

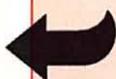
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washington pple pi

The Journal of Washington Apple Pi, Ltd.

Volume 11, Number 10

October 1989



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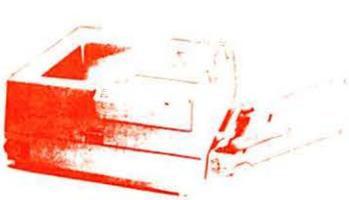
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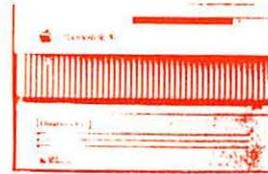
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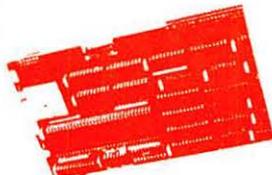
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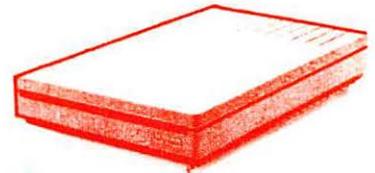
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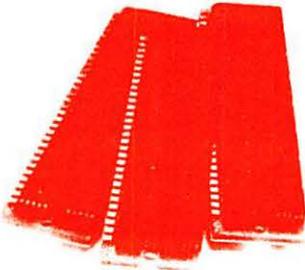
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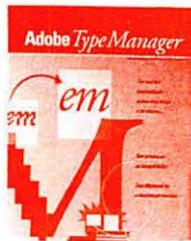
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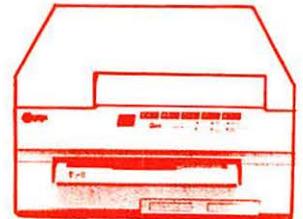
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The discerning among you will have twigged to the fact that meeting dates in November and December are likely to be modified, perhaps extraordinarily so. This occurs as a result of complications in finding a meeting place, complications in getting the meeting place's attention, the fact that Thanksgiving and Christmas generally complicate life toward the end of the year, and sunspots.

You could always watch this space for new information, but that assumes that you can find this space to begin with. The TCS and the office will no doubt have more current information as that becomes available.

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November	October 18
December	November 8
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November	October 28
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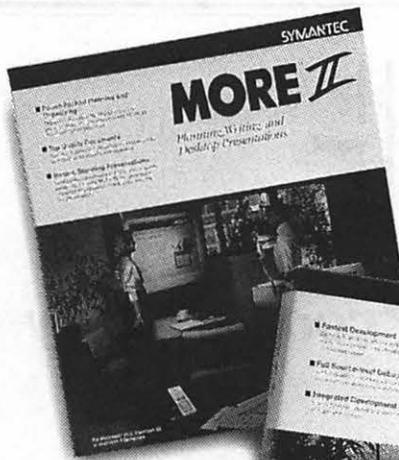
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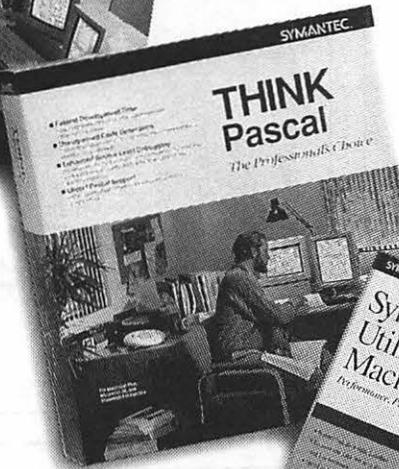


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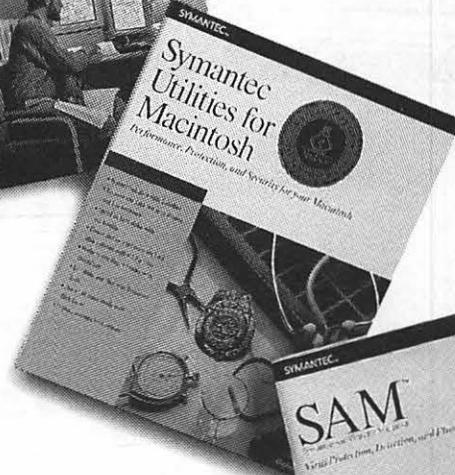
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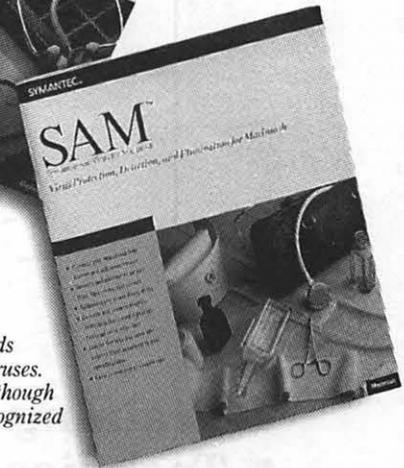
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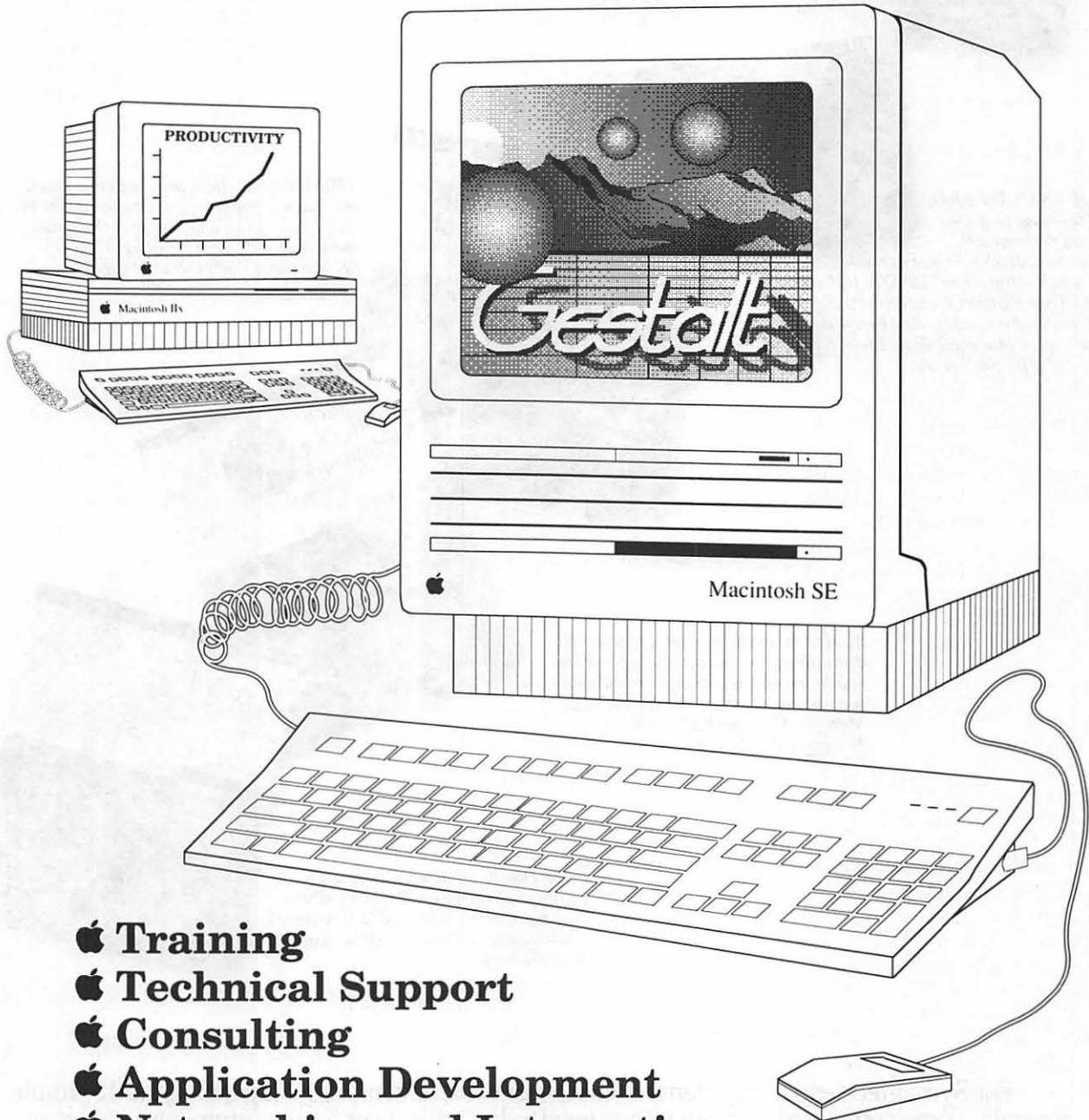


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Warranties...90 whole days!

Apple Computer Inc. seems bent on a stupid and self-destructive course of action. What is so difficult to understand is why they have dug in so hard.

We refer, of course, to their startlingly limited 90-day warranty on new equipment. In splendid isolation from its competitors, Apple refuses to accept responsibility for equipment that fails on day 91 (which recent events tend to suggest may not be all that infrequent). That, they say, is not their problem.

Well, it is their problem, and it is not trivial, either. The competition has recognized it as the large and vulnerable Achilles heel that it is, and their arrows are accurate and sharp. We know of Macintosh sales that have been lost primarily for that reason—the purchasers feeling, reasonably enough, that if Apple has that little confidence in its products, who are they to disagree? If you doubt this, talk to a salesman for an MS/DOS line, and ask about competing products, like—just for instance—Apple. See how soon the issue comes up.

The response, articulated by John Sculley, is that the limited warranty period allows Apple to compete by offering equipment at a lower sales price. That dog, in the memorable words of Howard Baker, just won't hunt. The increased cost to the manufacturer of selling equipment with a one-year warranty just ought not to be that great, always assuming, of course, that it has been produced under adequate control systems, in the first place.

Put it this way—either Apple equipment is well made, or it's not. If it is, they ought to be willing to put their money where their reputation is—on the line. If it's not, then they had bloody well better improve their products, or their market share is going to disappear like the morning dew, surely and maybe not slowly at all.

We may or may not be willing to buy Appicare (insurance that we ought not to need until the end of the first year, and that other companies can and do undercut in price) but we sure as hell don't need to live under that Sword of Damocles without it, at least until the first year is out. Large companies can afford to self-insure, and many do, but Macs and Apple IIs used to be touted as equipment for The Rest Of Us. Or is that "no longer operative"?

Perhaps (and this is only supposition) the real reason for Apple's intransigence is pressure from dealers, who have found maintenance contracts to be profitable indeed (and this is not supposition at all). Some turkey wrote a (literally) incredible letter to MacWeek a few months back suggesting that if Apple were to extend their warranties it would, in some way not specified, indicate a *lack of confidence* in their products. That's what he wrote, campers. It may be relevant that he was the president of a dealership.

Eventually, Apple is going to come to their senses and fall into line with the rest of their competition. They have to, because this issue is already hurting them and the pain can only increase as more and more people discover that they are being taken advantage of. (Can you spell "ripped off"?)

Just accept that you made a bad decision, guys, and change it before it is forced down your throat. Declare victory and go home. Deferring the decision can only prolong the pain and turn away potential friends and customers. Trust us—try it. You'll like it. So will we.

-fmp

Problems with Apple hard disks?

Some WAP members have experienced failures in Apple supplied internal hard disks. These failures appear to be occurring in Mac II, IICx, SE/30 and possibly SE models equipped with (Apple-supplied) 40 and 80 MB hard disks.

Walt Mossberg described the symptoms of the HD failure as follows: The hard drive suddenly will not boot or even show up on the desk top when you boot with a floppy. After a few reboots, the hard drive suddenly reappears with all files working fine. After a few cycles of these failures, the hard disk fails totally (or at least at maximally inconvenient intervals) and has to be replaced.

If you have an Apple-supplied 40 or 80 MB hard drive and have experienced a failure, please let us know. Send the following information to the WAP office in Bethesda; ATTN: HD FAILURES:

- MAC model:
- MAC serial number:
- Date of purchase:
- Date of failure:
- Cost of failure/diagnosis
- Time to effect repair:
- Where repaired: Send your data.

Best advice is BACK UP your HARD DISK FREQUENTLY! ☛

HyperCard SIG

The office of Chairman of the HyperCard SIG is currently vacant, and meetings of that SIG have been moved from the regular monthly gathering to the WAP offices.

Please join us there, immediately following the scheduled meetings and help us to learn more about this powerful system capability.

TEMPEST MACINTOSH SE/30

TEMPEST

Power

In A Small

Package

TPI is the first to bring you the TEMPEST Macintosh® SE/30. The power of the Macintosh II combined with the portability of the Macintosh SE. Like the Macintosh SE, the SE/30 features a small footprint, easy setup, and is transportable. The TPI Macintosh SE/30 is a TEMPEST-engineered system with optional 40 MB or 80 MB removable hard disk storage.



inch drive reading 400K, 800K, and 1.4 megabyte Macintosh disks.

The Apple FDHD drive lets the user read and write to MS-DOS, OS/2, and formatted disks with the Exchange. In addition, Macintosh SE/30 runs all current versions of Macintosh software.

ProDOS
Apple File
the TEMPEST

The CPU, powered by a Motorola MC68030 chip running at 16 MHz, is four times faster than the SE, while still utilizing the intuitive operating system that makes Macintosh easy to use and learn. The floppy drive uses the new Apple Floppy Drive High Density (FDHD) drive, a high capacity 3.5-

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President's Corner



by David Morganstein

Kudos to Kim. It is with sadness but a fond adieu that we wish Kym Knutson well in her new venture. Kym decided to return to school in order to complete a degree. While we will all miss her at the WAP office, her energy and enthusiasm, we know this is the right decision for her and we support her in it. Here's to the day you return with your shiny new sheepskin! Thanks and best to you, Kym.

General Counsel. I am pleased to welcome the assistance of Richard Wohltman as General Counsel of the WAP. Richard's advice in the past few months has been most helpful and I look forward to his continued suggestions. It is very nice when people step forward to offer their time in building the WAP. At the same time, I would like to thank Charles Calkins who previously provided this assistance.

Cover Story. All I can say is "Wow!". How about the new look of the Journal? I'd say Frank Potter and all the others that are helping with ideas and suggestions are doing an absolutely excellent job. Clearly the appearance and contents represent the kind of Journal that will attract and retain new members. As Frank has said, the quality of the Journal depends upon the contributions and we need all we can get!

Hot Line Needs? Take a minute to review the Hot Line. What programs are missing? In what areas do you need help? Better still, in what areas can you offer help? To offer suggestions or add your name to the list of helpers, contact Larry Feldman. While you are at, if you have benefitted from the Hot Line,

let us know. Call Larry and thank him for coordinating the effort. Write a short note to the office and tell us!

SuperDrive Shipping. Have you bought one of the Macintosh computers (SE30, IIx, IIcx or newest SE's) that uses the new FDHD drives, the 1.4Meg 'SuperDrive'? If so, you should be aware of a 'change' in the care and feeding of the drive. The older style 800K double sided drives, found in the MacPlus, older SE and II, come with a yellow plastic insert that should be pushed into the drive whenever the computer is moved. The FDHD drives do not and SHOULD NEVER use that insert! These newer drives have a retractor that automatically locks the heads out of the way. If you insert the plastic diskette you will UNLOCK the heads, allowing them to pound together, most likely causing a disaster. If you don't believe me, ask our Editor. Frank, tell them how many drives you had to have replaced before the local dealer got the word from Apple!

[Ed—weelll..we are now working on hard disk drive no. 4. But we haven't yet had any problems with the floppy drive. That we know about.]

Disappointed. Unfortunately, my last comments deal with a rather severe disappointment. A number of members—we don't know how many—recently received a mailing from someone suggesting that they were representing the board of directors in conducting a "scientific" poll or the WAP membership. The accompanying letter suggested that I had "no changes or corrections" to the enclosed document which purported to be a questionnaire. Sadly, the enclosed docu-

ment represents yet more personal attacks on individuals, something we have seen far too much of recently.

As those who read it can easily surmise, this blatantly self-serving document was never approved by myself or the board of directors. Neither did the person or people responsible for the mailing so much as talk to any board member, myself included, about conducting this mailing. I was sent a copy of the document with a note requesting that it be discussed at the next board meeting, but it was mailed out before that could occur. I would very much like to know if the membership database, which was removed from the office by two former board members, was used to conduct the mailing.

The only thing that can be said for the attitude of those responsible is that they clearly are not interested in the welfare of the WAP, only in pushing their personal viewpoint. Personal attacks are a negative. What we need are volunteers willing to help provide better service and a little bit of fun again. How about it folks? 🍏

Attention: CPAs

WAP is seeking proposals from area CPAs for the preparation of its current income tax returns.

If you would like further information about our requirements or a copy of the invitation, please call Ed Myerson, Treasurer, at (703) 759-5479.

Letters to the Editor

Sir:

As a frequent participant on local bulletin boards and as a member of more than one user group, I have heard countless horror stories about many of the local retail computer vendors. It seems like everyone who has a bad experience with a vendor immediately tells the world, but when the service is acceptable, or even outstanding it remains a pretty well kept secret. As the very recent purchaser of a new Mac system, I'd like to relate my experience with Computer Age. First of all, I shopped A LOT! The salesman at the Computer Age Beltsville store, Bill Bikakis, was tolerant beyond reasonableness as I called, found a better price elsewhere, and called back again a number of times. As an aside, I gave every local vendor a chance to beat the final price and no one could or would.

So, bright and early I trek to Beltsville to buy my new machine. I pay my money and depart, eagerly awaiting the call that will say that my system is assembled, tested and ready. From Beltsville I head directly to the Pi office, in search of goodies to go with this new marvel of modern technology. While I'm perusing the latest MacWeek (looking for a steal on 1 Meg

SIMMS), I get a phone call from my (much) better half. It seems the salesman is trying to track me down. Uh oh! Here comes the old bait and switch, I figure. They probably want to give me a slower hard drive, a less expensive monitor or a non-Apple keyboard—something to make up for the fact that I've negotiated myself such a good deal.

With trembling hands I call the salesman. After the amenities he says "We have a small problem." Here it comes. "We are out of stock on the Apple 8 Bit Video Card." Well, I'm all ready to go into my outraged consumer act, taking my time, building up a good head of steam and he says "Will you accept the SuperMac as a replacement? It comes with a free copy of Pixel Paint." I immediately switch gears thinking "What the heck, if he doesn't want TOO much more money that's probably a reasonable deal." THEN the salesman has the nerve to break my train of thought and say "Of course there will be no charge for the switch. I know you want your system as soon as possible, and I didn't think you'd want to wait until the Apple cards came in." I respond that the switch is no problem at all and that I

appreciate his responsiveness. We say goodbye and I'm left spending the rest of the day wondering what to do with all this adrenaline I've created.

So I get the system home and set it up. I turn it on and it's beautiful. I'm happy. My wife is happy. All is right with the world. But wait—what is that bizarre noise emanating from my brand-spanking-new monitor? Oh no! With the deal I got, what kind of service am I going to get? Oh well, off to Computer Age's service department. I demonstrate the strange and wonderful noise for the tech and ask fearfully "Can you fix it?" "How long have you had it?" he replies. "Only a couple days" I respond. "Well," he says "let me see if we can't just replace it. You shouldn't have to be without your system to solve a problem on a system that new." Ten minutes and one phone call to the salesman later, I depart with a brand new monitor which the service rep tested before I left to be sure it was absolutely A-OK. Total time to solve the problem, one hour, including the time it took me to drive to Silver Spring and back!

Needless to say, I am a BIG believer in Computer Age, have since sent a number of friends there based on both price and service and will continue to do so.

—Lou Pastura

Notices and miscellany...

Mystery Mailings

As noted above, some mysterious mailings have shown up in a few members' mailboxes, purporting to have been sent with the approval of the President or the Board of Directors. Unless any such notice comes on WAP stationery, you can assume that it has no status or legitimacy. Since the addresses of members is, or is supposed to be, confidential, we would appreciate it if you could mail any envelopes back to the Pi office, so that we can try to track down the way these addresses were obtained.

Volunteers

If anyone in the area would like to help us track down members who might have failed to renew, in the course of the difficulties of the past year, but who we might entice back into the fold, please call Nancy at the office and let her know of your willingness to make a few phone calls.

Centerfold

You will notice the new format of the Journal makes it possible to remove the Calendar and Hotline lists, for those who are inclined to do so. You can thus have this

information at your fingertips without destroying the rest of the magazine. Yet another service to our members...

Collectors' items

There are a number of old Journals languishing in storage, and they are about to be recycled. If you want any (or all, for that matter, of these, please call Nancy and let her know.

Minutes—August B/D

The Washington Apple Pi Board of Directors held its regular August meeting on Wednesday, Aug. 16, in the WAP office.

1. The minutes of the July 12 and July 21 Board meetings were corrected and approved.
2. The Board considered a request by the TCS Committee to reallocate existing funds in the TCS capital budget for the purchase of a "Kold-Wave" air conditioning system for the TCS room. The purchase (approximately \$1,900) was conditionally approved, subject to agreement being reached with the landlord over affected terms of the office lease, and provided the system installer obtains all required permits for the equipment. It was also decided that the proposed purchase should be brought to the membership at the Sept. 26 meeting for final authorization.
3. WAP's participation at the Fed Micro '89 show (Sept. 6/7) was discussed. WAP had been asked to provide introducers for two workshop sessions. DTP SIG Chair Tom Piwowar volunteered to moderate one session. Eric Rall was appointed to find a booth coordinator.
4. At the request of Dave Morganstein, an updated list of Committees and their members is being compiled, and will be printed in the Journal.
5. A resolution was passed barring the taping of Board meetings, except at the specific request of the Board itself. When the Board requests a tape to be made, it shall be used only for the purpose of assisting the Secretary in preparing the minutes of the meeting in question, and shall be erased as soon as possible after the minutes are approved.
6. The Board considered the appointment of a new general counsel to replace Charles Calkins,

who has chosen not to renew his membership. Richard Wohltman has expressed interest in filling the vacancy; however, a decision was deferred to allow Dave Morganstein time to talk to Charles Calkins first.

7. In response to several requests for documents by Gary Simpson (attorney for Bob Platt), Dave Morganstein will be preparing a letter asking Mr. Simpson to explain his legal authority to request the material in question. With respect to Bob Platt's attendance at certain WAP meetings following his expulsion on July 21, the Board passed a resolution stating that Bob Platt's expulsion extends to all meetings held in the WAP office, and that his attendance at other meetings is at the discretion of the meeting Chair.
8. The Board expressed its thanks and appreciation to Kym Knutson, who had announced her intention to resign her position as Asst. Office Manager in September. Bob Shaffer was appointed to form a Search Committee to recommend a replacement, and a notice of the vacancy was placed in the Journal and other publications.
9. Eric Rall reported that WAP made a \$200 profit at its booth at MacWorld-Boston. The Board expressed its thanks to Bob Fimini for donating a copy of *Federal Clip-Art*, which was sold at the booth.
10. An agreement with Ken Gordon Productions was ratified, in which WAP would receive two booth spaces at the Sept. 16 computer show in northern Virginia, in exchange for running an ad for the show in the September Journal. Chris Bastian said he would coordinate staffing of the booth.
11. The Board approved a \$50 payment to Sam Knutson for work performed in December, 1988; original approval had been de-

ferred from an earlier Board meeting. The Secretary was directed to review the minutes and agendas of previous meetings to identify other issues on which action was still pending.

12. At the request of Peter Combes, the Board discussed the issue of Ed Able's membership. It was felt that no Board action was necessary until confirmation of Mr. Able's membership payment (requested by the Office Manager) could be obtained.

13. The Board met briefly in executive session with Richard Wohltman serving as counsel.

14. No action was taken on a request by Bob Platt for a copy of the recording made at the June 22 Board meeting. It was the feeling of the Board that requests by Mr. Platt should not be acted upon until all WAP material held by him was returned.

15. A resolution was passed recognizing the fact that the Ed and Priscilla Myerson had been previously authorized to prepare WAP's tax returns during the years 1984-1988, at a rate of \$500 per year, and approving payment for the return filed in 1988.

At the general membership meeting on September 26, discussion was held on the Board's consideration of the "Kool-Wave" air conditioner purchase for the TCS Room. David Gursky introduced a motion to ratify the purchase agreement. The motion was seconded by Sam Knutson, and was overwhelmingly approved. 🍏

Frederick Apple Core

Those attending the July FAC meeting found their editor and past president hosting the meeting. At the last minute and due to unforeseen circumstances, Scott was forced to miss this meeting and sent his apologies. He emphasized however, that he had much in the way of products to display to the group and hopefully he'll be able to do so at the August meeting. But to make matters worse, now his CMS harddrive which is attached to his Iigs is now starting to behave erratically.

Dick Grosbier provided his MAC for the meeting and I furnished the IIc as well. The July DOM for the Apple II series computer was the commercial quality game which is shareware titled BERZAP, which is very similar to the tried and true game BERZERK.

Carl Myers, the Secretary/Treasurer mentioned to the group that he has been using WORD version 4.0 on his MAC II quite frequently

since receiving it, and has yet to find any bugs.

On another side, a member of the club stated that he has received HyperStudio by Roger Wagner and has found a few bugs in the product, but overall found it to be a good program. He believed the sound quality to be very good, but did run into some problems when he attempted to do some implementation of his own. He also stated that the author is aware of many of the problems which are to be fixed in a later version due to be released later this summer.

Of particular interest to Apple II users is the release of Appleworks v3.0 of which these are only a few of the improvements:

- 1) Includes drivers for 22 different printers (up to 3 custom printers)
- 2) Easier access to pathnames (the program offers a list of directories on the current drive, and hitting the tab will cause it to change drives.)

3) Automatically recognizes RamWorks/Checkmate style memory cards. The desktop still stops at 12 files, but the clipboard is limited only by available RAM.

- 4) Multiline headers and footers
- 5) Built in Spelling Checker based on Beagle Bros.' QuickSpell
- 6) Easier formatting with real tabs and multiple tab rulers.
- 7) Horizontal Scrolling capability within the Data Base
- 8) Sorting on multiple categories
- 9) 26 new functions added to the SpreadSheet
- 10) The ability to copy/move blocks of cells within the sheet.

Suggested retail price is \$249 and owners of legitimate copies of Appleworks 1.x and 2.x is \$79.00. The upgrade is managed directly by Claris and one can call 1-800-544-8554 Monday through Friday 8:30 am to 5:30 pm PST to initiate the upgrade process.

For those of you who have younger children this may be of particular interest. Beginning with this meeting I demonstrated the 22nd issue of Microzine Software.

Microzine is educational software written for ages 9 and older. Published by Scholastic, a corporation long known for educational software used in many schools, Microzine can be obtained through a subscription. For a nominal fee (\$29.95/issue) each package of 2 - two-sided 5 1/4" diskettes comes packed full of useful programs ranging from math tutors to elementary desktop publishing. For those younger are the Sticky Bear series by Optimum Resources and distributed by Xerox Education Publications. At each meeting I will demonstrate a different issue for those interested and provide the necessary information for ordering.

Annapolis Slice



The Annapolis Apple Slice meets the second Saturday of the month in the Careers Building at the Anne Arundel Community College in Arnold, MD, from 9:30 to noon. Dues are \$15 annually, \$16 for CRABBS access only.

October is Computer Learning month and our program on October 14 is on Computers in Education. There will be two representatives from Towson Computer demonstrating how Apple computers are used in education.

October also is the month we propose a slate of officers for presentation at the November meeting, to be voted upon in December.

In November, we expect to have our annual Garage Sale, but plans are not definite. Call any of the

officers for information.

The Apple Sig meets before the regular meeting at 9 a.m. The Mac Sig meets the third Thursday of each month at the West Street branch of the Anne Arundel Co. library, 7 - 9 p.m. The Laptop Sig meets about once a month, at various places and times.

The bulletin board is becoming ever more popular and shorter time slots have been set, / to provide time for everyone. Call 974-0221 to get on CRABBS (Chesapeake Region Apple Bulletin Board System).

That's all from Crabtown. See you next month. 🍏

IIGS SIG

August mtg.

by Paul Tarantino

The Apple IIGS mavens who trickled into our meeting room at the Dolley Madison Library in McLean were greeted by the sight of our leader bravely playing *Tetris* before a growing crowd of kibitzers. With that kind of pressure from his audience, it came as no surprise that Gary was unable to improve on his "personal best" score in this maddeningly challenging game.

In a less light-hearted vein, Dave Harvey described a recently discovered IIGS-specific virus, which first came to light in a French fast disk copy program called *Speedy Smith*. This virus likes to erase 3.5" disks, and is apparently detectable but not "fixable" with Glen Bredon's anti-virus program. The virus, known as "Lode Runner", was first found by a users' group in British Columbia, the Apples BC Computer Society. More information is available on the TCS; as always, the prudent

IIGS user should be cautious about booting up any software of dubious origins (especially anything named *Speedy Smith!*), and maintain backups of any disks and programs that would be difficult or time-consuming to replace. Caveat hacker!

Our principal speaker for this meeting was Ted Meyer, SIG president-emeritus and current chairman of PI-SIG, who began a discussion of GS-OS for the novice, with an emphasis on the capabilities of System Software 5.0, which includes GS-OS v3.0, System Loader v3, PRODOS 1.8, Finder v1.3, Installer 1.1, and so forth. You won't need to write all this down, however, thanks to this month's first Handy Hint, to wit: When booting System 5.0, press ESC to see a list of the current version numbers of all the system tools, instead of the GS thermometer.

As of the evening of our meeting (Aug 28), complete 5.0 packages were not yet available for sale at local Apple dealerships. As with previous system software upgrades, Pi members can (a) buy two new system disks from the Pi disketeria, (b) ask your friendly Apple dealer to copy the two

system disks ("System" and "Tools") for you for free (note: some dealers are more friendly about this than others, although it is an announced Apple user support policy), or (c) buy the complete package of THREE disks and all manuals from a dealer for somewhere between \$40-50. (The third disk in the package is all Appletalk-related, which most of us will not need.)

It was suggested that, because the change from system 4.0 to 5.0 is substantial, the manuals may be a more worthwhile investment this time around. Ted's first suggestion on how to learn GS-OS was straightforward: make a copy of the disks, boot up, and play around, trying all the options you can think of. You will probably trash a disk from time to time, but that's why you only work with copies. Getting one's hands dirty in this way is, for many of us, the fastest way to get comfortable with the GS-OS desktop environment.

