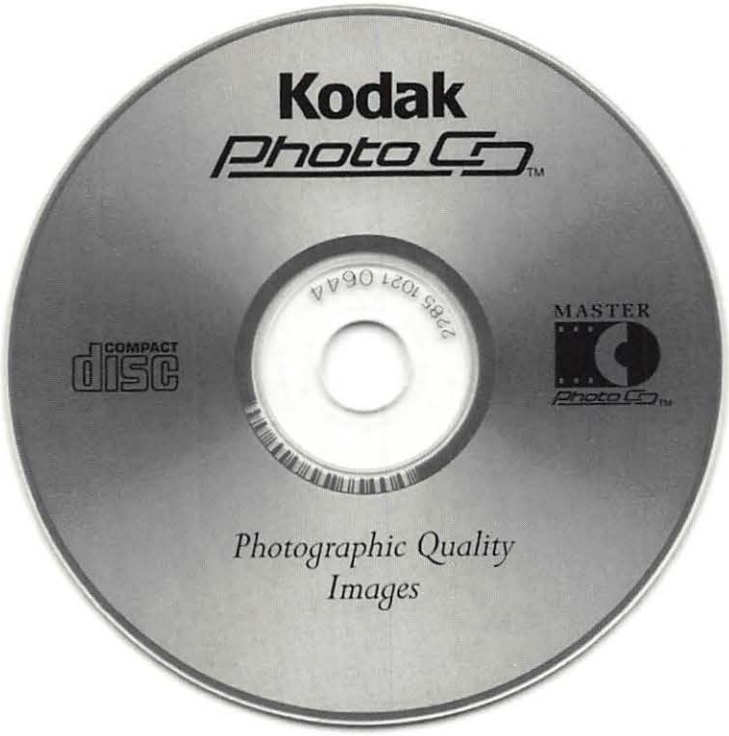
Please circle Yes or No for the 2 items below.

1. My name, address & phone number may be published in the membership director. Yes No.
2. Please leave my name on the Pi mailing list. (The list never leaves the office and all mailings are supervised by the Pi staff.) Yes No

_____

Applicant signature and date

Photo CD will change the way you capture and store color images.



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Good

Our Kodak Photo CD scanner can scan about 100 images from 35mm slides or negatives onto a single Photo CD. Each image is stored at five resolutions. The highest resolution can produce a 7″ × 10″ color separation on a PostScript® imagesetter at 150 lpi. The cost per image is about $1.75 plus the price of the disc (under $10).

Better

Our Kodak Pro Photo CD scanner can scan about 25 images from 35mm slides or negatives or 2″ × 2″ and 4″ × 5″ transparencies onto a single Pro Photo CD. The highest resolution can produce a 14″ × 20″ color separation on a PostScript® imagesetter at 150 lpi. The cost per image is less than $15 plus the price of the disc (under $10).

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Supports 14"-21" Monitors 24-Bit
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