Ted's second suggestion dealt with properly configuring GS-OS to recognize and access all of your system's peripheral devices. Namely, make your job easier and less frustrating by using the "Installer" program on the 5.0 System Tools disk, rather than trying to configure a working copy of System 5.0 by moving files around from here to there with your trusty utility program. The Installer is user-friendly and comprehensive, and won't let you skip essential steps.

A question about interleave options in formatting 3.5" disks from within system 5.0 led to the following recommendations: use a 1:2 interleave factor if the disk being formatted/initialized will only be used for GS-OS programs or files; use a 1:4 interleave factor if the disk will be used for PRODOS 8 applications, or for disks to be used on a Unidisk, or if the disk needs to be read by both GS and IIc/IIe machines.

Here followed a discussion of interleaving and its impact on disk access speed. I would report on the discussion here if my notes made any sense. I guess you had to be

(Continued on next page)

AV-SIG

August mtg.

by Carmen Delle Donne

AV-SIG (Art and Video Sig) ended the summer with a picnic/meeting in August hosted by member Ellen MacBrayne at her home in Springfield, Virginia, where she operates a desktop publishing business. MacBrayne gave members a tour of her spacious, computer-equipped home studio and showed samples of her publications.

Members brought samples of their work completed and in progress, sharing some of the problems and solutions they encountered in their work. Discussion ranged from the particulars of operating Aldus PageMaker layout program to discount computer shopping.

The September meeting will be held as scheduled. Bring your projects and questions and answers.

The October Meeting of AVSIG (Art and Video SIG) will be at the design studio of Rob Sugar. Sugar's group produces illustration, 4-color output, has four computers and an imagesetting system. Some programs they use include Freehand, Canvas, Adobe Illustrator, and PageMaker. The meeting will include a tour of the studio, and a discussion that can cover how their system files are set, font management, and any questions you might have. The meeting information follows:

October 25, 7:30 PM

Auras Design
1746 Kalorama Road, NW
Washington, DC

Call Rob Sugar (202) 745-0088 or
Nancy Seferian (202) 333-0126 for
further information. ☛

there.

A few more handy hints gleaned from our discussion of System 5.0: Use "BYE" to return from PRODOS 8 to the GS-OS desktop; this takes about four seconds with system 5.0, a marked improvement in speed. Try using ESC 8 instead of PR#3 to switch to an 80-column text display (ESC 4 will cycle back to 40 columns). The preferred way to eject 3.5" disks from their drives while working on the GS desktop is to drag the disk icon to the trashcan. Apple-W will close the current active window on the desktop.

Ted's presentation covered a lot of ground, while leaving several areas of interest to future meetings due to the press of time. SIG members

should note that our meeting on Monday, September 25th, may take place at a new Maryland site; if you haven't heard an announcement by the time you read this, check the TCS, the office, or a friendly SIG member.

I'll close this report with some news of a revision to the IIGS hardware, recently announced by Apple. New IIGS CPUs will soon ship with a full megabyte of RAM on the motherboard, as well as motherboard ROM expanded from 128K to 256K. The battery that powers the system clock and control panel will also be replaced by a set-up which no longer requires soldering to change a battery. For those IIGS users who simply MUST have the latest and

best, new motherboards will cost \$550. No upgrade path is being provided by Apple for current IIGS owners, since for most of us the increased functionality is insufficient to justify the cost.

All for now...please join us on September 25! 🍏

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WorksSIG

by David Harris

The August meeting concentrated on two topics. The first was translation of files FROM Microsoft Works TO AppleWorks format. Here is a summary of the procedure for a Works database, from Mike Sloan, author of the book "Working with Works":

Save your Works DB file using Save As and checking the Export box. Then open it in the word processor using the Import checkbox. Delete the field names. Use Replace to change all the Tabs to Returns, and Save As an ASCII text file using Export. With Apple File Exchange (AFE), translate this file onto a ProDOS disk (you can format a 3.5" ProDOS disk in your Mac by choosing Erase Disk from AFE's Edit menu). In AppleWorks, open a new database file from an ASCII file, enter the number of categories (fields), and at the prompt enter the complete ProDOS pathname to the translated file.

Our second topic illustrated problems with tabs in printing multiple labels. Using Print Merge in a word processor document, a SIG member had printed a list in multi-label-like format from a database of names, addresses, etc. The second column did not print correctly. We realized that she had positioned that column in her word processor using 0.5" default tabs. This meant that any longer-than-expected entries in the first column moved second column entries over by one or more tabs.

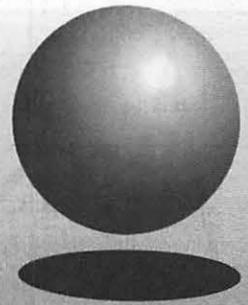
Printing multi-column labels or a DB report with multi-label format can be done in two ways. As an example, in Page Setup choose a full page width but custom page height of 2". With No Gaps Between Pages checked and margins set to leave a 7" width for printing, in the word processor put a left tab at 3.5". This cancels all the interven-

ing default tabs. Choose Prepare to Merge in the Edit menu and insert the first DB placeholders in column one. Copy that, choose Multiple Labels from the Edit menu, tab to the second column and paste the placeholders. Press Return and repeat the process for the other lines you want. Be sure no extra Returns are left after the last line; they may cause blank labels to print.

Otherwise, use the default page size and set a Spacing of 6 lines/inch. Use the above process but after completing the last line of the first horizontal set of labels, press Return repeatedly to create the desired number of empty lines (for 1" labels press Return until you are on line 7). Then Select All, Copy, Paste for the next set of labels. Repeat as many times as needed to fill one page. Use Print Preview, then print one page to check. And use Works' Help command for fuller instructions!

Check next month's Journal for a report on the joint Works-ExcelSIG meeting with Heizer software authors. 🍏

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Artists on exhibit

by Nancy Seferian

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

Art: Building (below right), Train, Barbara Sketch and Top of the Stairs (opposite)

Artist: Jay Rohr began his career as a layout artist, branching out into a partnership with a design studio in Baltimore, and then opening his own business specializing in typography and photo typesetting. He studied at the Maryland Institute of Art, majoring in Fine Arts.

"I saw an early edition of MacWorld describing MacDraw," Jay said, "and that was it! I was suckered into computers then, and since '86 I've been making a living with the Mac. I saw right away they were going to be typesetting units."

Jay has helped magazines and newspapers set up their Mac systems. "I helped with setting up a system of six computers for a publisher in Baltimore. They were doing 106 newsletters a week. Thirty-six of them had to be set from scratch; the rest were camera ready art on the Mac. Four of us did all of it in a day and a half."

Jay also writes. Some of his work includes the book *Pink Bloom of Spring*, a column for the Chicago Page, a Macintosh magazine, articles for other magazines, (not to mention the WAP Journal), and short stories for a newspaper chain.

Now he owns Jay Rohr Graphics, working from his home. His wife works with him, meeting with clients, and creating ads. They create everything on the Mac, from manuals to newsletters,

doing color separation, pasteup, overlays, and ruby liths.

Tools: PageMaker, SuperPaint, Freehand, Illustrator, a souped-up Mac Plus with 2.5 Megs of Ram, Jasmine hard disk drives, an external 800 K drive with modem, a LaserWriter, and MacVision.

CALL FOR ARTISTS

Washington Apple Pi members, professional artists and novices, are invited to submit art for publication in the WAP Journal.

Your work may be submitted by mail or up-loaded to the telecommunications system (TCS). Art that is mailed may be submitted on disk of almost any format (Apple II, Apple III, Macintosh or

other). Please include a hard copy of the work.

Also, include some short biographical information, state the programs, software and hardware you used, and tell how the work was created.

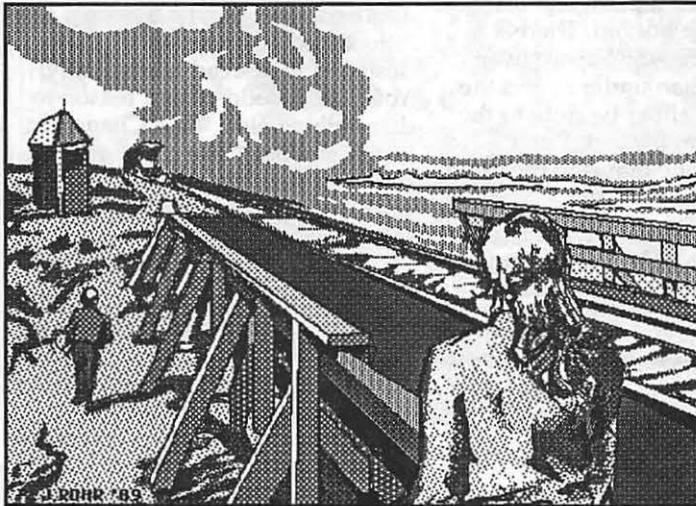
To submit art by mail, send it to

Nancy Seferian
1425 Foxhall Road, NW
Washington, DC 20007.

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



BUILDING was begun in "Illustrator 88", but the results were not what was wanted. So I took this back into SuperPaint 2.02 and worked on it there at about 3 times the size seen here. The completed work was exported to PageMaker 3.02 as a TIFF file, then reduced using the Command/Shift keys with the mouse which makes excellent use of PM's defaults for scaling. The Polygon Tool was used almost exclusively throughout the drawing, using a mix of grey scales and a background from the Pattern Palette with a rule width (when used) of 2 points because the final was to be reduced. When working large-scale, the artist has to estimate closely the grey scales by using lighter shades when a reduction is anticipated because they become darker when reduced.



TRAIN and **BARBARA SKETCH** were produced the same way as **BUILDING**. In both cases, preliminary sketches were done at about screen size in *SuperPaint*, *Paint Mode*, and, where applicable, some greys were roughed in to give a visual feel for shadows. Basically, these were black and white sketches that were later stretched proportionately, and the final "ink" was done over this. In all cases, the "Auto-Trace" and "LaserBits" functions were avoided for these particular exercises.



TOP OF THE STAIRS

Produced in *SuperPaint* 2.01, the original was 4 times the size seen here, and then exported as a TIFF file into *Page-Maker* 3.02 like those above. Extensive use was made of the *Polygon Tool* in *SuperPaint*, the ideal tool for achieving computer perspective effects. The *Freehand* tool was used for non-standard lines, particularly with the figure. Limited use was made of the *Blender Tool* because the results were too speckled for my taste and did not lend well to the overall smoothness needed to achieve that effect. The whole work was first sketched in black and white—a line drawing. Screens and effects were put in last over the sketch, which is the equivalent of an artist doing a pencil sketch first, and then rendering the final in ink.

0.5 What can you do with this copyrighted software?

Let's start with the obvious: can you use it on your powerful Timex PC? Is this a joke? No. Prior to 1980, my answer might have been No, you can't use it! And people actually pay me for advice like that!

Well think: you take the floppy disk out of the ziplock baggy, insert it in drive A and load the program into RAM. What have you just done? You've made a copy in RAM—in legalese, you've reproduced the work, in violation of the copyright owner's exclusive right to reproduce. (I had better clarify something here: the copyright owner is the person or company whose name appears in the copyright notice on the box, or the disk or the first screen or wherever. It may be the person who wrote the program, or it may be his boss, or it may be a publishing company that bought the rights to the program. But in any case, it's not you. When you buy a copy of the program, you do not become the copyright owner. You just own one copy.)

0.6 Anyway, loading the program into RAM means making a copy. The Software Act of 1980 addressed this absurdity by allowing you to make a copy if the copy "is created as an essential step in the utilization of the computer program in conjunction with a machine and . . . is used in no other manner . . ." By the way, somebody tell me what "a machine" means. If you connect 5 PC's on a network is that "a machine" or several machines? A related question is whether or not running software on a network constitutes a performance. The copyright owner has the exclusive right to do that, remember?

0.7 Can you make a backup copy?

OK, so you bought this copyrighted program and you loaded it into RAM or onto a hard disk without the FBI knocking on your door. Now can you make a backup copy? YES. The Software Act also provided that you can make a backup copy, provided that it "is for archival purposes only . . ."

What you cannot do, however, is give the archive copy to your friend so that you and your pal both got the program for the price

of one. That violates the copyright owner's exclusive right to distribute copies to the public. Get it? You can, on the other hand, give both your original and backup to your friend—or sell it to him, or lend it to him, as long as you don't retain a copy of the program you are selling.

Although the copyright owner has the exclusive right to distribute (sell) copies of the program, that right only applies to the first sale of any particular copy. By analogy, if you buy a copyrighted book, you are free to sell your book to a friend. The copyright owner does not have the right to control resales.

0.8 Licenses may change the rules

At this point, let me remind you that we have assumed that the program you got at the store was sold to you, not licensed to you. Licenses may change the rules.

0.9 Can you modify the program?

Now, you're a clever programmer, and you know the program could run faster with some modifications. You could also add graphics and an interactive mode and lots of other stuff. What does copyright law say about your plans? Well... several different things, actually.

First, recall that the copyright owner has the exclusive right to make derivative works. A derivative work is a work based on one or more preexisting works. It's easy to recognize derivative works when you think about music or books. If a book is copyrighted, derivative works could include a screenplay, an abridged edition, or a translation into another language.

Derivative works of songs might be new arrangements (like the jazz version of Love Potion Number 9), a movie soundtrack, or a written transcription, or a "long version," (such as the fifteen minute version of "Wipe Out" with an extended drum solo for dance parties).

In my opinion, you are making a derivative work when you take the store-bought word processor and modify it to perform differently. The same would be true if you "translated" a COBOL program into BASIC. Those are copyright infringements—you've horned in

on the copyright owner's exclusive right to make derivative works.

There is, however, some breathing room. The Software Act generously allows you to "adapt" the code if the adaptation "is created as an essential step in the utilization of the computer program in conjunction with a machine...." For example, you might have to modify the code to make it compatible with your machine.

0.10 Can you break the copy protection scheme?

Moving right along, let's assume your store-bought program is copy protected, and you'd really like to make a backup copy. You know this nine-year-old whiz who can crack any copy-protection scheme faster than you can rearrange a Rubik's cube. Is there a copyright violation if he succeeds?

There's room to argue here. When you try to figure out if something is an infringement, ask yourself, what exclusive right am I violating? In this case, not the right to make copies, and not the right to distribute copies. Public performance and display have no relevance. So the key question is whether you are making a "derivative work." My answer to that question is, "I doubt it."

On the other hand, I also doubt that breaking the protection scheme was "an essential step" in using the program in conjunction with a machine. It might be a "fair use," but that will have to wait for another article. Anyone interested in stretching the limits of the "fair use" defense should read the Sony "Betamax" case.

0.11 Summary

Let me summarize. Copyright means the copyright owner has the exclusive right to do certain things. Copyright infringement means you did one of those exclusive things (unless you did it within the limits of the Software Act, i.e., as an essential step . . .).

Part Two: Copyright sounds neat—how do I get one? Or, how do I know if this program is copyrighted?

0.12.1 How do you get a copyright?

If you've written an original program, what do you have to do to get a copyright? Nothing. You already have one.

0.12.2 How do you lose a copyright?

If you've written an original program, what do you have to do to lose your copyright protection? Give copies away without the copyright notice.

0.12.3 How do you waste a stamp?

If you mail the program to yourself in a sealed envelope, what have you accomplished? You've wasted a stamp and an envelope and burdened the postal system unnecessarily.

0.12.4 Do you have to register your program with the U.S. Copyright Office?

No, but it's a damn good idea.

0.13 How copyright comes into existence

Copyright protection (meaning the five exclusive rights) comes into existence the moment you "fix" your program in a "tangible medium." That means write it down, or store it on a floppy disk, or do something similar. Registration is optional. The one thing you must do, however, is protect your copyright by including a copyright notice on every copy of every program you sell, give away, lend out, etc. If you don't, someone who happens across your program with no notice on it can safely assume that it is in the public domain (unless he actually knows that it is not).

0.14 - 0.17 The copyright notice

0.14 The copyright notice has three parts. The first can be either a ©, or the word "copyright" or the abbreviation "Copr." The © is preferable, because it is recognized around the world; the others are not. That's incredibly important. Countries around the world have agreed to recognize and uphold each others' copyrights, but this

world-wide protection requires the use of the ©. On disk labels and program packaging, use the ©. Unfortunately, computers don't draw small circles well, so programmers have resorted to a c in parentheses: (c). Too bad. That has no legal meaning. When you put your notice in the code and on the screen, use "Copyright" or "Copr." if you can't make a ©.

0.15 The second part of the notice is the "year of first publication of the work." "Publication" doesn't mean distribution by Osborne Publishing Co. It means distribution of copies of the program to the public "by sale or other transfer of ownership, or by rental, lease, or lending." So when you start handing out or selling copies of your precious code, you are publishing. Publication also takes place when you merely OFFER to distribute copies to a group for further distribution. Your notice must include the year that you first did so.

0.16 The third part of the notice is the name of the owner of the copyright. Hopefully, that's you, in which case your last name will do. If your company owns the program—a legal issue which I will address later in this article—the company name is appropriate.

0.17 Where do you put the notice? The general idea is to put it where people are likely to see it. Specifically, if you're distributing a human-readable code listing, put it on the first page in the first few lines of code, and hard code it so that it appears on the title screen, or at sign-off, or continuously. If you're distributing machine-readable versions only, hard code it. As an extra precaution, you should also place the notice on the gummed disk label or in some other fashion permanently attached to the storage medium.

0.18 Advantages of registration

Now, why register the program? If no one ever rips off your program, you won't care much about registration. If someone does rip it off, you'll kick yourself for not having registered it. The reason is that if the program is registered before the infringement takes place,

you can recover some big bucks from the infringer, called statutory damages, and the court can order the infringer to pay your attorneys' fees. Registration only costs \$10, and it's easy to do yourself. The only potential disadvantage is the requirement that you deposit the first and last 25 pages of your source code, which can be inspected (but not copied) by members of the public.

0.19 A test to see if you understand this article

Now, someone tell me this: is this article copyrighted? Can you print it? [Ed.—we may or may not have understood the article, but we can tell you that we wrote to Mr. Breslow for permission before running it. He graciously replied right away, which in turn, is why you are reading it. So there.]

Part Three: Who owns the program you wrote?

0.20 Introduction

The starting point of this analysis is that if you wrote the program, you are the author, and copyright belongs to the author. HOWEVER, that can change instantly. There are two common ways for your ownership to shift to someone else: first, your program might be a "work for hire." Second, you might sell or assign your "rights" in the program, which for our purposes means the copyright.

0.21 Programs written as an employee

Most of the programs which you write at work, if not all of them, belong to your employer. That's because a program prepared by an employee within the scope of his or her employment is a "work for hire," and the employer is considered the "author." This is more or less automatic if you are an employee—no written agreement is necessary to make your employer the copyright owner. By contrast, if you can convince your employer to let you be the copyright owner, you must have that agreement in writing.

0.22 By the way, before you give up hope of owning the copyright to the program you wrote at work, figure out if you are really an

employee. That is actually a complex legal question, but I can tell you now that just because your boss says you are an employee doesn't mean that it's so. And remember that if you created the program outside the "scope" of your job, the program is not a "work for hire." Finally, in California and probably elsewhere, the state labor law provides that employees own products they create on their own time, using their own tools and materials. Employment contracts that attempt to make the employer the owner of those off-the-job "inventions" are void, at least in sunny California.

0.23 Programs written as a contractor

Wait a minute: I'm an independent contractor to Company X, not an employee. I come and go as I please, get paid by the hour with no tax withheld, and was retained to complete a specific project. I frequently work at home with my own equipment. Is the program I'm writing a "work for hire," owned by the Company? Maybe, maybe not. In California, this area is full of landmines for employers, and gold for contractors.

0.24 A contractor's program is not a "work for hire," and is not owned by the company, unless (1) there is a written agreement between the company and the contractor which says that it is, and (2) the work is a "commissioned work." A "commissioned work" is one of the following: (a) a contribution to a "collective work," (b) an audiovisual work (like a movie, and maybe like a video game), (c) a translation, (d) a compilation, (e) an instructional text, (f) a test or answer to a test, or (g) an atlas.

I know you must be tired of definitions, but this is what the real legal world is made of. An example of a collective work is a book of poetry, with poems contributed by various authors. A piece of code which is incorporated into a large program isn't a contribution to a collective work, but a stand-alone program which is packaged and sold with other stand-alone programs could be.

0.25 So where are we? If you are a contract programmer, not an

employee, and your program is a "commissioned work," and you have a written agreement that says that the program is a "work for hire" owned by the greedy company, who owns the program? That's right, the company.

But guess what? In California and elsewhere the company just became your employer! This means that the company must now provide worker's compensation benefits for you *and unemployment insurance*.

Part Four: A brief word about licenses

0.26 Why a license?

When you get software at the local five and dime, the manufacturer claims that you have a license to use that copy of the program. The reason for this is that the manufacturer wants to place more restrictions on your use of the program than copyright law places.

For example, licenses typically say you can only use the program on a single designated CPU. Nothing in the copyright law says that. Some licenses say you cannot make an archive copy. The copyright law says you can, remember? But if the license is a valid license, now you can't. You can sell or give away your copy of a program if you purchased it, right? That's permitted by copyright law, but the license may prohibit it. The more restrictive terms of the license will apply instead of the more liberal copyright rules.

0.27 Is the license valid?

This is hotly debated among lawyers. (What isn't? We'll argue about the time of day.) A few states have passed or will soon pass laws declaring that they are valid. A few will go the other way.

Federal legislation is unlikely. My argument is that at the consumer level, the license is not binding because there is no true negotiation (unless a state law says it is binding), but hey that's just an argument and I'm not saying that that's the law. In any case, I think businesses that buy software will be treated differently in court than consumers. Businesses should read those licenses and negotiate with

the manufacturer if the terms are unacceptable.

Part Five: I have a neat idea. Can I trademark it? What about patent?

0.28 Trademark law explained

Sorry, no luck. Trademark law protects names: names of products and names of services. (Note that I did not say names of companies. Company names are not trademarkable.) If you buy a program that has a trademarked name, all that means is that you can't sell your own similar program under the same name. It has nothing to do with copying the program.

0.29 Patent law

Patent law can apply to computer programs, but it seldom does. The main reasons it seldom applies are practical: the patent process is too slow and too expensive to do much good in the software world. There are also considerable legal hurdles to overcome in order to obtain a patent. If, by chance, a program is patented, the patent owner has the exclusive right to make, use or sell it for 17 years.

Conclusion

I know this is a long article, but believe it or not I just scratched the surface. Hopefully, you'll find this information useful, and you'll stop passing along myths about copyright law.

If anyone needs more information, I can be reached at (415) 932-4828, or by mail at 1225 Alpine Road, Suite 200, Walnut Creek, CA 94596. ☐

Recharging Laser Writers

by Doug Stone

It is estimated that less than 5% of all toner cartridges in use today are recharged. However, this figure is increasing and with it confusion over exactly what recharged cartridges are and about the various processes employed in recharging toner cartridges.

In order to gain a closer insight into recharged cartridges and the difference between the processes currently being employed in the industry, Renato Lopez, Production Manager for Mid Atlantic Telesis, addressed a number of questions that often arise in this context. (Mid Atlantic Telesis has been recharging toner cartridges in the Washington area for the past two and one-half years.)

Are all cartridges recharged the same way?

No. There are two basic methods for recharging a cartridge. One involves disassembling and cleaning the cartridge before replenishing the toner reservoir, the other, or "drill-and-fill" method, is accomplished by cutting holes into the cartridge to replenish the toner. The "drill-and-fill" method by its very nature does not permit access to or cleaning of critical components of the cartridge such as the corona wire, roller magnet and dust bin. We don't recommend it.

Why is this important?

This is important for several reasons. If the toner reservoir is not thoroughly cleaned, the new toner will mix with the toner left inside the cartridge. Because toner varies in density from lot to lot and manufacturer to manufacturer, mixing toner can result in uneven print density on the page. Further, any dirt or residue left on the roller magnet (developing cylinder) or wiper blades may manifest itself on the printed page as a smudge or other print defect.

What exactly are the roller magnet and wiper blades?

The roller magnet is a small cylinder that interfaces with the photo-sensitive drum, inducing an electric charge on it. This charge allows the drum, which has been written on by the laser, to pick up the toner from the reservoir, the toner having an opposite electrical charge from that of the drum. As the drum turns, toner is placed on the paper. The toner is then fused to the paper by the fuser rollers. Any toner remaining on the drum is then removed by the wiper blades. Because the roller magnet and drum interface, it is important that they are properly lubricated. Proper lubrication greatly increases the effectiveness of the wiper blades in removing excess toner from the drum. Lubrication of the drum and roller magnet simply cannot be done using the drill-and-fill method and is of critical importance in assuring clean printing.

What is the most difficult part of recharging a toner cartridge?

The drill-and-fill method is not difficult at all: the refiller simply cuts holes in the dustbin and toner reservoirs, cleans them as well as possible, fills the reservoir with toner and plugs the holes. This is why cartridges produced using this method are generally less expensive. Once the holes are in the cartridge, one need only pull the plugs out and refill the cartridge. The big danger, of course, is that should a plug become loose or fall out—which can happen—the toner in the cartridge will dump into your laser printer.

Our method is more like factory production, requires trained technicians and is labor-intensive. First, the toner cartridge is disassembled into its primary components: the master housing, toner reservoir, the drum, and the roller

magnet. Then, all components of the cartridge are thoroughly cleaned, using a special vacuum and cleaning swabs. After that, the drum and other components are inspected and worn mechanical parts are replaced. The cartridge is then filled with toner, the drum and roller magnet are lubricated and the cartridge reassembled. The final step in the process involves testing the cartridge. All of our cartridges are tested before being placed in inventory.

Do you ever encounter problems in the process?

Problems can always arise. For example, the drum may be scratched. In this case we will not use the cartridge. There are companies re-coating drums today in the U.S., but we are not yet satisfied that the process and technology have quite reached the point where we would feel comfortable in using them. It is also true, however, that we have evaluated several re-coated drums recently which have performed well.

The biggest problem in production is static electricity, and it is a special problem in winter. Toner cartridges rely on electrical charges to transfer toner to the drum and onto the paper. Static electricity can introduce a charge to the cartridge which interferes with this process.

What are corona wires and what is their function?

A. Two corona wires are involved in the laser printing process, the primary corona, located inside the cartridge, and the transfer corona wire, located in the machine. When we recharge a cartridge we thoroughly clean every component including the (primary) corona wire. This is important because toner and dust can settle on the corona wires and eventually interfere with their ability to create an electrical charge on the paper, which is critical to the printing process.

If someone experiences a problem with a toner cartridge, either new or used, can they fix it themselves?

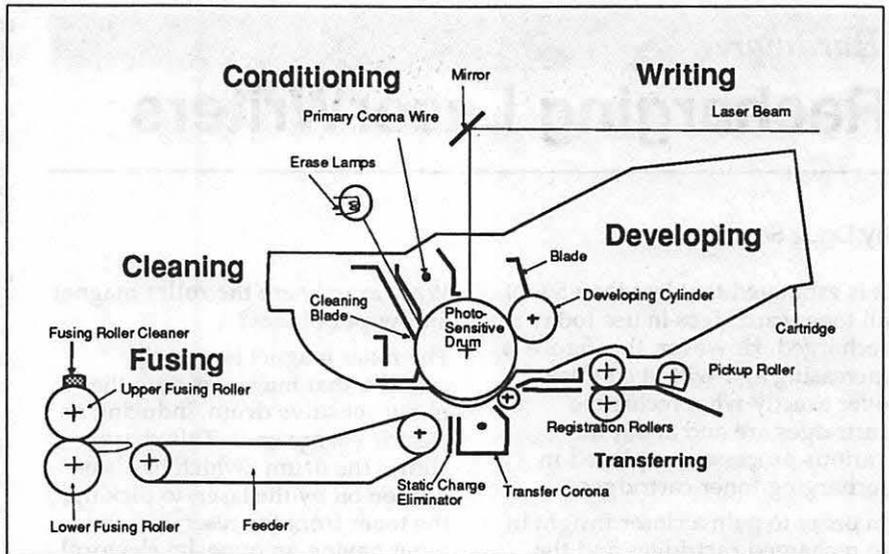
No. They should *not* try to fix the cartridge. Inspecting the drum only exposes it to light and the possibility of further damage. It is impor-

tant not to touch the drum since any oil on your hand will prevent the drum from picking up toner.

Although you cannot repair a cartridge, you can limit potential problems by storing it in a dry, cool, and dark place in its original packaging until you are ready to use it. If you experience a print problem, especially in winter, this may be due to static electricity. Clean the transfer corona wire in the printer using the cotton swab provided with the recharged cartridge according to manufacturer's instructions. If this does not solve the problem, call your recharged toner cartridge supplier and request that they send out a technician to inspect the printer and replace the cartridge if necessary.

Any truth to the rumor that Cannon is using an abrasive in their toner to discourage toner cartridge recharging?

Although anything is possible, it seems unlikely. Any agent in the



toner that degrades the drum would probably diminish performance during the first use of the cartridge. Also, there would be no way to keep the agent separate from the toner and you would think it would affect printing quality. We have recharged close to 20,000 cartridges over the past two-

and-a-half years and have never seen evidence to support this rumour. If they were (engaged in this type of activity) I think it would be quickly noticed and quickly reversed.

Doug Stone works at MidAtlantic Telesis, one of several companies in the area that recharges laser cartridges.

Webster's Ninth New Collegiate™ Dictionary Macintosh® CD-ROM shown actual size



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Illustrator? Freehand? Which to use?

by Jim Donnelly

A couple of years ago, one of the Mac magazines reported on a recently concluded MacWorld Expo and threw in a tantalizing bit of rumor: the biggest hit of the show was not to be seen in the exposition hall, but in a hotel suite some blocks away. A new program, not yet released, was being demonstrated there for important figures in the printing and graphic arts worlds, as well as computer-industry bigwigs, and everybody who saw the thing was totally stunned by it. The developer was identified only as a major player on the Macintosh stage, but one not previously known as a software publisher.

That was my first hint of the coming of Adobe Illustrator.

Now here I am, just a short time later, joining the throngs of those who have written about Illustrator and its can-you-top-this? rivalry with the relative upstart Aldus FreeHand.

This will not be a comparative review, because its author lacks the expertise and discrimination for that. It merely catalogs some observations by one who uses, with a low-to-moderate power rating, both programs; and it's directed at other ordinary folks who use one of them and who may be wondering about the other.

People who have written such articles generally conclude by pretending that their readers are beseeching them to reveal (ever so reluctantly, of course) a preference between the two programs. If you handle stress as poorly as I do, you'll be relieved to know that there's no suspense involved here; I'll come right out—right up front—and waffle: either of these programs can easily handle 95% of what anyone might reasonably

expect of a drawing program. A PostScript enthusiast with access to both of them is in an enviable position, and the choice between them really does depend on the job at hand.

I admit to a kind of protective feeling about Illustrator, no doubt because of the time I invested in learning to use it (becoming fluent in Illustrator is not the work of a moment), so for me to say that FreeHand is in many ways Illustrator's equal and for certain purposes its superior would have been nearly unthinkable a few weeks ago.

I'm a newcomer to FreeHand, having owned it for only about a month, while I've been using Illustrator since fairly early on—yet in a sense I'm approaching both programs from scratch, because I switched last week from mouse to trackball and am now for the first time confronting the Macintosh as the left-hander that I've always

naturally been.

Will you get to the point?

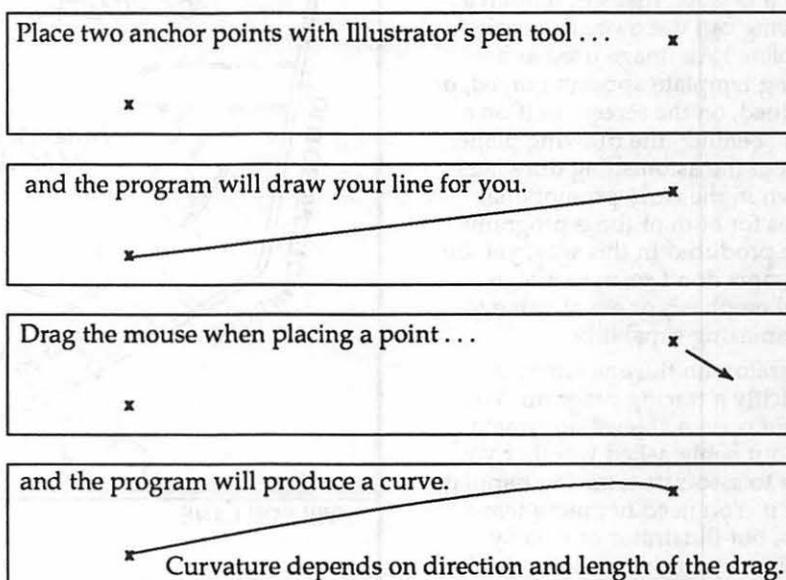
The fundamental task of both programs is the same: to allow you to produce a PostScript object by constructing a path (or, more likely, a few dozen paths) along which the software will lay down its lovely lines. You construct these paths by placing various kinds of points as judiciously as you can manage (fewer is better), and then the programs connect the dots for you (Figure 1).

Obviously, this is at variance with more traditional Mac drawing programs that expect the user to draw the lines by dragging the mouse, and learning to draw in this unfamiliar way constitutes the first and steepest step up the learning curve.

Illustrator provides you with a remarkable pen tool for placing the points. The type of point you produce, and the type of line that flows from it, depend on how the point is positioned: Was the option key down? Did you simply click, or did you click and drag without releasing the mouse button?

By contrast, FreeHand gives you the option of using three separate tools, depending on the type of point you want to place: Is it a corner? On a curve? At a tangent? Constantly running back and forth

Fig. 1: Drawing lines with Illustrator





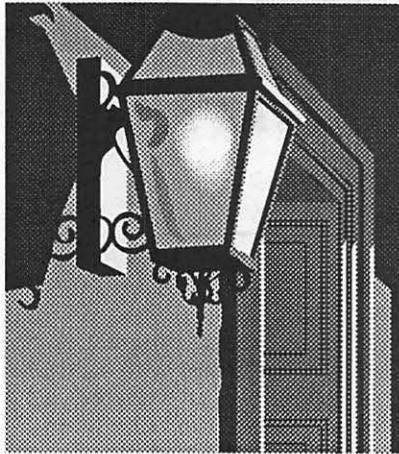
to the toolbox window to switch tools can induce tedium, however, so FreeHand also provides a sort of all-in-one tool that approaches (without quite reaching) the functionality of Illustrator's pen and in many cases allows you to dispense with the specialized tools.

Interestingly, Altsys, the original developers of FreeHand, used the same trio of specialized tools in their earlier product, Fontographer. But Altsys has recently announced that an expected upgrade to Fontographer will include the same sort of combination tool that FreeHand uses to emulate the Illustrator pen. This strikes me as a concession that Illustrator did it right, and that Adobe wins this round.

What should I draw, Ma?

Both programs allow you to set to work on your own, drawing just about anything imaginable. In my opinion, though, they produce their best results when they are used to trace scanned art and photographs. Templates for tracing can be imported into Illustrator in Paint or PICT format, or into FreeHand in almost any format, including TIFF. (FreeHand turns anything into a tracing template by sending it to the background layer—layer #0—and it can be brought back to any other layer from there. Illustrator uses a dedicated tracing layer, and once you've associated an image with this layer, that's it, though a drawing can use more than one template.) An image used as a tracing template appears grayed, or subdued, on the screen, as if on a level "behind" the drawing plane. Most of the astonishing drawings shown in the early promotional pieces for both of these programs were produced in this way, yet the programs don't seem to assign equal emphasis or equal value to this amazing capability.

Illustrator, on the one hand, is explicitly a tracing program. You cannot open a "New" document without being asked whether you want to associate a tracing template with it. You need not use a template, but Illustrator obviously considers you a nerd if you don't. FreeHand, contrariwise, seems



Adobe Illustrator, traced from a photo. This drawing has become almost a de facto trademark of the University of Maryland's College of Education, despite the fact that the lamp shown here has been replaced by a fatter, uglier model.

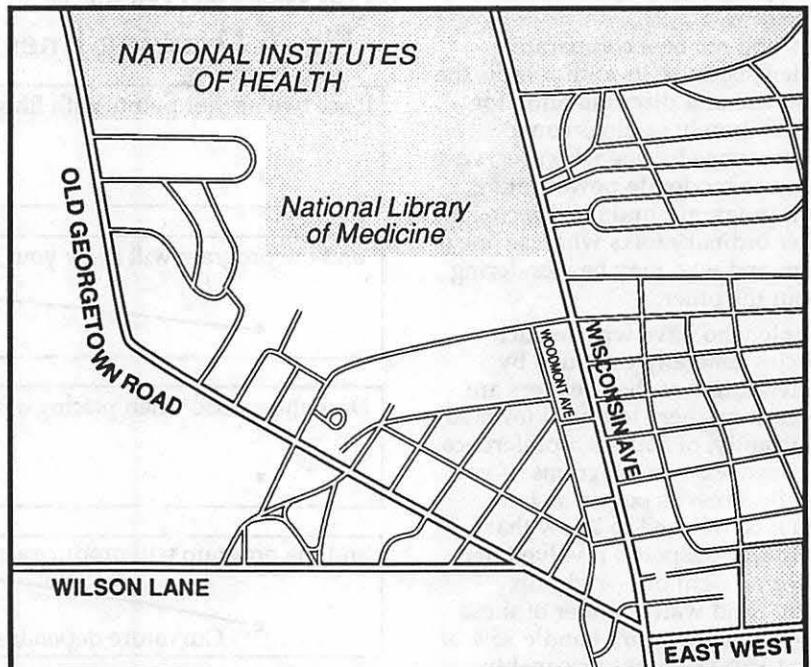
intent on living up to its name. It forces you to read pretty far into the manual to find out how templates are used, and in fact to discover that the feature exists at all.

A beginner at this kind of tracing may occasionally suffer the unsettling experience of seeing the template apparently jump out from under the drawing. I suspect that in

my case this effect was produced by my inadvertently moving the drawing a little—but it looks like the template is moving away. Although both programs initially showed me this effect, they didn't show it in precisely the same way. Illustrator gave the appearance of a gradual template drift, and the workaround was to hurry up and finish; FreeHand templates seemed to hop around jerkily, and the solution was to gather up the pieces of the object being drawn and chase the template across the page. I later decided that this happened because the FreeHand default settings had a snap-to-grid option turned on, while Illustrator did not. In both cases, however, the problem was more disconcerting than serious. The displacements involved were small.

I thought these programs did their own tracing?

They do, in a way. Each of them has an autotrace tool intended to automate the construction of PostScript paths. When clicked near an object in a template, these tools are supposed to run a path around the outlines that they find there. But it's clear that both programs expect you to do the bulk of the tracing yourself, and that





neither of them wants you to lean too heavily on this kind of crutch. They're right in counseling caution. The impression I had received from bulletin board traffic was that FreeHand's autotrace tool, when compared to Illustrator's, stood somewhere below the snuff line. I haven't made extensive use of either one, but what I've seen so far inclines me to give credence to that opinion. The first three panels of Figure 2 show the results of my first effort to compare the autotrace tools of Illustrator and FreeHand. The difference between these implementations really seemed too great to be the result of anything other than my own inexperience with FreeHand. (I mean, wouldn't you be embarrassed if you were Aldus?)

I later discovered that FreeHand's autotrace tool is supposed to prefer MacPaint pictures to PICTs. So the fourth cell of Figure 2 is occupied by FreeHand's treatment of the same MacDraw image after it had been converted to a PNTG by SuperPaint.

I'm sure I'm still doing it wrong; a recent article in MacWorld called FreeHand's autotracing "powerful," though the description of it made it sound pretty finicky. Illustrator's autotrace seems to be the more careful draftsman, but it isn't in a class with Tintoretto. It may be fine if you want to copy a clip-art cartoon onto an "out of order" sign, but it won't do if you're trying to produce a rendering of the Venus de Milo with photographic realism.

Fortunately, a path once drawn—even autotraced—is anything but immutable. You can move points and lines about on the screen if you're not happy with what you've produced; you can use the arcane magic of the Bezier curve to modify a path in limitless ways; almost no cause is lost, no hope ultimately forlorn.

But aren't they special?

Both programs offer a variety of "transformations," such as rotating, skewing, scaling and reflecting of both text and drawings. And, of course, both have a variety of ways to control line weights and fill patterns.

It's in the area of special effects that FreeHand begins to come into its own. It offers radial and graduated fills, which have to be faked, laboriously, in Illustrator. Its masking method is considerably more intuitive than Illustrator's, and this can be a very handy feature. ("Masking," in this sense, means filling one object (often a text object) with another, usually a photo or a pattern. The "fill" is referred to as the background, and the mask allows only selected parts of the background to show through.

This is a technique much favored by designers of postcards, where the preferred subjects for the background seem to be city skylines at dusk, or beach scenes at high noon, while the mask usually says something like "Greetings from Galveston.") Masking is used

in the central "A" in the logo of this magazine.

In my view, the special-effect tools of this nature provided by FreeHand are a bit more user-friendly than those of Illustrator, except for FreeHand's rotation tool which—judging from Aldus's documentation—should behave in a manner identical to Illustrator's rotation tool, but which doesn't.

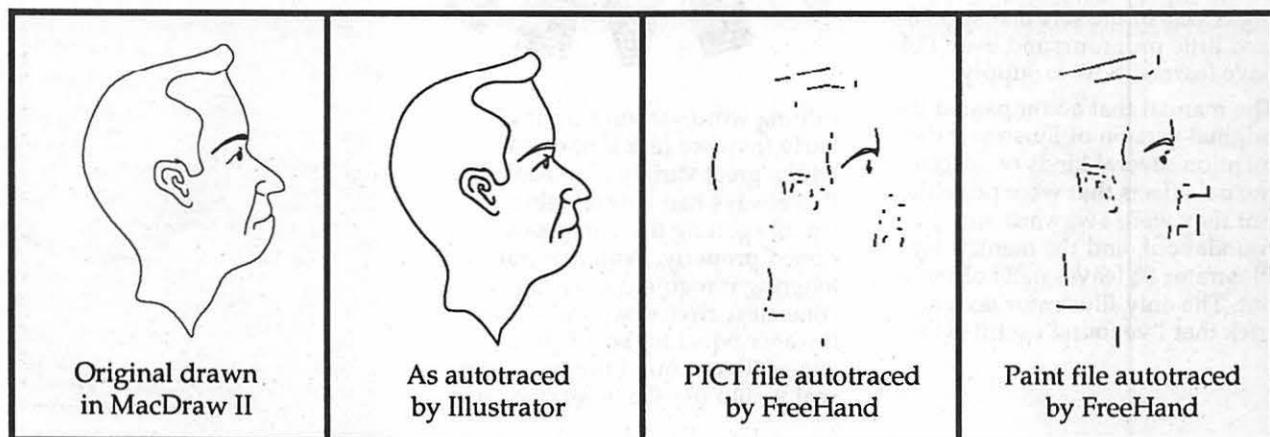
Both programs permit the optional invocation of dialog boxes into which you can enter precise measurements for most of these transformations and other effects. You want a 17-degree clockwise rotation? You got it.

Do they do color?

It's extremely easy to get these programs to put scrumptious colors onto the screen, but considerably more difficult to get the colors out again. I have to admit that I don't normally do much color work. I have quasi-access to a Tektronix color printer that produces very nice things from FreeHand and MacDraw II files (it dislikes Illustrator). But both FreeHand and Illustrator will generate color separations for traditional offset work—FreeHand directly, and Illustrator by means of an ancillary (bundled) application called Adobe Separator.

Both offer a bewildering variety of techniques for specifying color printing jobs; but in 14 years at my current post I've been asked to do two four-color jobs, and relatively

Fig. 2: MacDraw autotraced by Illustrator and by Freehand





few multicolor jobs of any kind. I deal with a clientele of educators, many of whom share an odd trait of forgetting to factor printing costs into grant proposals. Consequently, when projects are completed and reports need to be prepared, they often come to me intensely eager to spend no money on printing bills—which means I get little chance to specify colored inks.

At any rate, I disqualify myself from offering any opinions about the color capabilities of these applications, except to say that FreeHand's treatment appears to be perhaps a little too bewildering.

And now the Envelope, please...

I suspect that I've been leaning, unintentionally, in the direction of Illustrator to this point. At the same time, and not to mince words, there is no comparison at all between FreeHand and Illustrator when it comes to the manipulation of text. Illustrator has gracefully abandoned the field, and FreeHand is absolute monarch.

This is the more surprising to me in that, after all, Illustrator is the product of Adobe Systems, the house best-positioned to produce an incomparable killer of a text-handling program. But in place of that, Illustrator's textual abilities are at best wimpy: a text block can contain only 256 characters, and all must be of the same size and style (FreeHand will accept 32K, and you can mix sizes and styles); Illustrator will let you track, in a way, but you cannot properly kern (FreeHand offers kerning in .1- and .01-em increments). Adobe is seemingly uninterested in providing effects of the sort that specialized little programs and even DAs have learned how to supply.

The manual that accompanied the original version of Illustrator did mention several kinds of special textual effects that were possible. But they were awkward and roundabout, and the manual for Illustrator 88 leaves most of them out. The only Illustrator textual trick that I've found useful is the

ability to take Times Roman Bold, e.g., and do this:

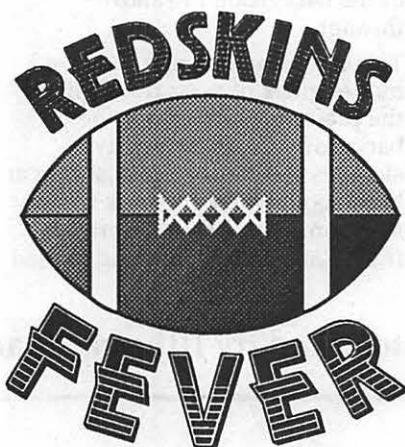
SPAGHETTI

Illustrator cannot, without extreme difficulty, do this:

Over the poor to the hill house

In fact, the difficulty would be so extreme as hardly to bear thinking about. FreeHand can do it easily; what's more, FreeHand differs from Cricket Draw in that text set along an irregular path like this displays as text, not as a patterned blob. What's even more, FreeHand allows you to insert kerning or letterspacing even while the text is bound to the path.

Imagine that the following illustration were shaped in general like a circle rather than like a Zeppelin.



Putting words around circles is a fairly frequent task if one deals with a great variety of official seals. I've always had considerable trouble getting the things positioned properly. With dry-transfer lettering it required drawing two concentric circles, separated by a distance equal to the height of the letters. Text around the top of the seal would use the inner circle as

its baseline; text around the bottom would use the outer circle. With phototypesetting (at least without the help of distorting lenses) it was impossible to avoid cutting apart, or nearly cutting apart, the individual letters and positioning them by eye. With FreeHand, however, you can draw a single circle and instruct the program to use one arc of it as the baseline for the upper text but to use another arc as the ascent line for the lower text.

Illustrator would have problems with something as apparently simple as this, too:

75/8

because text in a single block must be of uniform size and style.

What does it all mean?

Few conclusions are possible from such minimal data, but since everything here so far has been simply a mish-mash of personal impressions, I may as well continue in that vein and say that I see these two programs this way:

If you intend to produce an ad, or a sign or poster, or anything that depends to almost any degree on text, FreeHand is probably your best bet. If you're interested in achieving precision with ease, or in producing diagrams or technical illustrations, it seems to me that you should be using Illustrator.

But either of them can do almost anything.



MasterJuggler—HotSounds

by Phil Noguchi

...in the beginning

of this column, I may, as on this occasion, make some policy statements. Over the past month, conversations with several people on the Twilight Clone have indicated that there is some confusion over the ethical role of a columnist, especially if the columnist is either a developer or tester of specific software. That is to say, if a columnist has beta-tested one of a number of competing products, does the description of that product constitute a conflict of interest of sorts, since other competing products may or may not be mentioned.

first two columns, I will describe some clever and useful doodads that come with MasterJuggler.

A marvelous feature of the Mac, and one that drives traditional programmers bonzo, if not gar-bonzo, is that the Mac operating system is event-driven. That is, events such as sliding a floppy disk into the disk slot or clicking or double clicking the cursor over an application are noted by the Mac OS, and one can program an appropriate response to the event.

Did you ever wonder why early versions of Red Ryder, a communications program, would not recognize a floppy disk if you

inserted it after you started Red Ryder?

That's because a programmer doesn't have to actually do anything when an event occurs, and there is even a facility to mask certain events so that nobody ever notices them. All of this is a lengthy introduction to one of the entertaining utilities called HotSounds:

In the dialogue window shows most of the events that the Mac

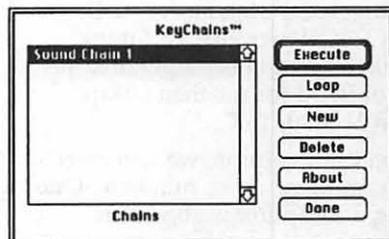
OS recognizes; in the top scrolling window, you can see a number of sound resources. Using this dialogue, you can do miniprogramming; for example, I've set my system beep sound to be a Clink-Clank.

In the top sound window you can see I've chosen a piece of digitized sound from the movie Roger Rabbit, when Roger's girlfriend says "I'm not bad, I'm just built that way." Another entertaining combination is coupling the insertion of a disk with the sound

"Nice software" by Number Five from the movie Short Circuit.

There are thousands of sounds available from bulletin boards, ranging from short blips, like a drop of water, to huge files which recreate many of the sounds of the Starship Enterprise. Also within this dialog is a facility for hearing the sound, as well as the ability to set a random sound to an event. If nothing else, this utility is fun!

A somewhat related utility is found under the KeyChains™ menu:



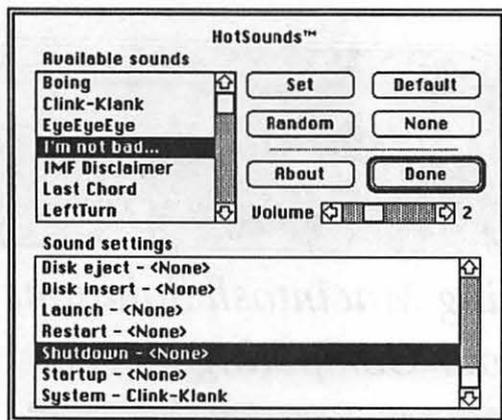
If you want the Mac to play a series of sounds, you can just string them together in any order that you want. Unfortunately, this compound sound cannot be used by the HotSounds utility. In addition to sounds, one can also create a set of applications that will be launched in order under MultiFinder. Basically this part of the utility is only really useful if you have more than a megabyte of memory available.

Memories...

Speaking of memory, prices are dropping rapidly and are well worth considering at this time. The place I have used on two occasions is not the cheapest around, but it certainly has delightful service.

Technology WORKS has a big ad every week in MacWeek with a toll-free number of 1-800-622-2210. At the beginning of September, SIMMs were \$114/megabyte, with next day shipping of \$15.

As I said, not the cheapest, but these were 70 nanosecond chips with a lifetime guarantee. A dohickey for undoing the Torx screws is included as well, as is a fully illustrated manual for installation in all Macs including the Plus, SE, SE/30 and the Mac IIs thru the IICx.



My own personal policy is that I will comment in this column on products that I have used and have found to be of some use to me. I do not pretend to know everything about all products, but I do know how to produce the effects that I want. I have not described Suitcase, for example, because I do not use it at all.

The Utilities of MasterJuggler™:

To continue the main thrust of the



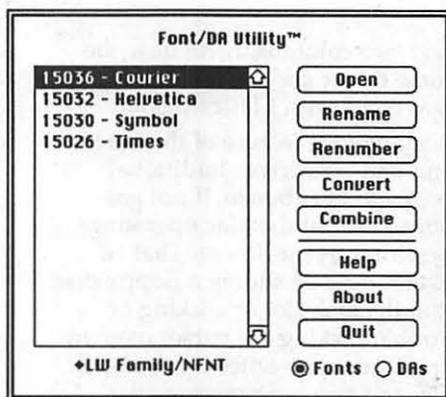
The manual includes the all-important details on which resistor to cut in the Plus and some SEs as well as the jumpers in newer SEs. They also will buy back 256K SIMMs as long as they are 120 ns or better. \$20/SIMM, which isn't a lot, but would bring the price of the 1 meg SIMMs to less than \$100. I ordered them at 4:15 pm on the Thursday before Labor Day, and got them on the morning of the next day. Nice place, and very nice people. Oh yes, they take credit cards, no problem at all. One final comment on memory. I remember my first computer, an Apple II with 16K of memory for I think \$1,400. A year later I upgraded to 48k of RAM for the then cheap price of \$100/16K....

To end this column, we will start to examine resource numbers. One thing a computer is good at is

numbers, so it's no surprise that to keep track of things in the Mac operating system, numbers are used. For example, Desk Accessories are supposed to be numbered between 12 and 26, while Fonts were numbered between 0 and 255. When the Mac first appeared, this

was fine—after all, there weren't even 7 DAs available, or more than about a dozen fonts. How soon we outgrow things! Font/DA Utility is designed to help you change the resource numbers and names of fonts and DAs:

In this example, the latest versions of the standard LaserWriter screen fonts are shown, with resource numbers in the 15,000s which shows that they are NFNTs. Using Font/DA Utility, one can rename or renumber these fonts as well as convert them from FONTS to NFNTs. This is just a brief introduction to this utility which will be discussed in more detail next month, as we start to explore the uncharted—and in the view of some—hostile territory of fonts and number conflicts. 🍏



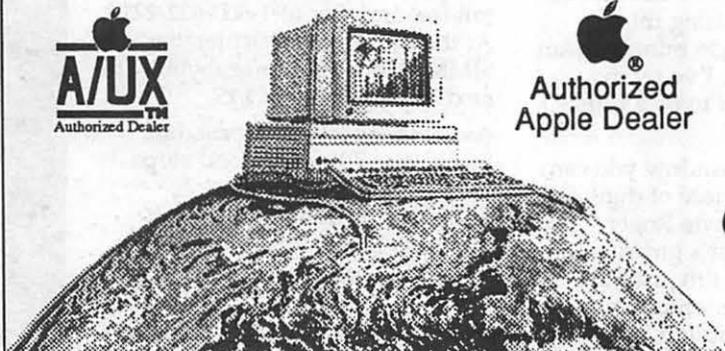
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After Dark (Berkeley)

by Chuck Sicard

One of my first childhood memories of Berkeley after dark was the night time WWII air raids. All Bay Area lights were turned off in case California was about to be attacked by enemy planes. Needless to say this was a little frightening to... the telephone is ringing....

That was Marty Milrod (Macintosh Editor) on the phone. It is a good thing he called just then; it seems that I misunderstood this writing assignment; let me start again.

"After Dark" is a screen sleeper (cdev) from Berkeley Systems located in Berkeley, California. There are fifteen "After Dark" modules, if you have enough available memory (fourteen, if you don't have color). The default

module is the Starry Night on your Mac which, by the way, never looked that good in Berkeley, even if the fog didn't roll in through the Golden Gate Bridge. Starry Night (no cricket sounds) approximates a thousand points of light after it has been on for a few minutes. In color, it is quite attractive. The White House will love it.

Some of the other modules for screen sleep options include: Bouncing Ball, Can of Worms, Clock, Fade Away, Hard Rain, Life (a version of John Conway's game of Life), Stars (views of moving through the galaxy) and Zot (which has very effective bolts of lighting — no thunder). Most of these modules can be adjusted with one

or more slider controls in the Control Panel to alter their special effects to suit your personality and mood. This is a nice added touch. I was first attracted to the String Theory (an unending kaleidoscope of patterns) when I first tried After Dark on a color Mac II, but I settled for Zot on the SE. After Dark does not need a color monitor to be appreciated, but color certainly makes it a splendid show. It will run on all Macintoshes but it requires the Control Panel desk accessory that comes with System 4.1/Finder 5.5 or better.

When you first access After Dark from your Control Panel you are asked to personalize your software and you may also add a password. Unfortunately this password can't be changed unless you reinstall the cdev. If you choose a password you can invoke the "anti-snoop" sleep feature by holding down the Option and Command keys and placing the mouse in your chosen "sleep now" corner. You must then re-enter the password to awaken



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*Includes free software



your screen. This is not a true lockout since one can work around the password requirement with a power interrupt and restarting.

After Dark is not just another Mac toy. The Logo module will accept your own scanned logo or graphic (PICT format) and it will slowly cruise the screen when the Mac is on idle—an excellent feature for a

company or office with Macs in public view. In a similar vein, using the Message module allows any message to pop around on the screen at a speed set by the slider control.

Are you a Mac programmer and think you would find After Dark a little boring unless you can modify the data structures and resources?

After Dark allows you to make your own sleep screen modules.

The nine-page User's Manual is followed by a sixteen-page Programmer's Manual, containing the support and tools needed to create unique screen saving graphics. Also included in the package are two examples of graphics modules written in C and

Pascal for the MPW and Lightspeed programming environments. One is a generic graphics module that simply blanks the screen; the other shows some of the more advanced features available in After Dark.

You will have fun with this software—but then having fun after dark should be nothing new for a Mac lover.

I think I had better call Marty back now and see when he wants me to do my autobiography starting with my early memory of the air raids in Berkeley. ☹

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Prodigy: Preview of coming attractions...

by R. Soon Now

You've seen the ads: "With PRODIGYSM ... you and your family can do things in front of a PC screen that you could never do in front of a TV screen." But there *your* family is ... watching *Newhart* reruns and glowering at you for bringing a non-IBM compatible Macintosh into the house and depriving them of on-line banking, sports scores and shopping. It looks like peace in the family will soon return, because we expect PRODIGY to be available for the Macintosh "Real Soon Now."

Who and What Are PRODIGY?

PRODIGY is a joint venture of two giants: IBM and Sears. (Some readers may remember when it was called "TRINTEX" and CBS was a partner, too.) It calls itself "an interactive personal service." And it might just be the beginning of the consumer information explosion so often promised and so long postponed.

As you might expect from PRODIGY's blue chip ownership, its focus is on computerized shopping and the approach is slick but not too highbrow. The service offers lots of information to induce you to use it and spend. PRODIGY's target market is the Yuppie with more money than time and a fascination with leading edge technology. It promises that you can do things such as ordering from department stores, banking, airline reservations, and educating your kids—"smarter, faster and easier." Also, you can send electronic mail to other Prodigy members, check out weather, news, sports, book and movie reviews, Consumer Reports, and hundreds of other information categories.

How Does It Work?

PRODIGY's information is stored on computers in New York and at other strategic locations, but you tap into PRODIGY through a local telephone call. There are several numbers available in the Washington, DC area. Special software is needed to support PRODIGY's extensive graphics and command button controls; it does not use teletype-text like most other on-line information services. At present this software is only available for IBM-compatible PCs, but software for the Macintosh is in the late stages of development.

I have used beta test versions of the Macintosh software extensively and it looks pretty solid already. In addition to your Mac and the PRODIGY software, you will need a 1200 or 2400 baud modem—the faster one is strongly recommended.

When you first log onto PRODIGY (a simple process consisting of launching the application and

entering your ID and password) you normally see the day's highlights and an indicator advising you of any new mail.

As originally implemented for the PC, you use the Tab key to select among the various options seen on the screen, and the Return key to activate the one you want. *Everything* (except writing mail and other text entry functions) can be done with those two keys, and the same will be true on the Mac version. Both the PC and Mac versions support keyboard shortcuts (e.g., "J" for Jump).

In addition, the Mac software allows you to use the mouse—one click on a button selects it, a double click activates it, very much like the icons on the Finder's desktop, but unlike normal Mac buttons that require only a single click. I like the mouse feature and rarely touch the keyboard. This user interface is easy to learn, easy to use, and is consistent across various computer platforms—a fair enough trade off for not being precisely the same as a standard Mac application.

You can easily navigate among the service offerings using a variety of guides, directories and indices. An especially nice touch is that you can customize a "path" that sets up the services you prefer in the order you want. Even after a romp off on a tangent you can always take up where you left off on your path. The path feature is like being able to have your morning paper



PRODIGY(R) SERVICE	
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1	US Embassy in Beirut Evacuated
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5	Economic News and the War on Poverty
>	SHOP > Find It > NEW! > Schedule
	MENU PATH JUMP HELP EXIT



delivered as you like it: maybe the Style section first, weather map next, then national news, and no sports at all.

The service was designed around the capabilities of IBM monitors, with relatively crude but colorful graphics. On a monochrome Macintosh, the screens are clear but even cruder due to the need to translate colors into black and white patterns. On a Mac II with Apple color monitor, the graphics are vivid and crisp. Even at their best, however, they are limited to 16 colors and can only be called "computer art" not "fine art."

[Secret Garden graphic]

With a 2400 baud modem the service is adequately responsive, but there can be annoying delays while the system searches for information. If you have only 1200 baud capability, you may find the service more frustrating, but still quite usable.

How Useful Is It?

PRODIGY is not yet a year old, and is only gradually being introduced throughout the country. The information and services are becoming more varied and useful, but already show promise. An example of one of the best information services is Consumer Reports. You can look up product reviews quickly and easily, and most of the crucial details are there. It really beats keeping the magazines around and rooting through them.

[Consumer Reports graphic]

Many of the other services deliver what they promise. I regularly look at Science News, PC News, the national weather map, and book reviews. I know other folks who use the stock market information and airline schedules.

With exceptions, such as Consumer Reports, the news and other information categories are quite light on content—a headline and two or three sentences.

There is no way to use PRODIGY to follow up in depth on most items, but the tidbits it does offer are useful and entertaining—just about right for reading over the morning coffee.

WEATHER MAP - Accu-Weather's Wednesday Forecast

US cities [JUMP]: w us cities

Celebrate 125 years of protection with The Travelers and find out why you're better off under the umbrella. LOOK

MENU PATH JUMP HELP EXIT

Shopping and other transactional services should be PRODIGY's strength, given the ties to Sears and the economic premise of the service. There is still a lot of room for improvement. The graphics are no substitute for a printed catalog, and selections offered by the companies I have tried are limited. Prices do not generally seem to beat the best retail or mail order

cash prizes, trips, and other big-ticket items. All of these features are intended to keep you on line for PRODIGY's most controversial feature ...

The Ads

At the bottom of most PRODIGY screens appears a short teaser advertisement.

A new form of **TYLENOL**®
The pain reliever hospitals use most. LOOK

discounters, but there may well be bargains out there. The computerized banking service available in the Washington area seems handy, but I haven't yet signed up. Grocery shopping via PRODIGY appears to be a success in other cities, and I am looking forward to trying it when it reaches Washington.

The electronic mail feature and the bulletin boards for various interest groups (computers, child care, "This Old House," etc.) are adequate but a bit klunky to use. There are no downloadable software or other files. There are games, puzzles, and stories for the kids, and the occasional contest offering

By double-clicking on the "Look" button you can see additional, related advertising material, request catalogs or free samples, or even place orders on-line. After such an excursion into the marketplace, it is easy enough to find your starting point again via PRODIGY's "Zip" command. Typical advertisers include insurance, brokerage, film, and travel. Supposedly, PRODIGY keeps track of the information services you use to develop a user profile and then show you advertisements for products and services you are likely to purchase. (There must be a bug in that software ... this cynophile keeps seeing dog food ads!) Some people resent the ads, but I find them unobtrusive. Others



complain of the "privacy" aspect of the user profiles, but I feel you only are entitled to the privacy you expect—on Prodigy you *know* the advertisers are watching you. If you don't like it, don't use it. Personally, I think the concept is a good one. If someone who has something to sell that is helpful to me, and PRODIGY makes it easier for us to discover each other, we are both better off.

Cost and Availability?

There is one big benefit from PRODIGY's advertising support. Unlike any other commercial on-line service, there are no time-based charges and no time limits. The service costs a flat \$9.95 per month. For this you can enroll yourself and your family members. The software for the PC lists for under \$50, and sometimes is offered at reduced prices or free as a part of a promotion. Each software package comes with its own user ID, so you have to get your own package.

The Version 1.0 Blues?

The Macintosh software I have seen in beta form evidences its origins as an IBM PC program. It runs on the Macintosh, has been well tested for bugs, does a good job of implementing the PRODIGY interface with the mouse, but doesn't fully fit into the Mac environment. For example, it doesn't support desk accessories, can't select text for copy and paste, doesn't run under MultiFinder, and isn't compatible with all monitors. The first release version probably will still have some of these limitations—a compromise between quickly getting a useful product to the Macintosh community and satisfying the purists. (If it's any comfort, the PC version has some constraints on PC power users.) It is fair to judge PRODIGY on the merits of the service it offers, and be patient as it learns the nuances of Mac programming.

The Bottom Line

It doesn't cost much to try out PRODIGY and it may be just the thing for busy families that want to get more out of their computers.

The Fine Print

The author's law firm represents PRODIGY but the opinions expressed herein are his personal views and not those of the law firm or PRODIGY.

—RSN

R. Soon Now (who sometimes writes as "Michael Yourshaw" or "Mac-Nerd") raises children, vegetables, and dogcows on an Arlington, Virginia ranch. 🍏

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"BETSY" (above) was imported into PageMaker 3.0.2 as a SuperPaint 2.0 TIFF file. Using the Command/Shift keys and grabbing a corner handle, the illustration/portrait was then scaled down at the third "catch" resolution (right), and then finally to the last "catch" resolution that this procedure will allow (far right). This smallest version is a true 300 dpi (dots per inch) representation equal to that of the finest output which the Laser Writer IINT will allow. Much more elaborate shading (than is shown here) is possible by using the wealth of tools that SuperPaint 2.0 features. (I usually prefer the mid-sized illustrations.)

A Review:

SuperPaint 2.0



by Jay Rohr

The best way to review SuperPaint™ is to show by example and then explain the examples. This may or may not be true of other graphics programs, but it is a "must see" with SuperPaint.

Version 2.0 is a major overhaul of the original. The tool palette is greatly expanded as can be seen by referring to the screen snapshots accompanying this review. Not all the tools could be

shown at one time. Most intriguing of these tools are the "plugin" tools, the user-defineable "multigon" and "airbrush" tools, the "freehand" drawing tool (complete with editable bezier curves), and, of course, the user-defineable "auto trace" function.

The manual accompanying this program is superb. But once again, it does not go into much depth when describing SuperBits, size limitations for placement into SuperBits, nor how to correctly piece together oversized section

work when in this function. A few of the examples shown on the other examples gave a one or two line description or none at all—the replicated grid, for example.

Technical support is nothing short of wonderful: Silicon Beach responded to all phone calls and letters, and the contacts there were very knowledgeable and helpful.

Text handling is excellent, but leading cannot be user-defined, and copy still cannot be justified right and left. But type can be distorted (as shown in the "Gregorian" typeface illustration.

Having begun my graphics education on the Mac with



MacPaint™, I progressed to FullPaint™, then back to MacPaint II™, and now, finally to SuperPaint 2.0 as the program of choice. I have not had the opportunity to compare CricketPaint™ or NuPaint™ with any of the programs just mentioned.

SuperPaint is not a copy protected paint and draw program. It is compatible with all Macs from the 512KE and up, and MultiFinder™. It is extremely fast except on screen refreshes of complicated objects, particularly Multigons and "Replicated" (duplicated) objects.

Canvas 2.0 may have more line weights, an accompanying DA and other features not found in SuperPaint, but SuperPaint runs better and does what it is supposed to do. In my current use of graphics programs (excluding FreeHand™ and Illustrator88™ because they are different and PostScript-based), I would rate Canvas in a 7-75 range, but SuperPaint in a 90-95 range of excellence with a value of 100%.

Besides, it's even fun experimenting with the plethora of functions too numerous to describe here. Silicon Beach has stuck true to QuickDraw™ routines, and has consistently given us products at a fair price through the years while maintaining that same spirit in which the Mac was born. The Mac was originally designed as a graphics tool: today, of course, it has progressed far beyond that.

Most rectangles and ovals can be drawn from the center or from the outside. The freehand tool was the one tool most needed

in SuperPaint, and is a vast improvement over the previous versions. When drawing with this tool, one can specify line weight and fills. But be aware that fills will close up a drawn path. If the user does not want the path closed, select "None" as a fill first.

Another tip that may be useful to some is to keep the original illustration as close to full

Elementary Gregorian

More Gregorian
Gregorian Again
Gregorian Again
More Gregorian

Gregorian Again

screen size as possible if the work is to be exported as a TIFF file into, for example, PageMaker™. Using PageMaker's Command/Shift (as described in the accompanying "Betsy" illustration), I like to reduce it down to the 3rd default "catch" point rather than the last, which is too small—approximately 25% of the original size. If you have a proportion wheel—a most useful instrument when used for scaling—take the overall length or width of your original in SuperPaint and set the reduction factor at 48%. The wheel will then tell you exactly what size the finished illustration will be when exported into PageMaker.

Note above, that SuperPaint files should be "exported" as TIFF files rather than SuperPaint PICT files. "Placing" a SuperPaint file in PageMaker or another page layout program will result in placing the entire 8x10" page, which will have to be cropped drastically.

In the Document Size dialog box, a very large page size can be specified, limited only by available memory in your computer configuration. I call this the "Freedom Box" because it opens up all kinds of graphics possibilities for those graphics that are going to be reduced for sharpness in a page layout program.

In the Paint mode, the Eraser tool sometimes wants to go in the opposite direction when holding down the Shift Key.

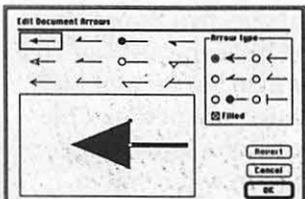
Gregorian Again

I would advise anyone interested in a Paint-type of program to invest in SuperPaint without

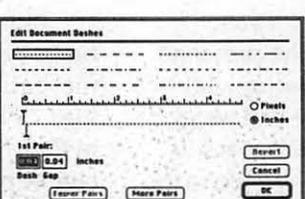
hesitation. And you'll be no good until you pick up the manual and experiment with an almost overwhelming abundance of functions and ideas.

SuperPaint 2.0 is a product of Silicon Beach Software, 9770 Carroll Center Road, Suite J, San Diego, CA 92126. Phone: (619) 695-6956. Retail price: \$199. Upgrade price from 1.0 or 1.1 is \$50. NCP. 

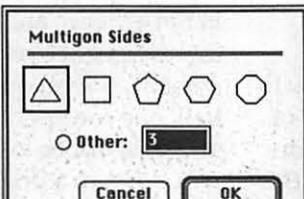
Jay Rohr owns/operates a successful graphics business—J.Rohr Graphics—with his wife, Jean, out of his home in Randallstown, MD. He is a "Hotline" volunteer with WAP. For further information about this article or graphics, call (301) 655-0875.



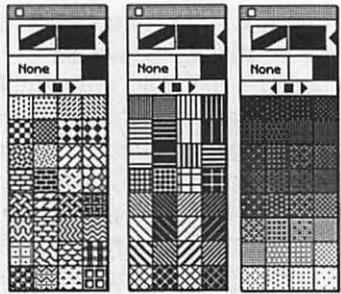
Arrow modification box in SuperPaint 2.0



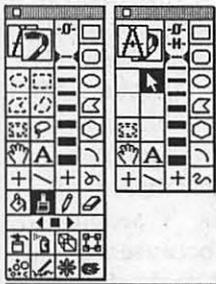
This is the custom dashed line modification box.



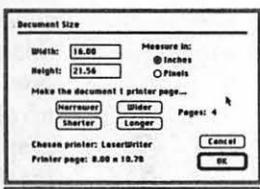
Multigon dialog box in which other number of sides can be defined.



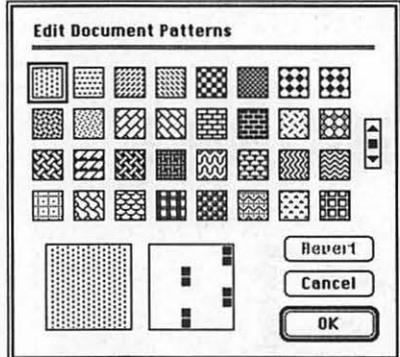
SuperPaint offers these pre-defined pattern palettes plus a blank palette which the user can fill with their own patterns.



These are the Paint and Draw tools for SuperPaint. The bottom 2 rows show some of the plug-in modules.



The Freedom Window. SuperPaint breaks the binds of the 8x10" page.



SP Practice

Customizable Pattern Window (left) and a SuperPaint file icon (above).



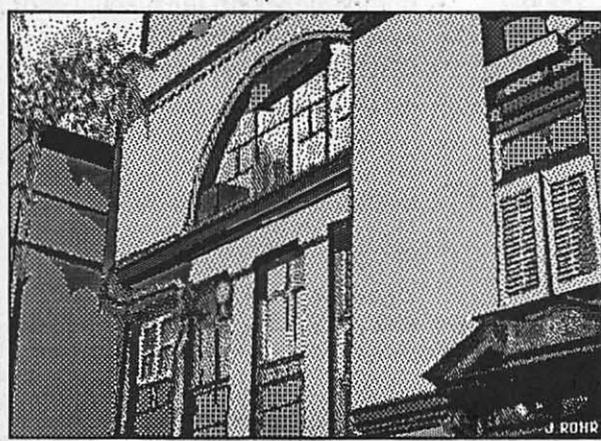
"Angie 1" as well as these other illustrations were produced in SuperPaint 2.0



Angie 2



Angie 3



Villa Buildings



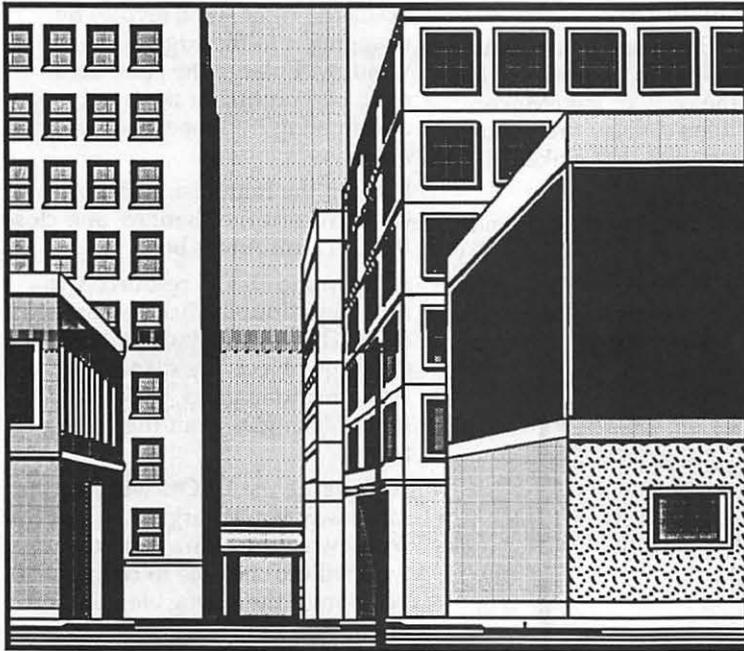
Time To Think

All versions of illustrations shown make use of PageMaker's middle-range of the "snap to" function. The original drawings were approximately 144% larger. Although SuperPaint can scale these also, the patterns used become somewhat distorted when reduced in that program. For sheer graphics handling abilities in a page layout program, there is no question that PageMaker comes out the undisputed winner.



"Couple"

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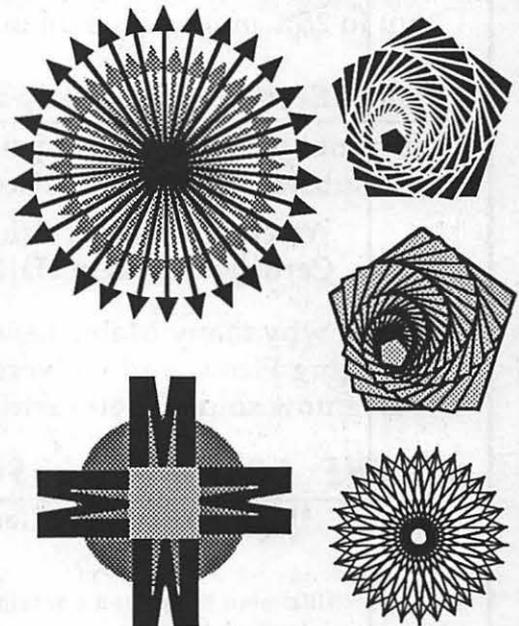


"City"

(This is the only example in the lot that was borrowed, using a piece of artwork from MacroMind's "VideoWorks II" as a base upon which to build this LaserBits illustration.)

"City" is a semi-successful venture into SuperPaint's SuperBits mode (formerly called LaserBits). The drawing, because of its original size, had to be broken up into 4 relatively equal parts. These individual parts were then worked on in the Edit SuperBits in the Draw layer. This was done without use of rulers, which would have helped placement of the individual parts. Nevertheless, the patterns used presented problems, particularly when they overlapped in the final. Additionally, when working with patterns on such a project, it would be a good idea to write down the exact names or percentages of patterns used so that the sections match. SP's approach to the laser writer is far different from the FreeHand or Illustrator88 approach: the former takes the QuickDraw routines while the latter two use PostScript. All are time-consuming, but so is any piece of art worth anything.

The experiments on the right are called "replicated" objects in SuperPaint. It is a powerful, exciting, well-designed program chock-full of potential for the graphic artist. On the far right are several examples of replicated multigons. On multigons, SuperPaint cannot find the center reference point yet, but technical support is working on it. Additionally, this entire page could not be sent to the LaserWriter through the Aldus Prep file because Aldus Prep does not recognize Multigons. However, sending it through the LaserWriter Prep in the Print Dialog box enabled a print out to be made. The "M" logo was a rotated letter from the Machine typeface. A boxed screen and a circle screen of various percentages were dropped behind the "M". Most page layout programs recognize fonts by name rather than by number. SuperPaint does not. In order to get the "M" to print out in the typeface specified, it was necessary to reinstall Machine back into the font menu and, selecting the letters used, select the font once again from the font menu. Super Paint has no problems in importing scaled and distorted type into PageMaker as PICT files whereas Canvas 2.0 does. Canvas seemed to have inherited some of the old glitches of the original MacDraw in displaying fonts in PageMaker, especially rotated type unless one wishes to go to the trouble of putting an oversized white box behind the type so that PageMaker will accept it. My personal preferences are MacDraw or SuperPaint as opposed to Canvas because of ease of use, and the fact that most operations work the way they are supposed to. A surprising source of joy with the ability to distort type (stretching and expanding at will).





Changing PageMaker indents

by Kevin Nealon

Many people who use PageMaker for desktop publishing or graphic arts work now have screens larger than the Mac's standard 9" (NOTE to FP: " was curly.) diagonal. Problem is that PageMaker is designed to work on that same 9" diagonal screen. In particular the Indents/tabs window is woefully small, forcing the user to scroll from one margin to the other to set tabs and indents. Using REdit (WAP Disk #16.03) it is possible to customize the size of this ruler to take advantage of larger screens.

This procedure works with all versions of PageMaker 3.0 and up.

1. Make a copy of PageMaker; never use the original.
2. Start up REdit 1.2.
3. From the File menu select Open, use the mini-finder window to find and open the copy of PageMaker. REdit will then display the various kinds of resources that make up PageMaker.
4. Find the item labeled DITL and double click on it. This will display the resources that make up PageMaker's dialogue boxes.

5. Find resource #374 and double click on it; REdit will display the dialog elements that make up the Indent/tab ruler.

6. Start by enlarging the resource window. Move the window to the left by pointing at an area not inside an object box and dragging (hold down the mouse button, and move the mouse). With the window on the left of the screen point at the small gray drag box in the lower right corner of the screen, and drag it to the right.

7. With the window made larger reposition the right-most box (this holds the right scroll arrow) by dragging it to the edge of the window. Enlarge the ruler area next, by pointing at its drag box and moving it to meet the scroll arrow.

8. From the Item List menu pick OK to record the changes, and close the DITL resources box.

9. Open the DLOG resource window, and double-click resource #374. This is the window the dialogue objects are displayed in. As a positioning aid, pick Show Item Rectangles from the Dialog menu.

10. Enlarge the DLOG window the same way you enlarged the DITL window so the entire ruler area fits (you will not be able to change the position of the dialog elements). Then from the Dialog pick OK.

11. Save the changes made by picking Save from the File menu and then Quit REdit. Next time you start PageMaker the modified rulers will be available. 🍏

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Canopener opened

by Martin Milrod

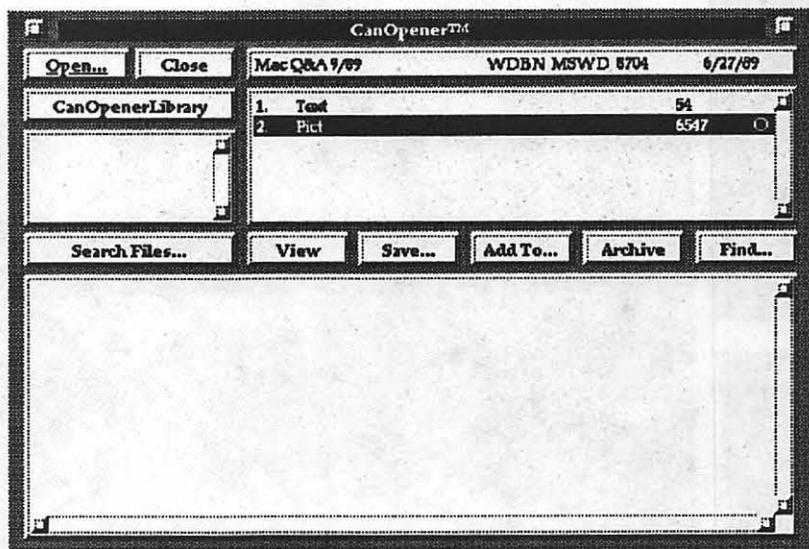
There are some programs which succeed on the strength of good marketing. And there are others—such as CanOpener, where the product is great and the marketing is less-than-good. They should have named this program Super-Get! or GoGetIt.

CanOpener is the first product that I have seen that combines in a single utility the ability to search for things on a Hard Disk (even text passages within graphics), to open and use files while distinguishing between data and resource forks. It is faster than GOfertTM for searching, more flexible than SuperGlueTM in permitting you to access things for which you do not have the application, and permits you to copy sounds in resource format and color items (PICTII format), as if it were a clipboard. It even permits you to open corrupted (screwed-up) files and copy or salvage pieces of such items. In short, it defies easy description while combining many useful functions in one utility/DA program.

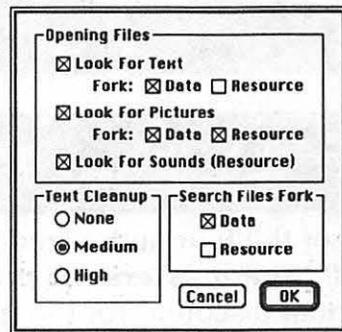
It will open any files in text format, any MacPaint files, PICT, PICTII and sound RSC. files. It does not yet handle TIFF or RIFF formatted files, although they are working on that. More important, however, is its ability to access all portions of a file. For instance, its major screen display, below, opens an MS Word 4.0 file and shows both its text and PICT portions. By clicking the "View" option, the picture could be displayed or "archived" as a CanOpener file or Saved.

The Search Files... feature permits you to enter a text phrase; the program will then search all files on your hard disk to locate that phrase, even if that phrase is embedded in a MacPaint file. [Ed.—now THAT'S incredible.] The Find... option permits you to search an opened text file.

The program comes both as a stand-alone utility and as a DA, both with the same functionality. Most people would want to use it in its DA form so that it will always be available. You must have a Mac Plus or later computer and be using System Version 4.1 or later in order to use CanOpener.



Abbott Systems, Inc. (headed by Ken Abbott formerly of Manhattan Graphics, the folks who developed Ready,Set,Go!! and Ready,Set,Show!! [now known as Stand Out!]) calls this program



"the indispensable search & retrieval utility," and they might be right IF you have need of searching

or retrieving things on your hard desk. It can display in full color if you can, and can open any Post-Script file; it can also automatically suppress unwanted control characters from non-ASCII files by checking the appropriate Text Cleanup choice in the Preferences option.

In sum, this is an interesting and exciting utility/DA for those who need to search for things on their hard disks, or who may have to "access" or retrieve something for which they do not have an application, or who may have to salvage a corrupted file. It is still not omnipotent—it does not open every type

of file available to the Mac, but it is the best thing I have yet seen for this purpose.

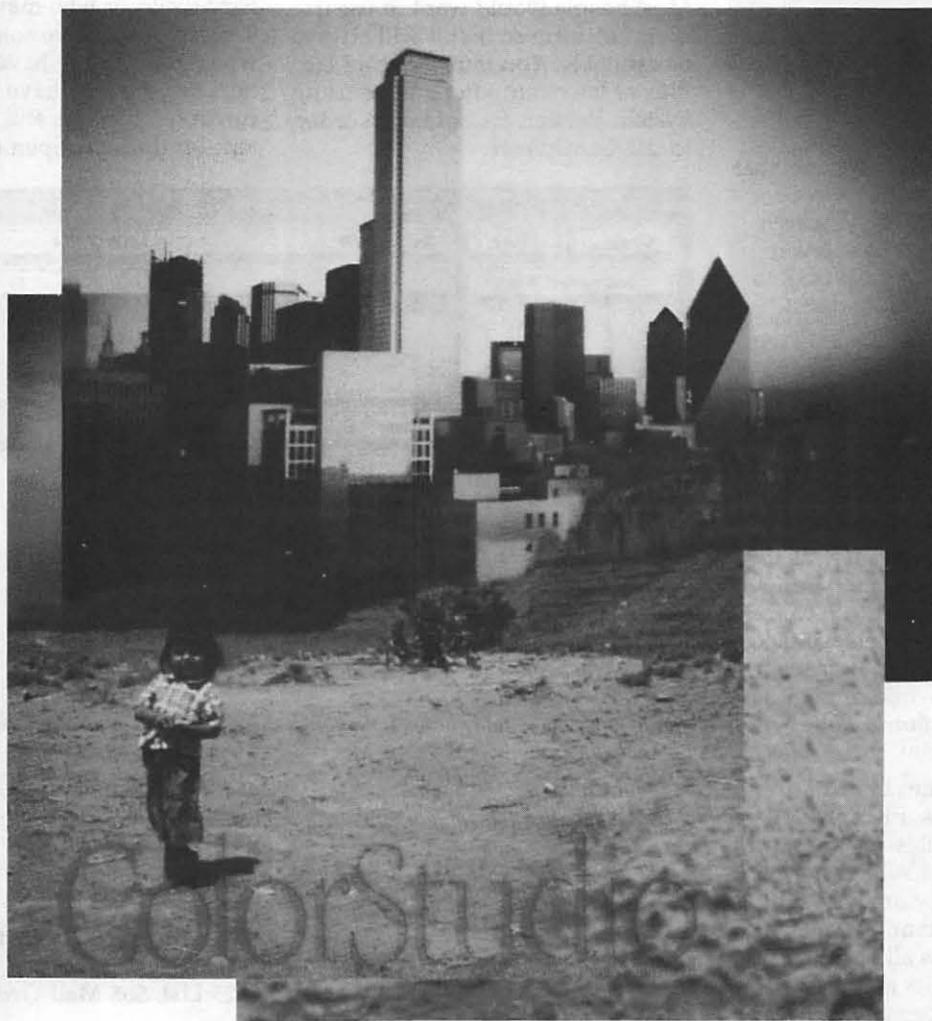
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Extending the butte into the shadows was accomplished by cloning it with the paintbrush. A brief assessment of the final image suggested blending the water image into the sand. This effect was accomplished with a graduated density mask.

To match more closely the image's original lighting conditions, photometric calibrations were also set during scanning. The exposure of the scan was adjusted in the Oreview mode and the images were cropped.

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OCTOBER

- 2 Monday**
7:30 PM PI-SIGoffice
- 4 Wednesday**
7:30 PM dPub SIGPEPCO
7:30 PM Mac Programmersoffice
- 5 Thursday**
7:00 PM Columbia SliceColumbia
7:30 PM GameSIGoffice
- 9 Monday**
🕒 Writer's Deadline—November Issue
- 11 Wednesday**
📧 Ad Space Reservations deadline—Nov. Issue
7:30 PM Board of Directors Meetingoffice
7:30 PM Database SIG/4D ...Computer Factory
- 12 Thursday**
7:30 PM NeXT SIGCall
8:00 StockSIGoffice
- 14 Saturday**
9:30 AM Annapolis Slice Anne Arundel Co.
9:30 AM Frederick SliceFrederick
Music SIG Call
- 16 Monday**
🕒 Editorial Deadline—November Issue
- 18 Wednesday**
✉ Ad Copy Deadline—November Issue
7:00 PM WorksSIGoffice
7:30 PM Excel SIGoffice
7:30 PM Fed SIG Call
7:30 PM HyperTalk SubSIG Arlington
- 25 Wednesday**
7:30 PM Apple III SIGoffice
7:30 PM AV SIG Call
- 26 Thursday**
7:30 PM Business SIGoffice
- 28 Saturday**
8:00 AM AppleWorks SIG Call
9:00 AM WAP General Meeting Call
noon AppleWorks SIG Call
noon HyperCard SIG Call
noon Telecomm SIG Call
7:00 PM Apple IIgs SIG McLean
🕒 Writer's Deadline—November Issue

Meeting topics, October 28

Macintosh: 9:30 AM (Auditorium)
Computers and education. EdSIG will chair the meeting and we hope to have segments on the Apple Classroom of Tomorrow.

Apple II: 11:00 AM (Auditorium)
Computers and education. Macintosh as part of the learning experience.

WAP General Meetings

Monthly General Meetings are generally held on the 4th Saturday of the month at the Uniformed Services University for the Health Sciences Building B, affectionately known as USUHS. It is located at 4301 Jones Bridge Road on the campus of the National Naval Medical Center in Bethesda.

Come as early as 8:30 AM to join, buy public domain disks, pick up your monthly WAP Journal. Attend the Q&A sessions to get your questions answered and hear the latest rumors. Listen to the main meeting topic at 9:30.

We also have a special session to welcome new computer users and get them started. Group purchase items can be bought at the office after the meeting begins at noon.

Meeting Notices

Annapolis Slice 2nd Saturday: Anne Arundel Community College - Careers Bldg. Lecture Hall, Arnold, MD, 9:30 AM.

Apple IIgs SIG the Monday after the regular WAP meeting; alternates between Dolley Madison Library in McLean and Thomas Pyle Intermediate School in Bethesda, 7:00 PM. (October meeting at Dolley Madison Library, October 30.)

Apple III SIG 4th Wednesday; WAP office, 7:30 PM.

AppleWorks SIG just prior to the regular WAP meeting at 8:00 AM in the USUHS cafeteria; sometimes an additional meeting just after the regular WAP meeting, at noon.

AV SIG (arts and video) October 25, 7:30 PM, Auras Design, 1746 Kalorama Road, NW. Call Rob Sugar (202) 745-0088 or Nancy Seferian (202) 333-0126 for further information.

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

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

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

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

Fed SIG (Federal) 3rd Wednesday; alternates between Falcon Training Center, 1745 Jefferson Davis Hwy Suite 502, Crystal City, and Apple Fed. Sys. Office, 1892 Preston White Dr., Reston, 7:30 PM.

October

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22	23	24	25	26	27	28
29	30	31				

Meeting Notices

Frederick Slice 2nd Saturday; at the library at 110 East Patrick St., Frederick, 9:30 AM.

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

HyperCard SIG after the WAP general meeting; Uniformed Services University of the Health Sciences, Bethesda, 12:00 noon.

HyperTalk SubSIG 3rd Wednesday; Fairlington Community Center, 3300 S. Stafford St., Arlington, 7:30 PM.

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

MusicSIG 2nd Saturday; call Bill Bittle, 236-9898 for location and times.

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

PI-SIG (Programmer's Interface) 1st Monday; WAP office, 7:30 PM (except for Monday holidays).

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

Telecomm SIG after the WAP general meeting; Uniformed Services University of the Health Sciences, Bethesda, 12:00 noon.

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

WorksSIG 3rd Wednesday; WAP office, 7:00 PM.

NOVEMBER

1 Wednesday

Ad Space Reservations deadline—December Issue

7:30 PM dPub SIGPEPCO

7:30 PM Mac Programmersoffice

2 Thursday

7:00 PM Columbia SliceColumbia

7:30 PM GameSIGoffice

6 Monday

🕒 Editorial Deadline—December Issue

7:30 PM PI-SIGoffice

8 Wednesday

Ad Copy Deadline—December Issue

7:30 PM Board of Directors Meetingoffice

7:30 PM Database SIG/4D Computer Factory

9 Thursday

8:00 PM StockSIGoffice

11 Saturday

9:30 AM Annapolis Slice Anne Arundel Co.

9:30 AM Frederick Slice Frederick

Music SIG Call

15 Wednesday

7:00 PM WorksSIGoffice

7:30 PM AV SIG Bethesda-Chevy Chase HS

7:30 PM Excel SIGoffice

7:30 PM Fed SIG Call

7:30 PM HyperTalk SubSIG Arlington

18 Saturday

8:00 AM AppleWorks SIG Call

9:00 AM WAP General Meeting Call

noon AppleWorks SIG Call

noon HyperCard SIG Call

noon Telecomm SIG Call

22 Wednesday

7:30 PM Apple III SIGoffice

27 Monday

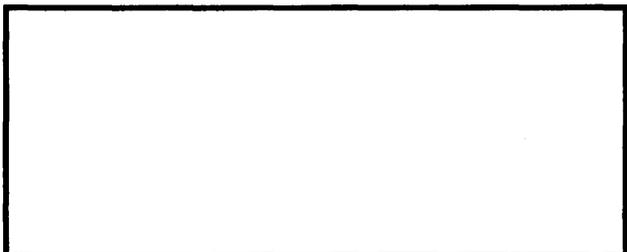
7:00 PM Apple IIs SIG Bethesda

30 Thursday

7:30 PM Business SIGoffice

November

SU	MO	TU	W	TH	FR	SA
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5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30		



Macintosh

- General**
 Jeff Alpher to midnight (301) 630-2036
 Bob Wilbur (703) 379-2960
 Donald Schmitt (717) 334-3265
 David Gursky (703) 522-8345
- Art & Video**
 Nancy Seferian (202) 333-5817
- Borland Products**
 Doug Ferris day only (800) 826-4768
- Databases**
Fourth Dimension
 Bob Pulgino (301) 474-0634
- FileMaker II**
 Tom Parrish (301) 654-8784
- Hellx**
 Jim Barry to midnight (703) 662-0640
 David Gursky (703) 522-8345
 Harvey Levine (301) 288-9380
- MS-File**
 John Love (703) 569-2294
 John Spencer (301) 730-1084
- Omnis 3 & 3+**
 Paul Tabler (703) 278-8657
 Jeff Alpher to midnight (301) 630-2036
- OverVue**
 J.T. Tom DeMay, Jr. (301) 461-1798
 Tom Parrish (301) 654-8784
- Pro-Cite**
 Elizabeth Mangan (703) 750-2710
- Desktop Publishing**
General
 Frank Potter bef. 9 pm (703) 620-8886
 Jay Rohr (301) 655-0875
- ReadySetGo**
 Jim Graham (703) 370-5737
 Marty Milrod (301) 464-5981
- Graphics**
General
 Bill Baldrige (301) 779-8271
 Jay Rohr (301) 655-0875
 David Gursky (703) 522-8345
- Adobe Illustrator**
 Ling Wong (703) 378-5102
- Canvas**
 David Gursky (703) 522-8345
 Bill Baldrige (301) 779-8271
 Tom Parrish (301) 654-8784
- MacDraft**
 Bob Wilbur (703) 379-2960
- MacDraw**
 Tom Berilla (301) 434-3256
 Tom Parrish (301) 654-8784
 John Spencer (301) 730-1084
- HyperCard**
 Holger Sommer (301) 474-3467
 Rick Chapman (301) 989-9708

- Inside Mac**
 Jon Hardis (301) 330-1422
 John Love (703) 569-2294
- Languages**
Pascal
 Michael Hartman (301) 445-1583
- Machine**
 Ray Hobbs (301) 490-7484
- MS BASIC**
 John Love (703) 569-2294
- MacMoney**
 Chuck Sicard (301) 963-2879
- MacProject**
 Jay Lucas (703) 751-3332
- Spreadsheets & Graphics**
General
 David Morganstein (301) 972-4263
 Bob Pulgino (301) 474-0634
 Tom Cavanaugh (703) 750-9449
- Excel**
 David Morganstein (301) 972-4263
 Mark Pankin (703) 524-0937
 Jim Graham (703) 370-5737
 Dick & Nancy Byrd (703) 978-3440
 Bob Pulgino (301) 474-0634
 Tom Cavanaugh (703) 750-9449
- MultiPlan**
 John Boblitz (301) 356-9384
 John Love (703) 569-2294
- Telecommunications**
General
 Allan Levy (301) 340-7839
 David Gursky (703) 522-8345
- MacTerminal**
 David Gursky (703) 522-8345
- Versaterm**
 David Gursky (703) 522-8345
- ThinkTank-More**
 Jim Graham (703) 370-5737
 Tom Parrish (301) 654-8784
- Word Processors**
Word
 Marty Milrod (301) 464-5981
 Harris Silverstone (301) 435-3582
 Tom Cavanaugh (703) 750-9449

- WriteNow**
 Bill Baldrige (301) 779-8271
- WordPerfect—Mac**
 Curt Harpold (202) 547-8272

General

- Franklin & Laser 128**
 Bob Martz (301) 795-5689
- Games-Apple II**
 Charles Don Hall (703) 356-4229
 John Wiegley after 2:15 (703) 437-1808
- IBM**
 Ray Hobbs (301) 490-7484
 Leon Raesly (301) 220-0717
- Math-OR Applns**
 Mark Pankin (703) 524-0937
- Modems-General**
 Allan Levy (301) 340-7839
- Hayes Smartmodem**
 Bernie Benson (301) 951-5294
- Practical Peripherals**
 Allan Levy (301) 340-7839
- Music Systems**
 Ray Hobbs (301) 490-7484
- Printers-General**
 Walt Francis (202) 966-5742
 Leon Raesly (301) 220-0717
- MX-80**
 Jeff Dillon (301) 662-2070
- Stat Packages**
 David Morganstein (301) 972-4263
- Stock Market**
 Robert Wood (703) 893-9591

**Volunteer
on the Hotline**

**Call us
(so we can call you)
654-8060**

Frederick Apple Core Help Line

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

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

Wild Things

by Paul Heller

No, this is not a story about a children's book. It is a review of a very useful software package. Don't dwell on the name; if Informix can call their spreadsheet WingZ, Language Systems can call their first set of HyperCard tools and XCMDs Wild Things.

Wild Things is Several Things. For people like me, who have no intention of writing their own XCMDs, Wild Things has 40 ready-to-go XCMDs and XFCNs to handle trig functions, animation, probability, and curve drawing. For people who've been thinking that they'd really rather roll their own XCMDs but haven't quite figured out how to get started, Wild Things contains an excellent tutorial, with example source code, in Pascal, C, and FORTRAN. There is a set of programmers' tools designed to make the programmer's life more efficient.

You get quite a bundle with Wild Things. There are four disks, containing the Wild Things XCMDs, the WildIcons Icon Editor, a copy of ResCopy to make it easy to install the XCMDs and Icons into your stacks, and even a copy of HyperCard 1.2.2 in case you don't already have it. Then there's the source code ... but we'll get back to that.

The 40 Wild Things XCMDs fall into the following categories:

1. Math

XCMDs for calculation of Sin, Cosin, Tangent, Mean, Median, Variance, Deviation, Factorial, Probability, Power, DegtoRad, RadToDeg, HexToDec, DecToHex, and 3-D mapping.

2. Animation

XCMDs that automate moving objects around on the screen. Some simulate the effects of gravity on moving objects, others record paths for later playback, and some manage whole animation "scenes" with multiple moving objects.

There are several XCMDs that detect "collisions" between moving on-screen objects. These XCMDs are great for everything from creating Physics tutorials to games.

3. Special Effects

XCMDs to draw curves, spheres, and ovals.

4. Miscellaneous Utilities

PopUpMenu, UpCase, LowCase, WhichMac, ResCopy ... Versions of some of these are available in the various shareware/PD stacks that have made the rounds, but it is convenient to have them in the set.

Documentation

105 pages of first-rate instructions and examples. Documentation of the XCMDs provided is straightforward and unambiguous, and there are plenty of examples in case you didn't understand the words. More than half the book is devoted to teaching the art of XCMD programming. While I didn't try any of the programming examples, the approach seems thorough and effective.

The Stacks

The stacks provided show off the XCMDs, document the syntax, and give examples of ways to use them. These stacks aren't going to win any prizes for esthetics, but they are very functional, and that's what counts.

The Source Code

Did he say *source code*? Yes. Full source code is included, in C, Pascal and Fortran. One of the best ways to learn a programming language is to start with somebody else's known-to-work code and make modifications to test your understanding, and Wild Things gives you everything you need.

Overall Impression

Would I buy Wild Things? Yes - for the math and probability functions in particular. You might buy the package for the animation XCMDs. If you've been meaning to learn XCMD programming, you definitely want Wild Things ... it will shorten your learning curve considerably, and will even help you choose the language you'll want to use.

Some might balk at the concept of paying \$150 for a handful (even a rather big handful) of XCMDs, when HyperCard itself is free. It depends on your objectives. If you're just hacking around, trying to fill a few empty hours, maybe you should take a stab at writing some XCMDs of your own. If you don't already know how, you may find you want Wild Things to help you learn. If you're writing a HyperCard application at work, and you need what Wild Things does, then buying it is a "no-brainer." It would take a long time to write XCMDs like these (and get them working right). If it took 100 hours, and your billing rate is \$50/hour, that comes to \$5,000. Compared to that, Wild Things is a steal at \$150.

Wild Things works with:

HyperCard®
Language Systems FORTRAN™
TML Pascal II™
Think's Lightspeed Pascal™
MPW™ Pascal 2.0.2 and 3.0
MPW™ C 3.0
RMaker and Rez
Multifinder™
Requires 1 megabyte of memory.

Language Systems Corporation
441 Carlisle Drive
Herndon, VA 22070
703/478-0181
List price \$150—available through
APDA





MultiFinder—easy simple

by Ralph Begleiter

As we noted last month, Apple's Macintosh MultiFinder is both a beauty and a beast. But whichever you ultimately decide it is, you have little choice for the moment but to deal with it to some extent.

New Mac users are confronted with the immediate decision of whether to turn the MultiFinder ON, or to leave it OFF. That's a choice you do have, based on some of these considerations:

- MultiFinder allows you to keep more than a single Macintosh program "running" on your computer at the same time. (Technically, that's not quite accurate. More than one program doesn't actually "run" simultaneously, but several programs can be "up" and ready to run at the click of a mouse.) This is the MultiFinder's primary benefit.

- MultiFinder permits the use of a variety of desk accessories from within more than one program. It sets up a separate "layer" of computer memory to keep the accessories operating even when you switch from one application to another. (Under normal circumstances, using the regular Finder, desk accessories automatically QUIT when you switch from one application to another.)

- MultiFinder offers a "memory management" feature which allows you to check on how your Mac is using its available RAM memory. While this does sound technical, it can be useful information when you decide how many programs to open simultaneously under MultiFinder. The regular Finder doesn't offer this memory management feature.

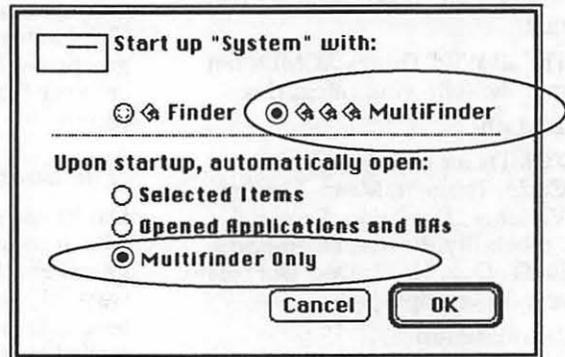
- While the MultiFinder does offer these features, it is also considerably less stable than the regular Finder. That means you're more likely to "crash" or have programs "unexpectedly quit" (Applespeak

for a "crash" under MultiFinder). In fairness, it is true that MultiFinder at least offers users a "civilized" crash, by suddenly quitting a program without disturbing whatever's going on in the remaining open programs.

- The regular Finder has a reputation of being nearly 100% stable. It rarely (if ever) crashes. So if you don't often use more than one application at a time and if you don't particularly need the memory management feature, you can easily do without MultiFinder.

- If you do often use more than a single application while working on a single project, then you must use MultiFinder. (For instance, use MultiFinder if you are writing a report using a word processor, while requiring some data from a database or a spreadsheet, and also want to import pictures from a painting or drawing program.)

If you decide to use the MultiFinder, here's how to turn it on. After starting up your Mac, you'll see the regular Finder desktop. Look under the Special menu. Choose the Set Startup... command. You'll see a dialogue box like this one:



Choose the MultiFinder button and click OK. To begin using the MultiFinder, you must Shut Down or Restart your Mac from the Special menu.

One of the drawbacks of the MultiFinder, by the way, is that there's no simple way to switch it on and off. You must restart your computer each time you wish to switch between the MultiFinder and the regular Finder.

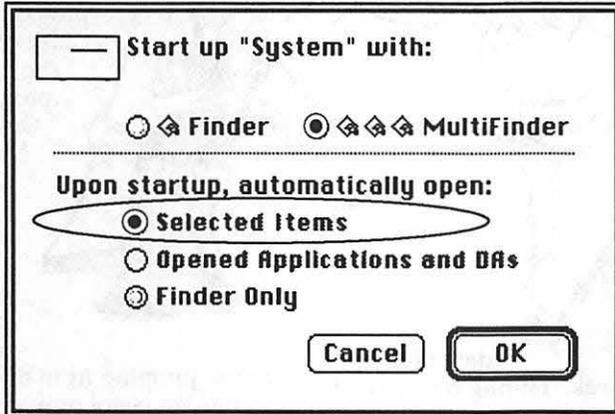
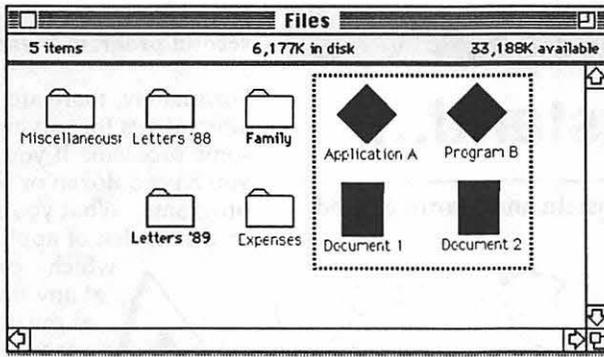
Now look again at the dialogue box you saw when you chose Set Startup... from the Special menu. There are some other options available to you.

Suppose you routinely like to set up your computer to run your word processor, your spreadsheet and your graphics programs... all at once under MultiFinder. You might even have desk accessories you routinely like to have available and running. If so, you can instruct MultiFinder to automatically open those programs and desk accessories whenever you start up your computer. Here's how:

Start up your Mac. Open all the programs and desk accessories you'd like to have opened automatically. Once they're all up and running, find your way back to the MultiFinder (either by clicking on the tiny icon in the upper right-hand corner of your screen or by choosing "MultiFinder" from the bottom of the Apple menu).

When you're back in the MultiFinder, choose Set Startup... again from the Special menu. You'll see a new option highlighted: "Opened Applications and DAs." Click that button and the OK button. Restart your Mac, and it will automatically open all the programs and desk

accessories you had opened before. A final option available to you under MultiFinder is to automatically open certain programs and documents you may specify. To use



this option, quit all your applications and return to the desktop. Move all of the documents and/or programs you wish to have opened automatically into the same window on the screen. (This is important: All documents and programs you wish to instruct

MultiFinder to open automatically must be located in the same window on your desktop screen.) Now, "select" all of the documents and programs you wish MultiFinder to open automatically. You "select" them (make them turn black) by shift-clicking on each of

them, or by using the mouse arrow to "draw" a selection rectangle around all of them.

Once your choices are selected, return to the "Set Startup..." dialogue from the Special menu and choose the "Selected items" button.

Next time you restart your Mac, all of your selected items will open automatically.

So, you ask, there must be a "catch" for all this convenience, right? What's the catch? Memory!

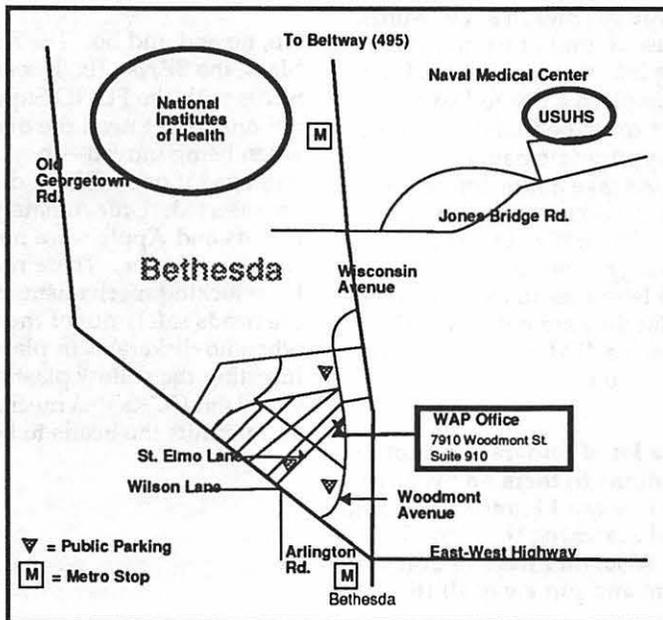
This is the sad story of MultiFinder. It's really not very useful unless you have at least 2 megabytes (MB) of RAM memory in your Macintosh. In fact, even with 2MB, MultiFinder is barely useful. There aren't many current Macintosh programs you can run simultaneously in 2MB or less, and the MultiFinder itself uses about 160K of memory. (The regular Finder doesn't use any memory when you're running another program, because the Finder "quits" automatically whenever you start up another program.) Under MultiFinder, the Mac System even uses some RAM. You can visualize this by taking a look at the MultiFinder's memory management window, available to you under the Apple menu with the "About the Finder..." command.

The closer you get to hitting the ceiling of memory you have installed in your Mac, the less stable MultiFinder will be, and the more likely you will suffer computer crashes ("unexpected quits").

Your best bet with memory limitations is to stick with the regular Finder. It'll save you the hassles of "unexpected quits" and the frustration of having MultiFinder tell you there's isn't enough memory to open all the programs you'd like to run simultaneously. The inconvenience of switching applications by quitting them (under the regular Finder) is an inconvenience you can live with until you decide to buy more memory.

We'll take a closer look at these memory-related issues involving the MultiFinder in another MacNovice Column. 🍏

WAP — Map to Meetings





But I Don't Understand...

by David Morganstein and Martin Milrod

My hard disk crashes when I quit Microsoft products like Excel and Word. The programs seem to work ok, I just get the crash when I quit. What's going on?

This is the classic symptom of "One Too Many System Folders" or the counter-example to "More is Better." Each volume (diskette or hard disk) should have one and only one System Folder containing one and only one Finder/System pair. A common mistake when copying programs onto a hard disk is to drag EVERYTHING on the diskette to the hard disk, system folder included. If a hard disk boots, it has a proper system folder. Don't add any others! Microsoft programs are a great barometer for multiple system files, they almost always let you know in a rather unsettling way that something is a miss.

I am always "losing" files. I start new documents and never know where they are placed. Is there an easy way to find a file without opening a bunch of folders and viewing their contents by Name?

There are several solutions to this situation. One is provided by Apple in the standard system. It is a desk accessory (DA) called Find File. You will see it if you click on the  at the upper left hand side of the screen. Selecting the Find File DA gives you a window into which you can type a few letters found in the name of the file (application or



data file) that you seek. Hitting return sends the Mac off on its search. It will list all occurrences of those letters in a scrollable list. Clicking on the name you want reveals a path through all the folders to find the file you want. A similar, though fancier, solution is offered by CE Software in their DiskTop DA. Both of us use it, both for the Find function and the many other handy features it offers.

Still another solution to the problem can be found in Gofer or Locate. These commercial DAs allow you to enter in a few words or phrases found in the file you are seeking (not the name of the file!) For example, a letter to Dave Weikert could be found by typing in the appropriate name. Of course these DAs take a little longer to find all the occurrences. In fact, they work one file at a time, displaying the text around the desired letters as an aid to recognition. But they are not slow. They can search a 40M hard disk in less than a minute.

I have a lot of folders and a lot of applications in them on my hard disk. How can I launch a program without searching through all of them? Also, do I have to quit one program and put away all the

folders to find a new containing a second program I want to launch?

Fortunately, there are several alternatives for solving this troublesome problem. If you are like us, you have a dozen or so "favorite" programs. What you need is a menu list of applications which can be selected at any time, whether at the desktop level or whether within a program, at the click of a mouse. The answer is programs like OnCue or MasterJuggler. Either of these allow you to easily construct a menu full of applications. Jumping from one program to another is not only simple—it is much faster than returning to the desktop. Using them eliminates all the time needed to re-draw the desktop image.

When I unpacked my new SE/30 I didn't find the yellow plastic diskette for placing in the disk drive when moving the computer. Could the drive have been damaged in shipping? Also, should my dealer give me one of those diskettes?

No, no and no. The newest Macs, the SE/30, Iix, Iicx and latest SE20s with the FDHD Superdrive not only don't need the diskette when being moved—they can be damaged if one of those diskettes are inserted. Unfortunately, our friends and Apple were not terribly clear on this one. These new drives have locking mechanisms that keep the heads safely out of the way when no diskette is in place. Inserting the yellow plastic diskettes UNLOCKS this mechanism and permits the heads to bounce. 

Pick a Card...

by Robb Wolov

Let me say from the outset that I have mixed feelings about SuperCard (SC), Silicon Beach Software's new HyperCard "clone." I love it because SuperCard delivers, out of the box, many of the features (multiple, variable-sized windows, color, real pull-down menus, etc.) people have wished for in HyperCard, but have only been promised in future versions. However, it contains enough flaws in its execution as to make it at times exasperating.

For starters, Silicon Beach eschews the term "HyperCard clone." After all, why would someone pay good money for what Apple essentially distributes for free? SC is really a programming environment, composed of two applications and a language. It consists of a run-time application much like HyperCard called SuperCard, a very powerful editor, SuperEdit and an Apple recognized extension of the HyperCard programming language, SuperTalk. It is a clone only in the sense that HyperTalk scripts can be recognized and executed by SuperEdit and that HyperCard stacks can be converted to run under SuperCard. Are you with me so far?

The thing that seems to confuse HyperCard users when first coming to SC (at least to read the messages on CompuServe's SuperCard subforum) is the use of a separate editor to create or modify a stack—called a "project" in SuperCard parlance. Keep in mind, though, that most serious computer languages utilize a separate editor.

HyperCard allows editing and running the stack in the same environment (assuming that that user level has been set to five). However, the editing capabilities are quite limited in comparison to SuperCard. If you are at all serious about your graphics in HyperCard,

you may have already found yourself working in a formal paint program and pasting your work into a stack—not necessary for SuperCard.

SC's editor does for stack/project creation what SuperPaint did for MacPaint. The editor consists of a series of hierarchical windows. The root window allows selection of a project's windows (and their contained cards), its menus or its contained resources (icons, sounds, xcmds, etc.) A user merely has to double-click on a card, icon or other object and the the appropriate set of tools to edit that object comes up on the screen. Very slick!

The graphics capabilities make HyperCard look crude by comparison. For one thing, SC handles "draw" graphics in PICT 1 and 2 format—not just bit-mapped "paint" graphics ala HyperCard (TIFF formatted documents from scanned images can be imported). You can switch between paint and draw palettes with a mouse click, much like Silicon Beach's SuperPaint. In short, if you want to tell someone what working in SuperCard is like, just tell them to picture merging HyperCard and SuperPaint into one entity.

Animation can be done easily with special commands already incorporated into SuperTalk. Want to animate an object moving around the screen in a special pattern? Just draw the pathway (invisibly if you wish) and use the "path" command in a SuperTalk script. No card flipping. No long lines of script. And did I mention that any object can be made into a button?

Unlike HyperCard, SuperCard allows, if you choose, the creation of a stand-alone project that looks and behaves like any other Mac application. SC can incorporate a run-time module into your project so that users who don't own SuperCard can use your creation.

You can distribute your finished product without fear or guilt over software piracy, with Silicon Beach's blessings. I've already done just this with SuperCard to create a self-indexing cataloguer to store diagnostic information on pathology microscope slides.

Sounds perfect? Well...not quite.

For one thing, for many actions, SuperCard is sloooooow. Unlike HyperCard which has been optimized to run in one window, in black and white with one 9-inch card showing, SC has more to keep track of. It has more overhead. It has to track multiple windows, some or all in color with their respective color look-up tables (cluts), check on window sizes, check on card sizes, etc. You get the idea.

Some speed improvements have been promised by Silicon Beach for version 1.1, but the SC project manager who frequents the SuperCard subforum on CompuServe hints that an upgrade is at least another two months away. Also, like HyperTalk, SuperTalk is *interpreted*—i.e., each line of script is read and executed, line by line, each time that script is invoked. Languages like Pascal and C have compilers: programs that convert human readable code into machine readable instructions. Compiled code runs much faster since your computer no longer has to translate while the application is running. SC badly needs a compiler. (While we're at it, so does HyperCard.)

Another problem is that SuperCard is a memory hog. It will run in a 1 Meg environment, but if you wish to edit color cards, you need at least 2 Megs.

And yes, SC has its share of bugs, though not an unreasonable number, considering the scope of this program. It is, after all, version 1.0. A competitor's HyperCard clone, Plus, is up to version 1.1 and it has even more bugs, according to the BBS chatter.

Do I like SuperCard? Yes. Am I frustrated by SuperCard? Yes. Will I continue to use SuperCard? Yes. Will I forswear HyperCard and convert my stacks to SuperCard

(Continued on next page)





Continued from previous page)

projects? No. Simple stacks convert cleanly. However, complex stacks have so many additional XCMDs and workarounds, no longer needed in SuperCard, that in mostcases it will be too much work to disassemble them and undo the kludges. If it ain't broke...don't fix it! Let it run under HyperCard. For new projects requiring multiple windows, color, draw graphics, SuperCard is the best thing going.

Lasers, Bit Maps & Higher Math

If you're using a laser printer, be it QuickDraw or PostScript, to print bitmapped "paint" graphics, then you've been the victim of "WYSINQWYC"—What You See Is Not Quite What You Get! Even when System 7's print manager arrives, it will not correct this nasty little flaw. What flaw is that?

Print a solid gray field from any paint program of your choice, and what you get on paper is a reticulated, hashed pattern—a moire pattern. You will also find more

"jaggies" in your curved and diagonal lines.

It is not really Apple's fault, so much as it is a question of mathematics: the Mac's screen displays 72 dots per inch (dpi). Laser printers represent that image by printing at 300 dots per inch.

$$300 \text{ dpi} \div 72 \text{ dpi} = 4.166$$

This means that the laser printer is trying to represent each pixel on the Mac's screen by printing 4.166 dots. Since you can't print fractions of a dot, you get the side effects.

The solution is simple but may not be obvious at first glance—reducing your image at printout. You can reduce the size of your image by using the "Page Setup" dialog box found under the Files menu by the "magic" numbers of 96, 72, 48, or 24 percent.

For example, by reducing an image to 96% of its original size:

$$300 \text{ dpi} * 0.96 = 288 \text{ dpi}$$

$$288 \text{ dpi} \div 72 \text{ dpi} = 4.000 \text{ (even !)}$$

Since the laser printer is no printing

fractions of a dot, you won't get any additional jagginess.

For the LaserWriter, selecting "Precision Bitmap Alignment" from the Page Setup dialog will reduce your entire page by 96% (If you are using the GCC Personal LaserPrinter select "Best-looking bitmaps"). If this poses a problem—if, for alignment purposes, you absolutely have to maintain the original page size, most page layout programs will allow you reduce the bitmapped graphic alone.

If your software does not permit this selectivity, then &, a desk accessory for cropping and scaling images from Solutions International, should help.

It was just these sorts of effects that the advocates of Display Postscript for the Mac claimed to eliminate. But that's an old story and, with the recent announcements by Apple, soon to be history. 🍎

Software review

DAtabase

by Ryan Edelstein

Ever wanted to organize all of your clip art? Ever needed an electronic Rolodex for all your phone numbers? Sure, we'd all like to do things like that. But until recently, you had to purchase a very complex database package with a 500 page manual written in Greek, and a price tag that made you decide it wasn't worth it. Now, there's DAtabase by Preferred Publishers (the makers of Vantage). DAtabase does everything you need and has one feature that all the expensive database packages don't—it's all contained in an easy-to-use Desk Accessory (DA). That means that all of your data can be accessed anywhere, anytime.

DAtabase is shipped on two 800K

floppy disks and comes with a 3-ring bound, 100 page manual. On the first floppy you'll find the actual DAtabase DA, along with a Personalizer, Builder application, Converter application, tutorial HyperCard stack, and a few other

utilities. DAtabase is not copy protected; instead, when you install it, you run the Personalizer. It personalizes DAtabase and all of its utilities with your name. Once you personalize your copy, you can install the DAtabase DA just like

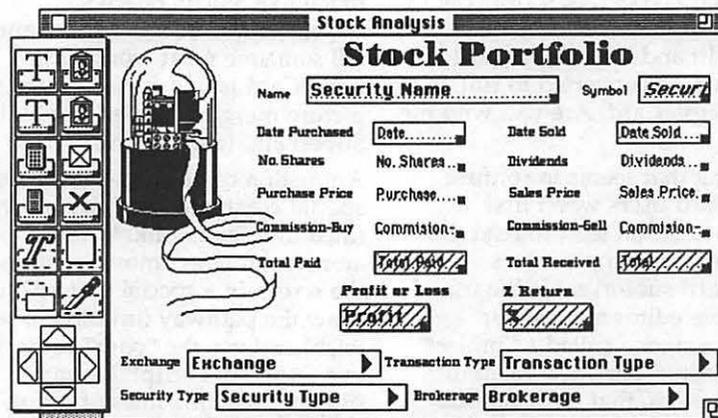


Figure 1 (DAtabase Builder)

any other DA. Now you're ready to start designing databases!

DAtabase is composed of separate modules. The first is called the Builder. The Builder is used to design databases. It saves your database in a file that the DAtabase DA can open later. In the Builder, you can either start from scratch, or edit an already existing DAtabase file. Not unlike most designing

Pascal. The manual devotes a section to telling you how to design your own Xtras. This section is written well, but it assumes you already know the basics about programming—it won't teach you how to program Pascal. If you don't know anything about programming, DAtabase includes a utility that will convert any FKey into an Xtra. Don't be mistaken,

are converted, you can view them with DAtabase and edit them with the Builder (that includes adding more fields and removing unwanted ones). The Converter can also merge two DAtabase files together. Another related utility is the HyperCard Utility stack that is included. It is used to convert any HyperCard stack into a readable, editable DAtabase stack.

Of course the main part of DAtabase is the actual DA (see figure 3). DAtabase is surprisingly powerful with all its simplicity. When you first choose the DA from the Apple menu, you can either set it to automatically load a certain DAtabase, or it will bring up a "MiniFinder." You can keep a number (60 to be exact) of DAtabase files in the MiniFinder to be loaded quickly and easily. Although DAtabase lacks some of the complex features that programs like FoxBASE and 4th Dimension have, it is comparable to Claris FileMaker II and Microsoft File. It can sort by up to three fields, and in ascending or descending order.

In search mode, DAtabase can search for data in either all the fields, or in a specified field. You can tell it to search for entries which are greater than, less than, that begin with, that end with, or that contain certain data. When it finds data, you can tell it to go to that record, or to "mark" it. Marked records can be viewed or printed out later. When viewing records, you can scroll through each record or you can tell it to automatically "browse". In browse

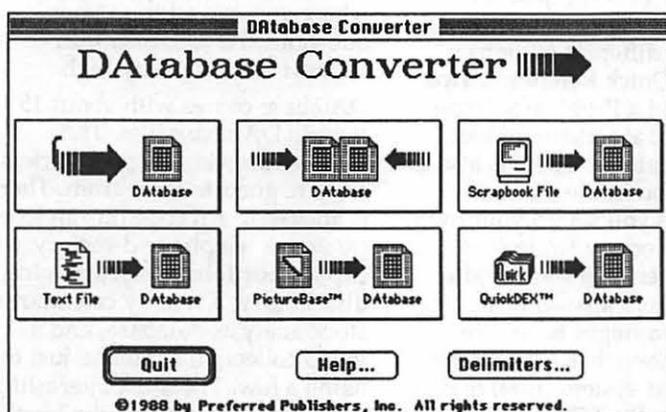


Figure 2. (DAtabase Converter)

programs, it has a tool box on the left and the working window on the right (see figure 1). With the tool box, you can add scrollable text fields, checkboxes, pop-up menus, calculated fields, picture fields, and more. To add a field, simply click on its icon and move the cursor to where you want the field. You can rearrange fields just by dragging them around the window. DAtabase supports color on the screen, and also will print it out on an ImageWriter II with a color ribbon. DAtabase allows you to colorize all text, fields, checkboxes, etc. Any scrapbook, MacPaint picture, or Encapsulated Postscript (EPS) file can be added to the DAtabase as a background, or as a logo, for example.

Another handy feature built in is the ability to configure the tabbing order. In the Builder, you can add special files called "Xtras". Xtras are to DAtabase as XCMDs are to HyperCard. They are a way to expand DAtabase and customize it by adding special features you might need that aren't included. DAtabase comes with about 10 Xtra files (such as a paint grabber, phone dialer, calendar, clock, etc.) or you can design your own in

though, Xtras aren't necessary, they merely add to the program. Most people will be satisfied with the included Xtras. For those who would like to get technical, DAtabase can handle a maximum of 2500 records with 50 fields per record. Text fields can store a maximum of 32K.

The next major module is the Converter application (see figure 2). The Converter is just what it says. It can convert QuickDEX files, PictureBase files, Scrapbooks, and text files (you can set the delimiters) into DAtabase files. Once files

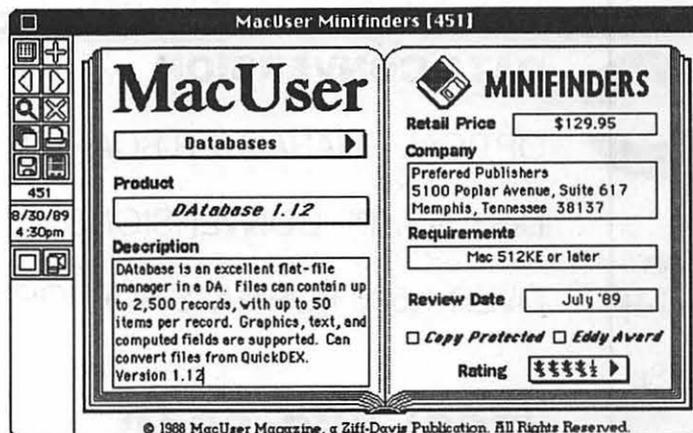


Figure 3. (DAtabase DA)



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mode it will scroll through all the records at a user-selectable speed. Another way to view records is in list mode. List mode will display all the data in the same way a spreadsheet would, i.e., rows and columns. One of the more powerful of DATabase's features is its exporting ability. DATabase can export to 4th Dimension, File, FileMaker, Full Impact, FullWrite, Double Helix II, MORE, Word, WordPerfect, Works, WriteNow, Tabs and Returns, and a custom choice which allows you to set end of field and end of record values.

Some other nice features the DATabase DA supports are password protection, full keyboard control, time/date stamp on every record, and online help. When it comes time to print out your data, DATabase can print either full size, or reduced records. DATabase supports true thumbnails, so if you want, you can fit about 20-30 records to a page, depending on

the size of the record. You can choose to print the data in list format, or print out the whole record as it is seen on the screen.

The DATabase manual is very thorough and easy to follow, but in some places it is a little too basic. The first section of the manual is devoted to explaining all about the Macintosh operating system. It is well written, but for most people, unnecessary. This complaint is minor, though. The manual is divided into different sections including a Quick Reference, Tips & Tactics, and a Problem Solving section. There are plenty of well placed illustrations. There is also a tutorial section in the manual which allows you set up your own telephone directory while you learn. A HyperCard stack is also included to help answer any questions you might have. Preferred Publishers has a computer bulletin board system (BBS) that is similar to WAP's TCS. I called it

once out of curiosity. It is a Red Ryder Host BBS for those who are into that sort of thing. On the BBS, you can get technical support, upgrades, and there are lots of Xtra files that people have written. The BBS is in Memphis, TN, so long distance bills are a consideration. Luckily, Preferred Publishers also has a toll-free technical support line. There is also a CompuServe and an AppleLink ID number where you can address your questions. I'd rate their user support service pretty high.

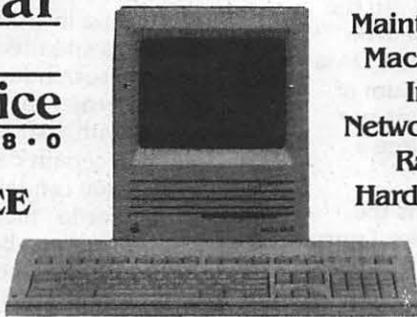
DATabase comes with about 15 sample DATabase files. The samples are very helpful starters and are good to learn from. There is an area & zip code file, an icon catalog, a telephone directory, a clip art portfolio, a sales invoice, a disk library, a weekly calendar, a stock analysis database, and a video collection database, just to name a few. The most interesting and helpful to me was the MacUser MiniFinders DATabase which contains all of the MacUser MiniFinder reviews and ratings in a handy DATabase! You can, of course, add new reviews as they come out, so it becomes an invaluable reference that is always a mouse click away. If you have a color Mac, all of the files are in full color.

DATabase retails for \$129, but the average selling price is about \$60-\$70. This is more than a bargain when you compare it to the \$300-\$700 you can spend on other databases such as FoxBASE, 4th Dimension, Double Helix II, etc. Plus, with DATabase, you'll be creating your own DATabases in less than an hour.

DATabase is very well thought out, supports many data formats, offers lots of flexibility, has great technical support, and is a great value. If you'd like to organize your data, but don't want to spend hundreds of dollars, then DATabase is for you.

Publisher: Preferred Publishers, 5100 Poplar Ave., Suite 617, Memphis, TN 38137; (800) 446-6393. Not copy protected. Fully compatible with MultiFinder. Requires a Mac 512KE or later. 🍏

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The A2-Central Developers Conference

by Andy Nicholas

July 20, 21, and 22 saw a gathering at Avila (ah-vill-a) college in Kansas City, Mo., unlike anything the Apple II community has ever seen. It was the A2-Central Apple II Developers conference and it was incredible.

The show started Thursday night with a party sponsored by Apple Computer in the Avila Cafeteria. It was timed just right because the first thing everyone seemed to do was to catch up on what everyone else was doing. Everyone sat, stood, ate pizza, and basically got all the chit-chat out of the way before the real meat of the conference began. I don't know who suggested that the conference be scheduled this way, but they certainly did a good job. You see, at something like AppleFest there's just no time or even space for talking to other developers with the absolute crush of 20,000 show-goers. People just talked themselves out until around midnight when things finally broke up and we went back to the Ridgway dorm.

I was told later that some of us yahoos stayed outside and talked on the lawn outside Ridgway until 2-3AM, but I wasn't that daring and knew I'd have to wake up and act semi-responsibly the next morning. While I was walking through Ridgway it was nice to see developers of all stature next to each other without any of the pretensions that big shows (like AppleFest or Comdex) sometimes project. Everyone quickly discarded the standard business suits in favor of jeans and sneakers throughout most of the conference. Even Apple's Home Markets Evangelist, Jonathan Fader, often known for his "dress to kill" attire at AppleFest, was surprisingly wearing sneakers and a regular golf tee.

Randy Brandt from Beagle Bros (AppleWorks 3.0, TimeOut series) was just down the hall from me, as was Bill Stephens from So-What Software. So-What Software is a small shop operation run out of Fountain Valley California that has done such projects for the IIgs as SONIX, ICONIX, and Hyper-Launch. This time Bill was raving about his latest project, Call Box, which is basically a sort of IIgs program editor promising to be very much like the Simple Software Genesys product. Call Box sports an image editor (icons, cursors, any sort of image; kind of like a mini-Deluxepaint), window editor, dialog editor, and menu editor. All of Call Box's editors output either APW source, linkable object code or resource files much the same way that Genesys expects to. I never did ask Bill when they expected to begin shipping, but he sure did sound really upbeat about it.

At almost that same time I met Chris Haun of RavenWare Software. Chris works for Davidson, the education software company, but was also showing his latest effort, the System 5.0-compatible DesignMaster. DesignMaster is a program which performs much the same tasks as Call-Box or Genesys. The difference (for me) was that Chris's program is available in a System 4.0 version right now for \$30 and a reasonable upgrade fee for the System 5.0 version for \$5. Chris demoed DesignMaster/5 for me the next day and I was *very* impressed with everything it can do. If you program the IIgs and use dialogs, windows, or any sorts of controls in windows, you should get a copy of DesignMaster (especially if you're as cheap and desperate for a good tool like I am).

All in all, there were about 150 of us actually attending this conference, but we had no idea what the

next TO days would hold for us. When it happened, it was amazing. Friday I actually managed to make it to breakfast and the first session of the day, which, for me, was "Fonts, LaserWriters, and the Apple II," where we learned that Mark Collins was working hard on the A2-Central font clearing house (about FIFTEENDisks filled with fonts) and had solved the problem of having to restart your system once you a font you need to use is missing from the FONTS folder.

Mark's program, Font Engineer, does essentially what the Mac program, Suitcase, allows: addS a font to the "Fonts" list without rebooting your machine. We also chatted with some of Apple's Tool group and Developer Tech people about the lack of a way to dump PostScript fonts to a LaserWriter. Currently, if you want to download fonts to a LaserWriter and use them to print stuff on your IIgs, you have to use a Macintosh. Most people with a GS and a LaserWriter aren't going to consider downloading PostScript fonts to their laser printer if they have to buy another \$2,500 machine to do it. Apple's people said the problem was being looked into, and in all fairness, Apple's had their hands full with System 5.0 until now anyway.

The Mac System 7.0 core technology of Outline Fonts was mentioned briefly as a question "will the IIgs be getting Outline Fonts?" The answer was "We are investigating it." My assumption would be that the tools group will watch the Mac System Software group to see what mistakes they make in using the outline fonts and try to make them a lot better on the IIgs.

I then went to "Integrating music with your products," at which Bill Basham showed the ever-present Diversi-Tune and talked about the advantages of "writing to the bare metal" over doing stuff with Apple's tools. Jim Mensch, from Apple's Tools Group (he rewrote a lot of QuickDraw II for System 5.0), then showed us a forthcoming Note Synthesizer that was absolutely amazing. For a long time now the only sort of IIgs quality music came from purely digitized sound.





Digitized sound tends to take a HUGE amount of memory. After this tool is released that will no longer be the case simply because the new note synth is amazing. The author (one of the other guys at Apple, not Jim himself) has managed to shrink sixteen instruments into the DOC ram in the GS. We listened to an 8-minute selection of very entertaining and high-quality music that we were told took a miniscule amount of memory. If any of Apple's tools are half as good as these sound tools, the GS will have taken a giant step forward.

The last seminar of the morning was "Animation and the Apple II" with Brian Fitzgerald, Jim Mensch (QuickDraw), Bill Heineman (Tass-Times, Bard's Tale I,II GS, Crystal Quest GS), and John Brooks (Tomahawk GS). We were treated with a big splash of John's forthcoming "Rastan" arcade game. The animation had some of the best animation I'd yet seen for the IIGs and played a demo while the four animation wizards spoke.

This seminar turned out to be the most technical of all the seminars which I attended and certainly wasn't for the faint of heart. This was good for a lot of us because we rarely get to "talk shop" amongst each other and compare/contrast programming styles or techniques, which can get extremely complicated and incredibly technical.

Probably the highest ranking Apple official to attend anything like an AppleFest or developer's conference started his seminar of the "Apple II Update and Feedback Forum." He repeated that Apple was firmly committed to the Apple II, admitted it provided in the range of 1 BILLION dollars a year in revenue for Apple and it would be very stupid for Apple to try to hinder the Apple II in any way. Most of his talk, while still the official company line, was given in a congenial and forthright manner.

Unfortunately, where Eder was congenial and somewhat mild-mannered (as was Jonathan Fader and another fellow who answered questions), we (the developers) were blatantly ugly to Apple. The Q&A session started simply enough with a question about

Apple's lack of support in their user-interface on all their machines for blind or visually impaired people. Apple really had no answer to this because the desktop IS a visual metaphor and is totally visually oriented. N

ext came the question volunteered by John Brooks about "does the fact that the IIGs is less-than competitive bother Apple?" The response we got was "yes, it does bother us and we'll be continuing to address that issue with such things as System 5.0," but the predictable also "We cannot comment on un-announced products" reared its ugly head.

Right about this time Barney Stone stood up and basically started blasting Apple for their lack of support and lack of belief in the II series. What seemed like a torrent of accusations against Apple followed. Some of what was said was justified and some of it not-so.

Cecil Fretwell left with about 15 minutes remaining, stomped outside and told us (I had left earlier to talk to Jim Mensch about their new sound tools) that he just could not agree with all the accusations which were being flung around inside and that there were "some really low-blows being dealt to Apple. Stuff they just don't deserve." But, amazingly enough, the Apple folks sat and took about a half hour of everyone's ranting and raving.

But then again I was also told by one Apple fellow that these were the guys that are "paid to keep their temper." If you get the chance to see this on videotape (all the sessions were taped), watch this one. I was hoping that this would be the time that everyone would sort of 'vent their spleen' and get back to the business at hand, saving and re-invigorating the Apple II.

After this session I just hope that the Apple folks aren't too scared to come back next year. I overheard one Apple fellow muttering on his way outside, "I was just mugged in there." Indeed he was. Some people felt Apple deserved the battering they got. Some didn't. Only time will tell if it had a good or bad influence on Apple's decision making.

Immediately following Apple's mugging was a presentation by William Mensch of the Western Design Center (WDC), designer of the 65c02 and 65816 amongst others. Bill's talk was dynamic, visionary and bold. He basically asked us to place our faith in Western Design that they would deliver the promised technology of the very much vapor 65832 and 65816 chip speeds of 100 Mhz. Bill himself believes in Gallium Arsenide (GaAs) technology and told us that was where the future of his own W65C technology was headed. Some of us, myself included, thought that although he was very invigorating, he wasn't as practical as he could have been. While he talked of 100 Mhz 65816's and 1-nanosecond dram, he only once tackled the issue of companies not being able to get fast 65816's. Bill said they were doing an experimental production run of 1.5 micron line chips (vs 2.0 micron line chips as 65816s are now) sometime this week and that they would be available in volume in January, 1990.

For what it's worth, I had one Apple engineer tell me that if a large quantity of fast 65816s were available right now that they would have increased the speed of the IIGs by now, and another told me that one of the reasons that the IIGs was initially 2.8 Mhz is that Apple couldn't even get chips in sufficient (try like lots of 100,000 at a time) quantity that were faster. If you think the speed problem on the IIGs is Apple's fault, it isn't. It can be laid primarily at WDC's doorstep until they have the faster chips operating. After all, Bill Mensch did say that a 10 Mhz 65816 is roughly equivalent to a 40 Mhz 80x86 chip. I'd be willing to wait for that.

After that evening's meal I spent most of my time in the "Hacker's Playroom," where there were a few IIGs to be used. One of the things I found most frustrating was the lack of machines to demonstrate, share and look at each other's programs. It seemed like we could have used double the number of machines we actually had access to. The fact that the IIGs were locked in another building was probably a good move, though

Apple DTS, despite all the whining and complaining going on (it does affect the troops on the front-line, and can be extremely demoralizing), sponsored a "BugBusting" room in which they had a \$5,000 machine set up that could help some of us debug even the worst problem. Many people came out of that room hollering "they really did bust my bug!"

The next day Bill Mensch was determined to help make the IIGs "a real machine" and volunteered to underwrite anyone who would be willing to write a Fortran and/or Cobol compiler. He was dead serious. He offered an off-the-cuff figure of \$100,000 or "whatever it would take" to get those compilers written. I was very impressed with the man's dedication to his own products. If you're interested, contact the man. He'd love to hear from you.

I spent most of the afternoon preparing a problem for Apple DTS to bugbust, but they never had enough time to get around to it... others attended Beagle's session on

writing TimeOut applications.

Another saw a group who were a little sloshed trying to write a lo-res fractal mountain maker. Me? I stayed out in the hall and threw an aerobee frisbee around the hallways of the dorm until 4 a.m. with Lane Roath, the author of the soon-to-be-released Dark Castle GS.

Saturday afternoon I did get to meet John Stephen, the author of EasyLink, Applied Engineering's Apple II terminal program. The terminal program is easily hands-down the best terminal program I have yet to see written for the Apple II line. The thing is incredible. You can do stuff that I had no idea could be done in a terminal program. It's wild. You'll love it.

I hope that next year the a2-central folks can find a place where the folks who stay at a hotel and the folks who stay in the dorms can be closer together. All but one of the Apple folks (Tim Swihart, he's great!) stayed in the Marriot. This directly/indirectly led to a feeling that every night Apple would "pull-out" and go back to the hotel.

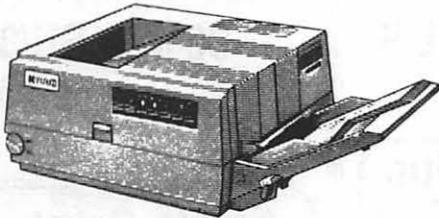
Sometimes it led to an "US vs THEM" attitude among some of the developers. This was not good. I mean, for that matter, Bill Mensch, who is probably worth more than all the Apple folks put together, stayed with US in the dorms.

This is a conference that people will be talking about for years to come. If you are ever given the chance to buy video/audio tapes of the event, I would suggest getting to following:

- Apple II Update and Feedback Forum
- Philosophy and Direction of the W65C Microprocessor Family
- Animation and the Apple II [if you can handle technical issues]
- Integrating Music with Your Products
- Laser Computers: Opportunities for Future Products .☛

[Editor's note (at the request of the author): This is one man's impressions of the conference and should not be taken as the whole story.]

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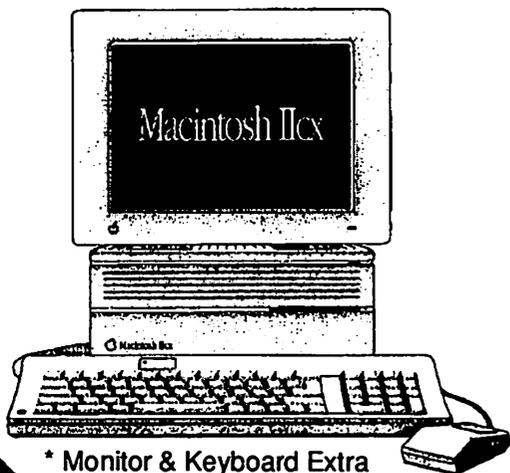
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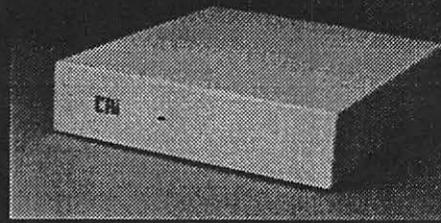
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SOFTWARE
VENTURES

AppleWorks for older Apples

by Gary Hayman

With all the commotion about AppleWorks 3.0, why am I writing about an earlier version of AppleWorks? The simple reason is that out there in computerland are hundreds of thousands of Apple II+s that can't use the new AppleWorks version 3.0. But they can, if configured properly, use an earlier version of AppleWorks.

As everyone is rushing to buy the newest Apple IIs or IIc+, they are unloading their "obsolete" Apple II+s for very, very low prices. This means that you have an opportunity to pick one up cheap.

Speaking of cheap, one must take into consideration the current cost of a new or used IIc+ when thinking about purchasing a used Apple II+. There must be a substantial price differential to make it worthwhile. The add-ons I discuss here should cost less than \$200, probably closer to \$150.

I will make a risky assumption and presume that if you are reading this Journal, you already own an Apple computer of one type or another. You may have found in your household that there is a need for a second computer, perhaps dedicated to word processing. For the sake of cheapness and dependability, the old workhorse Apple II+, coupled with an early version of AppleWorks, is a cost-effective solution.

I don't want to mislead you; there are other word processing programs that will work on the Apple II+ (AppleWriter, Bank Street Writer, etc.), but AppleWorks is a favorite and is not only easy to learn, but there are mountains of "how to" reference books available, many of which are in the WAP library for you to check out.

Your Apple II+ must be configured to meet certain requirements. First of all, it must have at least 64K of memory. Most old Apple II+s have

16K of RAM in slot 0 to bring the standard II+ 48K memory up to 64K. Check for this card. If it is not there, you can purchase a new one for about \$34 (PB, MP) to \$99 for a "Pocket Rocket" from Applied Engineering (AE). As an alternative, perhaps a 128K RAM board can double for the required 16K as well as provide additional memory to expand your desktop. You should also have a lowercase ROM chip; new for \$24 (AE) and used for \$10 or less.

You will also need an 80-column board. Again, many of the old Apple II+s have this board. Almost any make of 80-column board can be used for AppleWorks, with the Videx Videoterm and compatibles being the most popular. You will want to have your screen in 80 columns to better represent documents. I have seen these boards advertised at \$48 (PB, MP) or the more expensive Smarterm II card for \$140 (JAMECO) or Viewmaster 80 card at about the same price (AE). Get a cheap one if you need it. Don't confuse the Apple II+ 80 column board with the 80 col./64K board used on the Apple IIe; it won't work on the Apple II+.

You will also need the shift key modification. This is a jumper wire that attaches the Game Socket DIP terminal (inside the computer) to a post under the keyboard. Much has been written about this so I won't go into detail here. A professionally prepared shift key mod can be purchased for about \$7 (PB). You can prepare your own for about \$1.50 or even free with wire you have laying around your house. Most likely, however, this was done by the previous owner(s).

Of course you will need a 5.25" disk drive. It will usually come with the computer when you purchase it from a second party. If they are selling their computer, they probably won't need the old drive.

One will be enough, although two would be nice — remember, we are trying to save money. If there is no drive, you will have to furnish one as well as a drive controller card for slot 6 of your computer. The WAP has a few controller cards left for around \$10, and I have seen others advertised in the national magazines for \$30 (PIE, PB) to \$50 (JAMECO). A new non-Apple drive would be priced in the range of \$77 (TCX), to \$99-\$129 (JAMECO, PB). However, there are a lot of second-hand "not being used" Apple Disk II drives that you should be able to pick up cheap.

I would suggest that you use an 80-column monitor with your Apple II+. Most televisions can't handle 80 column displays. The seller will probably be packaging the monitor with the computer. You can buy new monochrome monitors for less than \$80 (I recommend a local dealer, rather than a mail order house), so a used one would cost considerably less.

Then there's your AppleWorks program. Versions 1.0 to 2.0 will work with some modification (see below) and should be readily available because the present trend is to AppleWorks 2.1 and 3.0. Some people have their old copies just lying around and you can make an offer for the originals and the accompanying reference books. I have seen AppleWorks 1.2 still being advertised for \$59 (PB) and version 1.3 at \$79 (PB).

AppleWorks versions 1.0, 1.1, 1.2, 1.3, and 2.0 were not designed to run on an Apple II+, but there are software packages that will configure the various versions of AW so they will. The Plusworks-2 software package will configure the earlier versions (startup and program disks) and will handle almost any 80 column board and allow you to expand beyond the measly 10K desktop. I understand that a forthcoming version of Plusworks-2 will even handle version 2.1 from Claris. I have seen the standard Plusworks-2 program retailing for \$35 (PB) to \$49 (MP). Incidentally, if you have a 256K AE RamFactor card you don't need additional software to run AppleWorks 1.3, 2.0 and 2.1. AE advertises the card for \$299 but it can be





obtained for \$199 (CDA).

Then there's the printer. Perhaps the seller has one that they used with the computer. If so, it is already set up and there should be a printer card already installed in slot 1. Chances are that the printer is a parallel-type dot matrix printer and is Epson compatible. Maybe there is no printer, and you will want to use the printer you already have at home. If the one at home is a serial-type printer you will need an Apple Super Serial card (\$115, PP) or compatible (\$48, PB, TCX) in slot 6, and an appropriate connecting cable (\$10 VSI).

Last but not least, you may want to consider a 128K RAM board. It's not mandatory, but it will boost your desktop to 136K. A 128K IIe or IIc will only give you a 55K desktop! Prices for such a board range from \$64 (PB, MP) to \$100 (PIE, JAMECO) and up. Also,

consider the previously mentioned 256K AE RamFactor board for \$199 - \$299.

The majority of Apple II+s that I have seen available at the WAP Garage Sale or listed in the classified section on the TCS come equipped with 64K, at least one drive, an 80 column card, a shift key mod, a monochrome monitor, and a printer with board and cable. If this is the case, all you would need would be the AppleWorks program of choice, the Plusworks-2 program to configure AppleWorks and the addition of a 128K RAM board for greater desktop space.

If you purchase used equipment, make sure the asking price is fair. Remember, the equipment is of an earlier technology — which is outstanding for your purpose — but does not have the value that newer equipment has. Always keep in mind the cost of a new IIc+ or a IIgs so that you can make an intelligent comparison. 🍏

SOURCES:

(Being listed here implies no endorsement. Prices are subject to change. Also, note that there are probably other suppliers who may be less or more expensive.)

- (AE) APPLIED ENGINEERING
PO Box 5100
Carrollton, TX 75011
(214) 241-6060
- (CDA) CDA COMPUTER SALES
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(800-526-5313)
- (JAMECO) JAMECO ELECTRONICS
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- (MP) MEMORY PLUS
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- (PB) PRICE BUSTERS
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(619) 589-0081
- (PIE) P.I.E.
PO BOX 13509
Minneapolis, MN 55414
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- (PP) PROGRAMS PLUS
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The AE Approach

While researching the article on adapting an Apple II+ for AppleWorks, I contacted Applied Engineering, the maker of numerous boards for the Apple family. Jeff Costello was kind enough to explain that if AE's Viewmaster 80 card was being used, PlusWorks would not be necessary since their board would handle AppleWorks 1.3, 2.0 and 2.1 without modification. He also suggested the installation of AE's 128K Transwarp in slot 0 of the Apple II+. Not only would this increase the speed of the computer by about 3.5 times, but it replaces the 16K Language Card and the 128K extra RAM card and would provide about 60K of AppleWorks desktop. He added that by using a 256K RamFactor card your desktop would be

250K. He quoted retail prices of \$159 for the Viewmaster 80, \$169 for the Transwarp, and \$299 for the RamFactor. Of course, these products are generally available from mail order houses at about a 20 to 25 percent discount.

Jeff said that AE is getting a high percentage of calls from Apple II+ owners, indicating the increased interest and use of the Apple II+. He said he was asked what would happen to Applied Engineering if Apple quit producing the II line. He advised them that Apple stopped making the Apple II+ in 1983 and his company is still deeply involved with products for it six years later, and it looks as though interest is increasing. He said he has learned that many are using the Apple II+ solely for AppleWorks in home and small business environments. 🍏

-GH

The author is a Certified Hypnotherapist in private practice in McLe an, Virginia. He is currently serving as Director-At-Large of the PI Board of Directors, is Chairman of both the AppleWorks and Apple IIGS Special Interest Groups, and is SYSOP of the A2 Desktop Publishing, Gourmet and D.C. Living boards on our TCS. He is also one of our Beagle Buddies.

Appleworks 3.0 Meets the Jabberwock

by Gary Hayman

Mastering the intricacies of AppleWorks 3.0 can be a little like battling the Jabberwock. The latest version of the Apple II classic still spells integration with a capital I, but using the clipboard to transfer between modules has some interesting, but not insurmountable, quirks.

Now that you have AppleWorks 3.0 up and running, you are ready to do something you have been waiting to do for a long time — cut some numbers from one of your spreadsheets and place them in a word processing file. "O frabjous day! Callooh! Callay!" you think, as you deftly block copy those monthly figures from your favorite table TO the Clip Board. With a flourish you switch over to your AWP document, place the cursor at the spot you want copy FROM the Clipboard and hit RETURN.

You look at that MESS and your heart goes "snicker-snack." Not exactly what you wanted, was it? How come the figures are messed up and out of alignment? And what are all those little "^"s between the numbers? You even lost the commas and dollar signs. Well, before you go "galumphing back" to your software store with a "vorpal sword in hand," let's see what you did and if we can fix it. You actually correctly block copied the figures from the spreadsheet, but when they were converted and transferred to your word processing document several things happened.

For one, apparently AppleWorks 3.0 will not start the upper left corner of the block at the place you designate. It throws the block to the left margin. It drops all formatting commands such as "fixed, dollars, commas and percents," and lines up the left-most column figures of each column. If you have figures of a different amount of numbers, they will be askew.

As you can see, it is not taking from the spreadsheet what you see on the screen, but is taking what has actually been entered in the cell.

The ^s represent the carriage return that you pressed when you entered the number in the cell. They can be seen when you Zoom-in (OA-Z). Now that's worse than the "borogoves" being all "mimsy."

Well, perhaps the "beamish boy" can come to the rescue. Move your cursor to a blank line above the numbers of concern. Hit OA-T to bring up the new revised Tab Ruler command and select "Create New." What you are about to do is specify temporary tabs of a particular type, at least for your table. Select "N" for "No tabs" to erase

It still doesn't look right at the moment but you are emerging from the "tulgey wood." Place your cursor at column 1 of the line that holds your first row of figures and press TAB. Just look at those numbers "whiffing" into position. Do the same for the other rows of numbers and you will find that your table is lined up now and the numbers should be where you want them. If you want to add commas and dollar signs, you can do so now while you are in the word processor.

Now, if in the above process you carried over some words (labels) and they are split in the middle, all you have to do is Zoom-in, look for the offending ^s that are splitting your words and delete them. Your words will then close up properly. You may then have to place your cursor on the first number and hit TAB to get the numbers to line up with the Tab Ruler, as I have explained above.

If you are going to add more text after your table and you like using the TAB function, you should precede it with a new Tab Ruler. If

...you are ready to do something you have been waiting to do for a long time — cut some numbers from one of your spreadsheets and place

the current tab markings from the top of the screen. Advance the cursor to the position where you would desire the decimal point to be, whether you have one or not, and select "D" for "Decimal." A dot will appear on the ruler line. Now move the cursor to where you would like the decimal point of the second column to appear and select "D" again. Do this until you have accomplished this for all columns. Then press ESC to get back. If you are still in Zoom, you will see the Tab Ruler. Please remember that the column positions are in respect to your previously-chosen left margin. You may have to change your left margin just prior to the figures to get them all to fit across your page.

you want the default settings, hit OA-T, select "Create new," select "N" for "No tabs," place your cursor in column 6 (there is a convenient column indicator in the lower right hand corner of your screen) and select "L" for "Left." Do the same at columns 11, 16, 21, etc. Then continue typing normally. If you are doing a whole document of text/numbers/text/numbers, you can even copy (OA-C) the Tab Rulers from within the document if you like.

Now all this must sound like a bunch of "burble," but once you get the hang of it and give it some "uffish thought" you will find it easy—but not as easy as if the program was designed to actually let you cut and paste as you would in any old "manxome" graphics program. 🍏





New utilities

by Leon H. Raesly

Some time back I promised an update on a new compression utility that was "coming down the pike." Well, it is here. Called "ShrinkIt!" and written by Andy Nicholas, it is well worth the wait. The current version number is 2.1. It is a Freeware program (that is only half true. It is a new type, called BeggarWare! The author asks for a couple of dollars out of guilt!). Files that have been compressed with ShrinkIt! are identified with a .SHK suffix.

You can find it on the TCS (Tele-Communications System, the Pi's electronic bulletin board system) in Area 4 (Apple Utilities). It is available in two forms: a .SHK file (yes, it can be "Unshrunk" with

earlier versions of the same program) and in a self-extracting archive format called "XTRAX" (.XTX)

Let's take a moment to look at the various suffixes you will encounter, and what they mean. The most common are:

1. FILENAME.BNY (pronounced Bunny), formerly the most common method of transferring files in the Apple II world.
2. FILENAME.BQY (pronounced Becky), a BNY file with squeezed components.
3. FILENAME.ACU, used exclusively by AppleLink Personal Edition.
4. FILENAME.QQ, a squeezed file

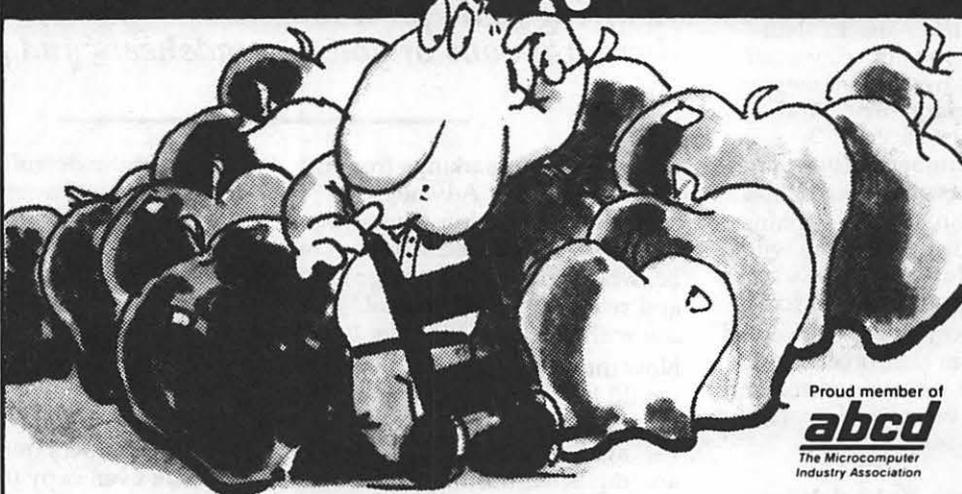
5. FILENAME.BXY (pronounced Boxey), a .BNY-type transfer with a .SHK archive.

It should be noted that ShrinkIt! can handle all the above types. There are a few other suffix conventions for disk packers as well that I covered in an earlier article.

O.K., let's look at them. The first (.BNY) indicates that the file has been "wrapped" in a Binary II envelope. Essentially, Binary II preserves the ProDOS file attributes, such as the file name, in an envelope that "wraps" the file(s). The second type (.BQY) is used to indicate that a "squeezed" file is contained inside a Bunny file. Such files were most likely made with Floyd Zink's BLU (A Freeware program available on many BBSs, including the TCS). BQY files must be un-bunnied and un-squeezed.

The third type is a file usually compressed in a Binary II format created by ACU, Floyd Zink's modification of BLU for AppleLink Personal Edition (ALPE).

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The fourth type is simply the inner contents of a .BQY file. That is, the Binary II wrapper is removed, and the file still needs to be unsqueezed. You would normally only see this if you used a Modem program that "Un-Bunnied-on-the-fly." That is, the program will automatically remove the Binary II wrapper while downloading it.

Note that if you have the Binary II transfer mode turned on while you download a program, you will not be able to extract the .QQ files with ShrinkIt! You will have to use Floyd Zink's BLU. The best way to download a .BNY file is with Binary II transfer mode turned OFF. In that case, ShrinkIt! will do everything you need to do transparently, including unsqueeze .QQ files.

The last suffix, .BXY, is a new convention advanced by Apple Computer, who recruited help from Andy Nicholas. The suffix has now been adopted by GENie, CompuServe and most of the commercial information systems. ALPE is an exception, although they use .BXY to transfer GSOS 5.0 system disks. The "boxey" file is merely a .SHK file with Binary II data in a header. Although this adds overhead to the file transfer, the justification given is that users can click on a .BXY file on the GS desktop to launch ShrinkIt!

The most current version of ShrinkIt! creates the following file-types:

- .SHK
- .BXY

...all automatically and completely transparently! Just use the appropriate command, and it does it! Let's take a minute and look at SOME of the things you can do with ShrinkIt!

ShrinkIt! will un-Bunny and unSqueeze .BQY files, un-Bunny .BNY files, unsqueeze and un-wrap .ACU files, un-Shrink and un-Squeeze .SHK files, and un-Box and unShrink and unSqueeze .BXY files! All transparently. It can also un-Squeeze .QQ files, but not when they're by themselves — they must be inside a .BQY archive.

It will Shrink a complete disk, do all files in a sub-directory, add files to an archive you have already

created, and much more! The DOCs are very complete and come with the .SHK or .XTX file when you download them.

All you have to do is EXEC the .XTX files, or un-Shrink the .SHK file with an earlier version of ShrinkIt!

XTRAX

This neat utility by Jerry Kindall lets you create a self-extracting archive file. It will be particularly useful to the various BBS's around the country. In terms of your use, you will benefit from the results of using the program much more than from using the program itself. But download it, and take a look at it.

Dale Smith has converted all the primary packers, un-packers, squeezers, bunnying and boxing programs you need into XTRAX. The suffix added to the files is: .XTX. Although it looks like a text (TXT) file, it is actually a binary file in a text envelope.

The paradox of having to bootstrap archiving and extraction programs from scratch (also known as the "new user paradox") is overcome with this self-extracting format. Most files need to be un-somethinged before you can use them. Most un-something programs in the past have been created in a text-executable format. These were generally created with one of two programs, The Executioner and The Executive. (The Executioner won't work with very large files). XTRAX will work with essentially any size file. However, the files created from The Executioner or The Executive are 1.5 to 3 times larger than the original. That is a lot of space to tie up!

Using .XTX Files

To extract an XTRAX file, enter BASIC under ProDOS and dash it (the "Smart RUN" Command). For instance, let's look at a specific example. You decide you want the new version of ShrinkIt!, and you go to Area 4 in File Transfer (from Main Menu of the TCS). You then enter a D)ownload, and tell it number 125. Select the protocol, then tell your software to receive, and you're off and downloading! Now, you need to get the file SHRINKIT2.1.XTX into a usable

condition.

Exit your Modem software, and enter BASIC by whatever method is most convenient for you. Now, on the left side of your screen you will have the basic prompt, thus:

```
]
At this point type:
-SHRINKIT2.1.XTX
```

That is all there is too it! Pow, just like that it will be extracted, and saved to disk. Be sure to have enough space for the file, of course. You will end up with three files, SHRINKIT.SYSTEM, SHRINKIT and SHRINKIT.DOCs Load the SHRINKIT.DOCs file into AppleWorks as a text file, print it out and read it!

The program XTRAX solves the new user problem of first getting one program to then un-that program, which means you would then be ready to un- the program you need to un- the program you want!

Well, enough for today. You can reach me by leaving me a message on the TCS (best place would probably be TCS COMMENTS & SUGGs, or Apple II Telecommunications on Conference 2.) On Genie my "handle" is LEE.RAESLY (wonder how I ever came up with that!); or call me at 220-0717 (weekdays 9-5) and I would be delighted to chat with you.

Take care, Now! Lee...

The author is Director-At-Large of the PI Board of Directors and TCSO (Tele-Communications System Operator) of the Pi, as well the Director of a Community Mental Health Center where all administrative work is done with AppleWorks on Apple IIc's and IIgs computers. 🍏



Relational database reporting in AppleWorks

by Ray Settle

Well, they did it again. Just when you figured that Beagle Bros. had taken AppleWorks to its limit, they found another way to stretch it even further. To call ReportWriter a TimeOut AppleWorks enhancement is an understatement; this add-on is a program in its own right—it only happens to function from within AppleWorks. It comes with an imposing 180-page manual.

ReportWriter (RW) fills a persistent gap in AppleWorks — its database reporting capabilities. While 30 categories is an adequate number for most users, some users want to pull information from multiple database and spreadsheet files to produce a comprehensive report. With RW such users can now do that as well as add in selected parts of word processor documents to produce a report that previously only more sophisticated computers could generate. RW even gives the AppleWorks database relational report capabilities to rival the most sophisticated program on any other system. The format reminds one of dBase III+ on that other computer, but its integration capabilities and ease of use are much more elegant.

The manual contains a thorough step-by-step tutorial that illustrates how easy the menu-driven interface makes generating and printing a report. The report is actually saved to disk in its own format (text) that can be retrieved and modified or printed later. It uses 43 functions (5 numeric range, 11 non-numeric range, 10 text, 5 special, and 12 date functions plus the normal arithmetic operators) to generate more complex reports, but many can be generated without these. RW treats all files as database files and uses them as giant lookup charts. Spreadsheet rows become records and columns become categories, and each

paragraph in a word processor document becomes a single-category database record.

Each report can have up to seven sections: a title (whole page or a part of the first page); headers and/or footers (appearing on all pages); the report body (254 fields and a number of pages limited only by memory and/or disk space); a closing (like a conclusion); and a non-printing work area where some calculations can be performed. The report editor also allows the inclusion of text directly on the report page. One field option allows text or data to be entered from the keyboard while the report is being generated. You can even post data generated by RW directly into other spreadsheet or database files.

It is possible with RW to generate a report of 254 fields, some of which could be rather large word processor documents. The report can also be printed using 254 columns on a wide carriage printer. The report editor that builds the report has a feature that AppleWorks 3.0 left out: it scrolls past the right margin, if desired, rather than word-wrapping at column 79. Some users have designed mail merge documents that use 17 characters per inch or wide platen widths to get wide reports, but those brave souls had to design a 132 or 254 column report with each report line made up of 2 or more 80 column lines. (Now there is a patch idea that would be welcome.) Such reports are difficult to create and almost impossible to edit. But it won't happen with RW; what you see is what you will get.

One of the special functions is @AWP, which enables the report to access AppleWorks word processor files. A formula of @AWP (review,3) would include the third paragraph (all text between two

carriage returns) of the AWP file 'Review' into the report at the specified location. Other functions return any part of any date in any format, select records, find records, round numbers, concatenate text, print page numbers, count the number of records included, and so on for 43 functions. @IF statements are also supported.

RW contains some new terminology and a rather explicit process for building the report, so a careful study of the manual is essential before attempting one. Such terms as fields, definition and posting are new to exclusive AppleWorks users, although users of other database programs will recognize the terms readily. The terms are not intuitive, but they are easily learned so that within an hour one will feel comfortable in creating custom reports.

The large number of functions allows reports to be as complex as one can dare. Entering the formulas for calculated fields is the most complex part of designing a report, and is the one part of RW that is not as menu-driven as it could be. Users should be offered a menu of functions rather than having to refer to the manual for them and/or their correct syntax. The categories to be included in the formula can be referenced via a menu, but functions and operators cannot.

At \$79.95, is ReportWriter worth adding to AppleWorks? If you've ever lamented the limitations of the Appleworks database module, \$79.95 is well worth it. ReportWriter makes AppleWorks 3.0 (and 2.0 and 2.1) a viable productivity package to rival the best on any computer system. It is fast, easy and powerful. What else could a small business want of a report generator? But then, according to Apple Computer Corp., the Apple II and AppleWorks are only for the K-12 education market!

Beagle Bros. held the release of ReportWriter until Appleworks 3.0 is released in its final version. At the time of this review, ReportWriter is now available for all versions 2.0, 2.1 and 3.0 of AppleWorks. 🍏



How-to-do-it

Putting telephone lists on a rotary file

by Harry Bacas

I recently figured out how to print continuous-form rotary file (Rolodex) cards with AppleWorks. This process undoubtedly has been accomplished many times before, but it was new to me.

I use rotary file cards for my telephone and address list at work. The cards are very easy to add and to keep current, but many changes had made my handwritten cards pretty messy. The AppleWorks database could obviously do it all more neatly. I could enter the data, arrange it and select from it easily, and it would be simple to update. I could also keep a master list and extract and print one set of cards for the office and a somewhat different set to keep at home.

The problem was, how do you print onto cards which measure 4 inches by 2 1/6 inches (the standard size)?

The printing options in the AppleWorks database or word processor don't allow for a page length of 2 1/6 inches. You have to specify length in decimal inches. But 2.1 inches is too short and 2.2 inches is too long. Print with either page length and the cards soon get out of registration. Here is how I worked it out:

From the database print menu, choose to make a new "label" report format. First set printer options, like characters per inch, margins, platen width and page length (it's okay to make page length 2.2 inches here). Choose the option to "keep number of lines the same in each record." And make sure the lines per inch stays at the default of 6.

Then escape to the Report Format screen and move the categories around (or delete some) until the format looks the way you want it to print. Finally, push the bottom line down until it says "Each Record

Will Print 13 Lines." That's important, because 13 lines at 6 lines per inch is exactly 2 1/6 inches.

Then print the report to the clipboard. (If it's too long to go all at once, use OA-R in the format to select names from A to K and print them. You will come back later and select names from L to Z.) Then open a new word processor file. Copy what's in the clipboard into your WP document. This is the file you will actually print from.

You should not have to make any changes in the word processor file, just set the printer options. Set the characters per inch, platen width and margins the same as they were in the database report. But make the page length 13 inches.

Why 13 inches? Because six times 2

1/6 inches is 13 inches, so six cards will fit exactly on one page. Each page will break right at a card perforation.

Before final printing, double check the document using OA-K to show the page breaks. Each break should come immediately before a new card entry. If not, add or delete lines until they do. All my breaks were in the right places. You should be about ready to print.

Still, to be cautious, put a "Pause Here" at the end of the first page. I was glad I did that, because when I printed the first page (six cards) I could see the top lines were too near the top of the card. I moved the paper up a little bit, reset the top of form (by turning the printer off and back on) and printed the rest of the cards.

Piece of cake, right? Well, yes, but you still have to tear off the perforated edges, tear apart the cards, insert the cards in the file holder between the index cards... and persuade your Significant Other that a smoked plastic rotary-file box looks as elegant on her telephone table as her familiar tooled leather notebook.

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Geopublish

by Ron Evry

A
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II

Desktop publishing has always been in the purview of the Macintosh world, but only recently have practical page layout programs been formulated for the IIE. Springboard Publisher and Publish It! come to mind as the forerunners of this new and exciting field. Now comes a different approach to desktop publishing with Berkeley Softworks' miraculously engineered program, Geopublish.

Geopublish, like the other programs in the GEOS (Graphic Environment Operating System) series, has the look and feel of a Macintosh program, complete with a desktop, pull-down menus, double-clicking icons and WYSIWYG graphics. The program comes with a selection of seven font styles and an additional four LaserWriter fonts (which can also be used on a dot matrix printer). There is a

nice selection of usable artwork included with the program, but it is also a simple matter to import pictures from Print Shop, Dazzle Draw, Newsroom, Printmaster and the Printmaster pads and galleries. Text can be imported from a variety of popular word processors and converted to GEOWRITE format.

The sophistication of Geopublish is remarkable, considering that it will run on a 128k machine with one disk drive. I have been using it on my baby Laser 128 with no expanded memory, and have produced some incredible documents after a few day's practice. The secret to the program's sophistication is the fact that it utilizes the disk drive itself frequently, accessing instructions directly from it on an as needed basis. Most of the computer's memory is filled up by the graphic operating

environment, so disk access is crucial to make the system work.

But once mastered, Geopublish is simple to operate and even fun to use. While the manufacturers recommend using a mouse to run the program, it is possible to configure it to a joystick, or even with the keyboard arrow keys. For people with aversions to mice, or simply don't like pointing and clicking, keyboard shortcuts exist for just about every command. They usually just involve hitting one key, or occasionally a two-key combination. The screen dump function seems to be the most complicated instruction: you need to hold down three keys at the same time for that.

The program's drawbacks are inherent, given its nature. Utilizing the disk drive frequently, Geopublish is slow—it is not a program to use for printing out many copies of a single page. But it will make nice original master copies to run off at the printers, even utilizing a cheapo brand 9-pin dot matrix device. If you have access to a LaserWriter, the program will print on it very nicely.

Besides the speed difficulty, which can be solved by loading the program into expanded RAM or a hard disk, the biggest problem with Geopublish is the lack of third party programs, or additional fonts. The person who develops a way of translating Publish It! or Mac fonts to the GEOS environment should have a hit on his or her hands.

Geopublish will probably be around for a long time. The program's low price and relative ease of use makes it a dandy choice for the millions of people just now getting into computing through the low cost avenues of the Laser 128 line and the IIC plus. But even owners of IIGSes will find its sophistication appropriate for their machines. Running it is more like playing a video game than running a business application. And if computing is not fun, then what's the sense of it?

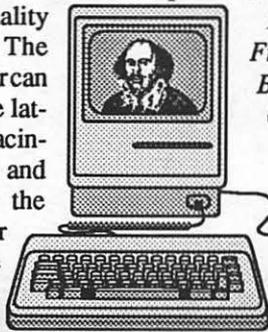
Apple II series with 128k, one disk drive, comes with 5 1/4" discs and 3.5 inch disks. Not copy-protected. Mouse or joystick recommended, extra RAM suggested. List price \$99.95, street price around \$82.00.

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Keyboard Invasion

by Phil Shapiro

The most important skill in learning to use a computer is learning your way around the keyboard. If you're a slow typist, then almost every activity you do with a computer will be in slow motion. In the business world, this adds up to lost productivity. In the educational world, this adds up to lost learning capability.

So it makes sense to familiarize children early on with the layout of the famed QWERTY keyboard. Even first graders will enjoy playing various keyboard games. Of course, children of this young age should not be learning how to type with ten fingers. Touch typing is a skill that requires fine-motor coordination to execute, and adult-level concentration to learn.

But youngsters can develop a facility at using the "hunt-and-peck" method of typing, also known as "two-finger" typing. Keyboard Invasion is a fun, arcade-style public domain program that can help youngsters get their keyboarding skills up to speed. If you're a little creative, you can also use this game to improve "number naming" skills, arithmetic skills, and "word imagination" skills.

Here's how the game works. Random letters and numbers come falling down the screen like rain out of the sky. The object of the game is to type the letters before they fall to the bottom of the screen. When you correctly type a letter that is falling down the screen, a missile is shot from the bottom of the screen towards that letter.

The letter then explodes, and you receive another ten points for your score. The score is shown continuously in the upper left-hand corner of the screen. At any given time, three to five letters are falling down the screen.

The game continues until you lose your three "missile bases." Each time you a letter reaches the

bottom of the screen, you lose one missile base. Once the game is over, you can quickly and easily start a new game. With each new game, the score starts over at zero.

At the beginning of each game, the program asks you if you want directions. You may want to glance at the short directions the first time you play, but the game is otherwise quite intuitive. After the directions prompt, you're asked to choose from any one of fifteen skill levels.

The skill levels control how fast the letters fall down the screen.

Skill level one is plenty fast for most young children. After a few hours of practice, those truly adventuresome kids might want to try skill levels two, three, or four. But unless their keyboard skills are sharp, they'll lose their three missile bases in under a minute, and will then have to start over a new game.

In my experience, Keyboard Invasion is ideal for kindergarten, first, and second graders. A good goal to set for children is to try to reach 1000 points before the end of the game. (To do this, they would have to type one

hundred letters at a fairly even pace.) To give you an idea of how fast the game is played, getting up to a 1000 points takes about eight to ten minutes.

Once children reach the 1000 level goal, they can try for 2000, 3000 or even 5000 points. At skill level two (the faster skill level), children could possibly reach 5000 points in half an hour. When playing for such high points, it's fun to get the kids practicing their "number naming" skills. Many youngsters will mistakenly say they have reached 1500, when they have reached 1050.

You can also make this into an arithmetic exercise by casually asking, "How many more points

before you reach 500?" If the children are already at 450 points, they will have a simple arithmetic problem to do as they are doing their typing.

Since the actual typing of the letters doesn't take all that much cognitive ability, you can add an interesting twist to this game to make it more intellectually involving. As the letters fall down the screen, you can ask children to name a word beginning with the letters they type. Animals are an obvious way to begin this game. For example, "L" is for lion, "K" is for kangaroo, "Z" is for zebra.

As the letters fall down the screen, you can also prompt children to think of corresponding names: "J" is for Joshua, "S" is for Sally, "P" is for Peter, "B" is for Betsy. If you have the time/energy, you can make a long list of all the words/names being called out by the children. You'll find that kids enjoy the process of brainstorming just as much as business executives.

Some kids will enjoy working in pairs while playing Keyboard Invaders. This should be encouraged, as long as

one player doesn't hog the keyboard. A good rule to use is that each player types three letters at a time, and then lets the other play type his/her three letters. (This rule works best at skill level one.) Kids can learn from one another, and the activity becomes as much social as academic.

For the slower children in your class, you can help them develop momentum by playing together with them at the start. Use the same three-letters-each-rule, and the kids will be able to learn the locations of the letters that you type. You can set a light tone by making comments such as, "Q is hiding in the corner, B lives way down at the bottom, and T is at the tippy top of your keyboard."

To get a copy of Keyboard Invasion, send \$3.50 for Disk C33 to: Big Red Computer Club
423 Norfolk Ave
Norfolk, NE 68701



Print Reduction by 50 percent on the IIGS

by Ann Sulkovsky

The problem emerged last summer when I was trying to print, at 50 percent, a Thunderscanned color photo of Timbuktu. After digitizing the photo, I exported it to Paintworks Gold to touch up some scanning imperfections, add color and prepare files for animation. Although animation for video was the objective, I wanted small (50 percent) printouts of the images to use for a storyboard. However, the printer could not print the image without freezing midway through, requiring a reboot. Because I was more interested in animating Timbuktu photos than printing them, I set the 50 percent printing problem aside.

As a new owner of Medley, I was experimenting last winter with the printing features and proceeded to print at 50 percent. Midway through the printing process the computer again froze. Likewise, as with Paintworks Gold months earlier, the IIGS produced a lot of clanging noises and paused erratically at the end of each line.

Both Medley and Paintworks Gold, I noticed, required all of my IIGS's 1.25M RAM. Perhaps, I thought, I needed more memory to perform the 50 percent reduction. Ted Meyer suggested checking for defective RAM, which I did at the WAP office thanks to Dale Smith. The RAM tested okay. Ted Meyer and Dirk Bakker suggested using GSOS. The IIGS has had some printer driver problems. Dirk said printing on his Epson improved with GSOS.

I booted Medley from the GSOS 4.0 start-up disk, but could not print a 50 percent reduction. I installed the GSOS 4.0 direct connect Imagewriter update on the Medley start-up disk, booted up and, again, could not print a 50 percent reduction. At a IIGS SIG meeting,

Gary Hayman said he had seen a message on the TCS that someone had corrected a 50 percent printing problem by turning off the buffering option of the printer port in the control panel. My control panel printer port said "Buffering: No." I tried to install the GSOS 5.0 direct connect Imagewriter update on the Medley start-up disk. The system delivered the message, "Cannot install. Need approximately 4K more space."

I packed up my Imagewriter II, Medley, Paintworks Gold, GSOS 4.0 and 5.0, and, wanting to duplicate the reduction procedures on another IIGS system, set out for the WAP office. Someone suggested I might be bugged by a ghost. Harry Erwin proposed booting Medley from the GSOS 5.0 start-up disk. I had tried to boot Medley with GSOS 4.0, but had not tried it with GSOS 5.0. Sure enough, a completed 50 percent image appeared without a clang.

Despite this success, I was not sure if I could repeat this at home. Although I could print without a problem on the WAP IIGS at 50 percent (using the Medley start-up disk with the GSOS 4.0 direct connect Imagewriter update that I could not use successfully at home), I could still have a problem. An attempt to produce a 50 percent reduction on the WAP IIGS, using the Medley start-up disk and GSOS 4.0, was successful. Back at home I booted Medley from GSOS 5.0 and successfully printed a 50 percent reduced image.

I repeated the procedure of booting from the Medley start-up disk, which previously had froze the system. The Imagewriter II produced a complete image. I booted up Paintworks Gold (which does is not fully compatible with GSOS) and repeated the procedure to print a 50 percent reduction. A 50 percent color reduction of a Thunderscanned Timbuktu photo appeared. My 50 percent reduction problems are now behind me. However, I must admit that I do not know why problems that plagued me for a year just disappeared. The use of GSOS did not initially improve printing on my IIGS and does not explain the Paintworks Gold turnabout. Perhaps the person who said I might be bugged by a ghost was right. 🍏

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A Wish-List for the Coming Low-Cost Mac

by Phil Shapiro

It's beyond the rumor stage now. Apple will be shortly releasing a low-cost Macintosh computer that will run Apple II software, sport a color monitor, and sell for under \$1000. Here's a wish list of features I'd like to see on the new low-cost Mac (also referred to as the K-12 Mac in the popular press).

First and foremost, no hidden costs. Read my lips. "No hidden costs." You remember hidden costs, don't you?

The Apple IIGS central processing unit sells for \$750, but add a color monitor, a couple of disk drives, some extra memory, and your \$750 computer soars to about \$2300.

And that's only for the essentials. Second, the low-cost Mac requires a port for an external 5.25 inch Apple II drive. Chances are that the new Mac will have a built-in 3.5 inch disk drive. Apple likes to tout the 3.5 inch drive as the new Apple II standard. But there are still about a billion 5.25 inch floppy disks out

there. If you could only use the low-cost Mac with 3.5 inch disks, the machine would be severely limited. Software publishers have not been quick to jump on the 3.5 inch bandwagon, so it's hardly fair to expect Apple II users to forge a path of their own.

Third, in the fine Macintosh tradition, the low-cost Mac should come bundled with some highly useful software. The early Macintoshes, back in 1984, came bundled with MacWrite and MacDraw. Later Macs came bundled with HyperCard. If Apple II users had their druthers, 95% would choose to have MacWrite, rather than HyperCard, bundled with the new Mac.

After all, Apple II users are chomping at the bit to get their text sent out to a laser printer. It makes sense to bundle a standard word processor, rather than HyperCard, with the new Mac. Of course, individual users should be allowed

to choose the HyperCard bundle, should they be so inclined.

As far as the color monitor goes, it would be a disappointment to see color graphics squeezed into the traditional 9-inch diagonal Mac screen. However, in the interest of cost-containment, the small screen size would be preferable to paying extra for a full 12-inch diagonal screen.

It's probably too much to hope for, but it sure would be nice to have a parallel printer port on the new Mac. Ninety per cent of all printers on the market are parallel printers. Apple's serial-style ImageWriter printers are the rare exception. It's no big surprise that Apple charges double for the ImageWriter what other comparable dot-matrix printers cost.

So why not give us a break by giving us a choice? Is that too much to ask? Laser Computers has been offering Apple II compatibles with a "parallel/serial" choice for the past five years.

Which brings us to the topic of speed. No major sacrifice in speed should occur when running Apple II programs on the low-cost Mac. We don't need a Macintosh computer that runs Apple II programs sluggishly. We need a Mac that runs Apple II programs period. No ifs, ands, or buts. Life is too short to wait around for sluggish computers to catch up to the speed of our own minds.

The possibilities of the promised low-cost Mac are tantalizing to both Apple II and Mac users. How many parents would love to get a machine they could share with their kids? How many Mac users would welcome the chance to use the thousands of functional, time-tested Apple II programs that launched the whole micro-revolution?

The day is at hand for a great bridge to be built between the two thriving Apple cultures. Both sides wait with outstretched arms. Don't blow it on some small detail, Apple.

(The author is a software developer for the Apple II, and what he is informed is an imminent new-Macintosh line.)

**This
Space
For
Rent**

New Apple III happenings

by David Ottalini

New ThreeWorks Update

I'm happy to report that the 1989 update to my ThreeWorks disks is finally out. For our newer SIG members, ThreeWorks is a set of four double-sided III EZ Pieces-AppleWorks disks that includes a tremendous amount of information about the Apple III, including bibliographies, clubs, public domain software, vendors, etc.

The main addition this time around is the 1988 bibliography of Apple III articles. It's interesting to note how many articles have been published over the years (an indication of interest in our SARA):

YEAR(S)	# OF ARTICLES PUBLISHED
1980-84	586
1985	391
1986	572
1987	385
1988	266
TOTAL	2200

And while it was fairly easy to pull these numbers out, please don't ask me to tell you who has published the most over the years! I do suspect, however that Richard and Lavona Rann of the Third Apple Users (TAU) and our own Dr. Al Bloom are way up there towards the top.

I've also updated the public domain listing to reflect the fact that Joe Dobrowolski's Apple Users Group International (AUGI) is no longer playing in the Apple III game. As I mentioned last month, he's moved on to Japan and donated his Apple III library to WAP. By the way, I'd love to hear from any of our SIG members on what you'd like to do with the many non-PD disks he donated to the club. Please drop me a line, or contact me directly by phone or on the TCS if you have any thoughts. In any case, if you are interested,

ThreeWorks is available from On Three, TAU or for more information call or write to:

Three Cheers Press
11160 Viers Mill Rd., L-15
Wheaton, MD. 20902
(301) 681-6136

For our Apple II friends, I've now placed into the WAP PD "A2Works". It's an AppleWorks/3EZ Pieces shareware disk with a lot of great information including:

APPLE.CABLES: What is the proper cable for your Apple?

AW.3EZP.BOOKS: Books about AppleWorks

AW.3EZP.CLUBS: AppleWorks-specific clubs

AW.3EZP.PUBS: AppleWorks-specific publications

AW.3EZP.VENDORS: AppleWorks/3EZP-specific vendors (templates, etc.)

AW.EZP.HISTORY: An early history of AppleWorks/3EZPs

GLOSSARY: A Glossary of computer terms

PEEK.POKE.CALL: What each does for the AppleSoft programmer
Full documentation is included.
AppleWorks (any version) or 3EZ Pieces required.

Apologies

To Bob Consorti's wife, whom I called Cathy last month. Her real name is Eileen (Cathy is a family member). The May/June issue of On Three finally did arrive and Bob did confirm his move to the Chicago area, as well as indicating his interest in continuing to provide support for the III. Again, we need to provide On Three with all the help and support we can, to continue providing the III Community with a source of commercial products. Bob's new On Three Technical Support address and number is:

123 Groveland
Riverside, IL. 60546
(312)-447-3924

Apple III Softcards

If you are interested in trying out CPIM on your III, a company called NDRC has a ton of them and is willing to give WAP members a great deal. This \$25.00 package includes a card you plug into your III and CPIM as well (the WAP PD library has a number of CPIM programs you can try). For more information, call or write to:

N.D.R.C.
John Goldwater
8511 Manderville
Dallas, TX. 75231
214-750-9889

Parallel Printers

I've always used a serial printer hooked into my RS232 Serial port in the back of my III. But many SIGers use a parallel printer with a card plugged into one of the III's internal slots. There are two parallel cards out there that seem to be used the most: the standard Apple III UPIC (Universal Parallel Interface Card) and the PKASOIU card.

Recently, on CompuServe, a question was asked about the differences between the two and I'll pass Dale Warnke's comments along to you now:

1. The PKASOIU and older PKASO-(model for each printer type) have graphics and special font and some formatting capability. The UPIC card has NO graphics.
2. The PKASOIU uses less power than the UPIC; several users have reported solving an intermittent problem with a 3-slots-full Apple III by changing from UPIC to a PKASO or PKASOIU.
3. UPIC advantage: Although it is used only as a dumb, parallel printer card, it is designed to both OUTPUT(16bits) and INPUT(8bits) to the Apple III. (I don't know of even one, implemented, INPUT application. Today, in my opinion, the UPIC has no advantages.)
4. PKASO and PKASOIU advantages: Smart graphics card. Provides versatile text and graphics screen dumps to the printer in]]





Emulation without additional software and native mode with the addition of the PKASO.DRIVER or PKASOU.DRIVER. Has special, small mini.driver for dumb, parallel printer card applications. (This small driver works fine for most applications; even works for Graphics Manager which has its own fast graphics routines.)

Dale didn't mention one other advantage to the UPIC card: it's cheap - currently \$19.00 from Sun Remarketing at 1-800-821-3221 and includes the proper cable and driver (the driver is also available on our Drivers PD disk). The PKASO card should be available from local vendors (it's the same card for the Apple II) but it requires the proper driver. For more information, you can contact the manufacturer directly (who has the driver):

Interactive Structures
146 Montgomery Ave.
Bala Cynwyd, PA. 19004
215-667-1713

Visicalc VS. EZPS

Ever wonder how the spreadsheet portion of III EZ Pieces stacks up against the old Visicalc program? III SIG member John Lomartire had these recent comments about them:

The only Visicalc that you should consider is Advanced Visicalc. Whether you use one or the other depends on your needs. Visicalc is much more powerful and has two important features — you can build macros to give a series of Visicalc commands with just a few button pushes; and also you can convert a value that has been calculated via a formula to a fixed value.

Take, for example, a column of sequential numbers in Checkbook (a checkbook template); with Visicalc you could use the formula $(A(n)+1)$ replicated to get all the values, then use the macro and "pounding" feature to convert the column to fixed values instead of formula values. 3 EZP can do a lot, but its main advantage over Visicalc is its ability to sort any column, something Visicalc cannot do. For most things, you will be able to use either one. In my case, if I do not expect to do any sorting, I use Visicalc.

PD disk

Our one new offering this month into the PD is disk 1068, Dr. Al Bloom's Mail List Manager Utilities Manual. If you use MLM Utilities (disks 1048-1050) then you'll want to own this disk too, which is self-booting and will give you a fairly complete run-down on how to use these useful utilities. Next month is our first "Graphics Blowout" so stay tuned.

Publishing It

I'm still having some troubles with Publish It!2 printing. With the kind help of Gary Hayman, I have now established that I can at least get something to print, but only using the program's super serial card driver. Things still hang there. What I have been able to print is usually one line only and then it's backwards to boot (using the GS Serial Port designation, believe it or not). So that really leads me to believe there's something wrong with the program's SSC driver. That's all the more puzzling since other programs I run under Em mode and SSC designation work just fine. It remains frustrating but I'll continue to pursue it and let you know.

Another Apple III donation

I'm pleased to report your III SIG has had another Apple III donated to the club. Many thanks to Robert Wydro from Framingham, Massachusetts. He's the brother of WAP member Bill Wydro. The system includes the III, Monitor III, an external drive, and a great deal of software, including Visicalc, Quickfile, and Access III. I'd like your thoughts about what to do with this III. Specifically, I think it might be a great project for us to donate this machine ourselves to a worthy charity and help them set it up. Any and all comments would be appreciated!

T-Shirts

Your III SIG recently was able to make an excellent buy of Apple III T-Shirts from On Three. We're selling them at cost to all interested SIGers for just \$9 each (there are

various sizes and colors). Sam Knutson and Seth Mize were the first lucky people to get theirs at the June garage sale, so don't miss out on this great opportunity to own a piece of Apple III history. Check the WAP office for availability.

Last month, in my Trail column, I gave you some basic information about the Apple III. This month, we complete things by telling you where you can go to get help, parts and products. For a complete list, please check ThreeWorks, a set of four double-sided disks with Apple III information in 3EZP/AppleWorks format available from TAU, On Three or Three Cheers Press.

III user groups

A user group is a great way to obtain more information about the Apple III. Members are knowledgeable, ready to answer questions and most offer PD (public domain) libraries with Apple III software. Along with your WAP III SIG, there are still a few groups providing support for our SARA:

Apple Three Users of Northern California
Mary Berg
President
P.O. Box 1528
Mill Valley, CA. 94942
Cost: \$20.00/Year

Apple III'R Unanimous
Ed Suttles
President
712 Timor Ct.
San Jose, CA.
Cost: ?

Third Apple Users
Lavona Rann
President
1113 Wheaton Oaks Dr.
Wheaton, IL. 60187
Cost: \$30.00/Year

Along with the WAP TCS (the III SIG is on Board 5 of System 1), the Micronetworked Apple Users Group (MAUG) on CompuServe is also an excellent place to get Apple III help. MAUG's Apple III section provides a fantastic forum for information exchange, and its Data Libraries for the III are full of excellent programs.

Sources of public domain software

Not surprisingly, the groups listed above (along with a few others) also provide excellent sources of public domain software for the Apple III. Costs for the software is minimal and the selection is good. All have some unique offerings while selling many of the same programs. You usually get the best deal by being a member of the group.

ATUNC

30+ disks. Available to non-members at double the cost (\$3.00/\$6.00). P&H extra. Also, an excellent source of III documentation at reasonable cost.

TAU

80+ disks. Available to all. Includes some programs licensed exclusively to TAU for use by its members. Royalty software also offered. Mac and gs libraries abuilding. \$3.50 per disk.

Royalty cost, P&H extra.

MAUG/Compuserve

As mentioned above, MAUG's Data Library contains a treasure of information and PD software. The Apple III's is DL7 but don't forget the AppleWorks DL. You must join to get access (but there is no additional cost).

Washington Apple Pi

Remember your WAP III SIG now offers 68 disks of III PD software, including a New Member Disk with a tremendous amount of Apple III information.

Also worthy of mention here is Ed Gooding's III's Company BBS. It is by far THE BEST III BBS in the United States (and dare we say the World...why not?). It has a wealth of information available purely for the cost of a phone call. Ed keeps adding things all the time and, like Major Dobrowolski, tries to get as much information as he can into his baby. A true mother-lode. Try it by calling (through a modem, of course) (804)-747-8752.

Sources for hardware and commercial software

There are still some places we can go to obtain not only the old-line products like Visicalc, Apple Writer and III EZ Pieces, but new

hardware and software that is still being developed for us. It's those folks, especially, that deserve our strongest support in the coming years.

ON THREE

PO Box 3452
Kirkland, WA. 98083
(206)-820-1874 (M-F)
Tech Support: (312)-447-3924

An excellent source of both software and hardware. On Three's programs include Draw-On Three (a graphics program), DeskTop Manager (a background utility), and Selector III (a switching program for hard disk users). On the hardware front, there's a 512K upgrade, hard disks, etc. They also sell used IIIs and peripherals. They sell the 3.5" 800k Unidisk driver too. They have also started to offer Apple // GS versions of some of their programs.

Sun Remarketing

P.O. Box 4059
Logan, UT 84321
1-800-821-3221 (Orders only)

Sun Remarketing is THE support organization for Apple (via a signed agreement) where the III is concerned and offers a host of products. They have a large selection of III commercial software and hardware (including parts) at decent prices. Sun also offers the Titan III + //e cards (turns your III into a 128k //e). Nationwide service for the III community is available (and you can call them to ask for help as well). 256K reconditioned IIIs offered for \$395.00 with monitor. Software prices are reduced if purchased with the computer.

Here are some additional sources for Apple III hardware (including parts) and software (see Three-Works for a complete Vendor list):

Jameco Electronics

415-592-8097
1355 Shoreway Road Belmont, CA. 94002

Apple III Chips

DESCRIPTION: 6502B and many other chips for the III

Morris Horn and Associates

817-292-3432
Box 330876 Ft. Worth, TX. 76163

Various III Products/Parts

DESCRIPTION: Large selection of III parts.

N.D.R.C.

John Goldwarer: 214-750-9889
8511 Manderville Dallas, TX. 75231
Apple IIIs and Parts
DESCRIPTION: Sells many Apple III hardware products.

Omicron Electronics

Mike Tattan: 313-757-8192
11240 Nine Mile Road Warren, MI. 48089

Infotory Software and various hardware

DESCRIPTION: Software and some hardware.

Pre-Owned Electronics

1-800-274-5343
30 Clematis Ave. Waltham, MA. 02154

III Motherboard and other products

DESCRIPTION: Sells used Apple III parts and hardware.

Shreve Systems

318-635-1121
2421 Malcolm St. Shreveport, LA. 71108

III Motherboard and other products

DESCRIPTION: Sells many used Apple III products.

Apple III repairs

Locally, Clinton Computer (now ComputerLand) has in the past provided repair services for the Apple III. As a second source, I would try Sun Remarketing. For disk drive repairs, Tom Linders comes highly recommended and for ProFiles, try The Lisa Shop:

Affordable Micro Repair Phone:
213-973-0255

Mr. Habib
2718 W. Pomona St. City/St/Zip:
Santa Ana, CA. 92704

Morris Horn & Associates Phone:
above

Omicron Electronics
above



A
P
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III



Sun Remarketing
above

The Lisa Shop
916-668-5637
PO Box 969
Woodland, CA. 95695

Tom Linders
408-259-9036
12604 Wardell Ct.
Saratoga, CA. 95070

The Intercom Store
619-466-5383
Jim Fair
San Diego, CA

Third Wave Management
503-244-6128
Brad Brotherton
7227 SW Terwilliger
Portland, OR. 97219

Newsletters/magazines

The user groups listed above also provide newsletters for members. Both the ATUNC and TAU newsletters are an excellent source of information. Of course, the WAP

Journal also includes at least one article monthly on the Apple III. The WAP library has back issues of most of these newsletters and our PD offerings include "Best Of" compilations from these publications.

As for magazines, there is really only one major Apple III publication currently available: On Three Magazine. On Three has published on a regular monthly schedule since January, 1986 and is currently bi-monthly. The magazine provides a wide range of reviews (usually of its own products), beginners tutorials and a letters section. Back issues and "Disk of the Month" disks available.

On Three Magazine
above
\$20.00/Year

Apple III books

Only a few books were ever written about the Apple III. There are three specific books worth mentioning here, all of which have Business Basic as their primary subject. The

WAP library has all the books listed below for your use:

The Osborne/Mcgraw Hill Guide To Your Apple III is the first book on the list. The other two are by Eddie Adamis: Basic Keywords for the Apple III and Business Basic for the Apple III. The Guide covers only the Apple III and not the plus version. The author is Stanley M. Miastokowski. It's a good, beginning-level text for new III owners and good to have for us old fuddy-duddies who've had their machines around for awhile. It has a good overview of Business Basic and sections on the .Audio and .Grafix drivers that are excellent. Clinton Computer had a large supply the last time I looked.

The Adamis texts are straightforward, no-nonsense books that essentially describe Business Basic version 1.1, its key words and provides examples. The only other III-specific book on the market is Using Apple Business Computers by Kenniston Lord Jr. I have it in my library but don't feel its worth your money unless you are interested in lengthy Business Basic programs specifically for business purposes.

If you are a III EZ Pieces user, you can check out any of the Apple-Works books now on the market, since the two programs are essentially the same. There are also some excellent books out on Apple Writer and Visicalc.

Finally, Sun Systems is currently offering a book designed to help Apple III users fix their machines. And so...

Remember again that much of the older commercial software is many times available at a substantial discount at the WAP garage sales. Check the Journal or the TCS for sales as well.

It's also very important for III users to continue supporting those companies that are keeping the faith with us by producing new products and services. Without them, we could not expect to keep the III going for as long as we all know it should.

David Ottalini is the Chairman of the Apple III SIG, and he does many other things, some of which may not even be done on Apple IIIs.

Color PostScript™ Printer by QMS

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- Rent time on an SE or Mac II
- Use our laser printer
- Scan your logos or graphics
- OCR translation of printed text into word processed text
- Many other services available on consignment

2121 Crystal Drive, Arlington, Virginia 22202
(703) 521-9292

GameSIG Meeting

by Steven Payne

Still exhausted from the festivities surrounding the August main meeting, GameSIG members dutifully dragged themselves to the Washington Apple Pi Office on September 8 for our regular monthly get-together. (Those who solved the construction site maze outside the building earned 10 experience points each).

Since chairman-elect Paul Moore was still off in Alaska inspecting Exxon's handiwork, retiring chairman Charles Don Hall supervised the proceedings. Charles mentioned that Infocom's **Zork Zero** and **Arthur** are now out for the Apple II series, though copies are still hard to find (apparently because Infocom's parent company, Mediagenic, hasn't yet learned how to market these products effectively).

In the "true confessions" department, Charles admitted to investing in a PC clone—just one more tragic symptom of the growing disproportion between MS-DOS and Apple games! He also mentioned the release of Origin's **Omega**, a "robot wars" type of simulation in which you program your own cybertank and direct it in combat.

We all decided this was a blatant rip-off of our own Jeff Stetekluh's "Robot Tanks," despite Origin's claim, "the only game of its kind!" Origin promises soon to come out with **Space Rogue**, a combination role-playing game and space flight simulator, **Windwalker**, a martial arts role-playing game in the tradition of Moebius, and **Knights of Legend**, a new fantasy/role playing game. All three are supposed to be available for the Apple II family, with Mac versions of the first two.

Charles handed out the following software for review:

Balance of Power: 1990 Edition (Mindscape, IIGS version, 3.5" disks): a new translation of the classic geopolitical strategy game; **Aussie Joker Poker** (Joker Software/Mindscape, Mac with 512K

and Apple II series with 64K): two versions of a new card game simulation; **The Sporting News: Baseball** (Epyx, Apple II series, 128K, double hi-res graphics, joystick required): new baseball simulation; **Deja Vu II: Lost in Las Vegas** (ICOM Simulations/Mindscape, Apple IIGS): a GS version of the latest "point and click" detective adventure in the popular series; and **Omega** (Origin, Apple II series with 64K): cyber-tank battle simulation.

The meeting included our usual "Robot Tanks" tournament, with Jamie Kowalski's "Dance of Death" emerging victorious from the playoffs. We ended with a discussion of games people are currently playing, including **Manhunter: San Francisco**, **Arthur**, **Pool of Radiance** and **The Puzzle Gallery**: At

the Carnival.

The next regular GameSIG meeting will be held on Thursday, October 5 at 7:30 PM in the Main Office of the Pi. Meanwhile, look for GameSIG reviews of **Bard's Tale III**, **Crystal Quest** (GS), **Reach for the Stars!**, and **Character Editor** elsewhere in this issue. And finally, our chairman emeritus, Ron Wartow, announces that he has found a place to settle and go back to "lawyering" out in Redondo Beach, California. His new phone number is (213) 543-1571. Pi members are welcome to call and chat (as long as they remember the three-hour difference and don't call him at 4 AM Pacific Time!). 🍏

The Play Room

by Steven Payne

For several months I've been promising a column on gaming and telecommunications, but at the moment I'm marooned in Elmira, New York without access to any of my usual resources. So this time I thought it might be better to start with a more fundamental question: why would a "gamer" even want to bother with modems, communications software and all that other technical stuff? For many, an occasional trip to the entertainment shelves at Babbage's or Egghead Software is more than enough. But besides all the "serious" things you can do with telecommunications nowadays, there are many advantages for gamers as well.

First you need a modem; many modems today come bundled with their own telecommunications software. Then find a phone line, and you're ready to "log on" to an electronic bulletin board system or BBS (about which see the article by Paul Heller elsewhere in this issue). Once you're connected and start exploring, you'll find some boards dedicated solely to gaming, and many others which include extensive gaming sections. The WAP TCS is a good example of the latter,

with conferences for Apple II games, Mac games, and even war games. These are excellent places to find news of what's hot, and to get the opinions of other players about games you are thinking of buying. You can also leave urgent requests for hints when you get stuck, or for instructions on how to get around the occasional program bugs. (In my experience, questions about popular games are usually answered within 24 hours or so, saving you the cost of numerous hint books.)

Some gaming boards are mainly for discussion and exchange of information; Chris Crawford, for example, has recently started a Game Developers Conference, with its own bulletin board and regular conventions. Other boards may include on-line games. I've heard, for example, that CompuServe offers a four player version of **Sniper!** (based on the TSR board game of the same name), as well as **Flight Simulator III** (Microsoft), **Modem Wars** (Electronic Arts), **Empire** (Interstel) and **Falcon** (Spectrum HoloByte).

(Continued on next page)

The Bard's Tale



by Bobby Kopp

The Bard's Tale III (Electronic Arts, Apple II family, \$49.95 list) is a kind of sequel to The Bard's Tale. On the day of the celebration of Mangar's victory, Mangar's ruler (the mad god Tarjan) reduces the city of Skara Brae to ruins. Remember the casinos, temples, Roscoe's Energy Emporium, and Garth's Equipment Shop? Except for Tarjan's temple, they're all gone now. Even the adventurer's guild has been replaced by a refugee camp.

The game uses auto-mapping. Starting characters have ability scores ranging from 3 to 19, which can be increased to 99 during play. You can choose the same races and start with the same classes as in the original Bard's Tale. The new classes include Archmage (from Bard's Tale II), Chronomancer and Geomancer. The chronomancer spells allow you to travel back in time to other dimensions that you must explore to win the game. But to become a member of this class your character must forget all the other spells he knows. The geomancer character

is not a magic user but wants to learn magic. You have to find the one place in the game that gives access to this class.

You will start with the equipment you need. When you enter the city of Skara Brae go first to the house at the end of the entrance road. It is a storage closet. There you will find all of the non-magical items required, and you can carry up to twelve items at a time.

Spell points can be recharged by finding Heromonic gems, Crystal Gems and Flare Crystals. The types of spells are : Conjurer, Magician, Sorcerer, Wizard, Archmage, Chronomancer, Geomancer and Miscellaneous. All except the last four are basically the same as in the original Bard's Tale (and the Archmage spells are the same as in Bard's Tale II).

I haven't finished the game yet, and most of the puzzles are not very easy. If you need to leave your computer for longer than a minute and aren't in combat, put the game on pause. Otherwise you will come back to an encounter.

Overall, I'd have to say I'm very satisfied with Bard's Tale III. 🍏

LOOK: 10/10

FEEL: 9/10

PLAY: 10/10

The Play Room (Cont'd from previous page)

Imagine also spending thousands of dollars in user's fees because you got too engrossed in an on-line game! That's why, unless you have a lot of self-discipline, you may want to concentrate your efforts closer to home, on local BBSs, which charge users little or nothing. Or, if you find other Falcon aficionados through your perusal of the boards, you may want to link up with them directly for a game or two.

And, of course, BBSs are perhaps the best source for public domain or shareware games, some of which turn out to be fairly good! The WAP TCS has a number of these

available for downloading, as does the Twilight Clone and many other boards.

In short, even if you are interested only in games, a modem can be a worthwhile investment. For the equivalent of the cost of two or three Ultimas, you'll get lots of free advice, hours of entertainment from on-line and downloadable games, and you'll never have to buy another hint book! The WAP TCS has a listing of other local bulletin board systems around the DC area.

Crystal Quest (IGS)

by Davy Hakim



"This is Crystal Quest.... This is your brain on Crystal Quest.... Get the picture?"

These words, borrowed from the TV anti-drug spot, are more appropriate than you might think. Crystal Quest (Casady & Greene) is the most addictive game I've seen on the market. When I first experienced it on the Mac, I knew I had seen my future. Now that I have a review copy for the GS, the future is now. Whatever the price. I think it's the best arcade game around.

In Crystal Quest you are this little spaceship thingy ("Crystal Raider!") and your job is to zoom around the screen, collecting all the crystals. Along the way, your mission is made harder by bombs and "nasties," which float around the screen shooting things at you (or just trying to collide with you).

In the GS version you have only forty levels; while able to keep most people occupied, this is a far cry from the Mac, which seems to go on forever. Also mysteriously lacking from the GS version is the famous (infamous?) Critter Editor, which enabled you to change each and every aspect of the game. Still, the color and speed make up for these discrepancies.

As you might have guessed, I love the GS version of Crystal Quest. It's much harder (i.e., faster) than the Mac or Mac II versions, and the color is better than on the Mac II. I do miss the Critter Editor, though. Still, this is a great game, and I think everybody should drop what they're doing, and run out and buy it. I give it a 10 out of 10! 🍏

Character Editor

by Jim Wellman

Gosselin Computer Consultants have finally provided the means to whip those nasties found lurking in the darkest dungeons. They have created a set of Character Editor programs for the Apple II family that allow you to walk into any dungeon as Conan, Rambo and the Lone Ranger all rolled into one.

Edward, the owner of Gosselin Computer Consultants, supplied me with the Wasteland and Might & Magic II editors for my review. I found that both programs provided just what was promised: Superman!

I had tried playing Might & Magic II as an "Apprentice" character and found myself killed off at just about every turn in the game. When I created my "Superman" I was suddenly able to withstand the attacks; I still needed to learn where things were and how to



solve the tricks, traps and riddles. So although these programs make you a "Superman" in terms of physical strength, attacks, magic, armor and so on, you are still a "wimp" in game intelligence and wisdom. (Game intelligence, as I define it, is the ability to properly apply the game instructions, armor, spells, attacks and other mechanical abilities in playing the game. Game wisdom comes from actual practice, playing the characters in this and similar games.) In other words, these editors don't spoil the game for you.

The Character Editors deliver what they promise: the power to create Superman! You will need to take that power and use it wisely to enjoy your games. I know the frustration of playing a character for months only to have it destroyed by an act of stupidity on my part! This product will allow

you to have the fun without that kind of frustration.

Besides Character Editors for Wasteland and Might & Magic II, Gosselin Computer Consultants also has editors for the original Might & Magic, Deathlord, Wizardries I through V, Ultimas III through V, and Bard's Tale I through III (Apple II and IIGS versions). Each sells for \$19.95 (plus \$3 for shipping and handling) and can only be ordered directly from the company. They also have a monster editor (\$12.95) and construction set (\$24.95) for the first Might & Magic, plus various hint books for \$9.95. When you write them, be sure to mention where you read this review! [ED—We hear rumors that some gaming companies discourage use of character editor programs in various ways; you want to check before buying!] 🍏

Character Editors
Gosselin Computer Consultants
P.O. Box 1083
Brighton, MI 48116

Reach for the Stars

by Jim Wellman

Reach for the Stars: The Conquest of the Galaxy (SSG, Apple II family, \$45 list) is a fast and easy game which allows up to four players. I sat down with my sons and explained the rules of the game and we played for about an hour, with my oldest in the lead!

The game uses 19 menus, divided into three groups: Production and Movement, Combat and Planet Attack. The flow between these menus is not difficult to master. For example, you go to the start-up menu to decide the type of game, and then may edit these options or begin the game. From that point on, you and the other three players will decide what star systems to conquer and just how one of you will become the Emperor of the Universe. You will have to set aside money for each system's defense, industry and social value system. Failure to correctly assess the needs of that star system can easily ruin your conquest plans.



Altogether there are about 50 star systems in this universe, on a 34 by 23 hexagonal grid shown on the data card enclosed with the package. Also, it is important to know that the universe wraps around itself (you can call it a toroid) so you don't have to worry about falling off the edge!

There is a tutorial section in the instructions to get you off to an excellent start. The documentation does an excellent job of explaining the terminology and how to apply this information to your advantage in the game. Also, in Chapter 3 there are pointers on how to play more complex versions of Reach for the Stars! These are called "Advanced Games."

Some other helpful pointers whenever you are playing computer-assisted board games:

1) Instead of writing on the provided maps, use something like POST-IT notes. Write your information on the corner and cut it into a small triangle that will fit onto the

triangle of the map. When the game is over, remove the notes and you are ready for another game without damaging the map.

2) You might want to have your game maps mounted on poster board. This will increase the life of the map and will make it a better playing surface.

3) Keep accurate records about your travels. You need to know where to trade. Different places offer different prices/trades for your goods.

The normal playing time for a complete game is about 4 to 6 hours, depending on the restrictions placed on the computer at the beginning. I think you will find hours of enjoyment in playing Reach for the Stars!

Reach for the Stars!
Strategic Studies Group, Inc.
1747 Orleans Court
Walnut Creek, CA 94598

Best of the TCS (Apple style)

Paint Mystery Solved

FROM MICHAEL F. MUNION ON 8/24

Why is it that after I save a graph as a pic file and then load it into the Beagle TimeOut Paint program the graph is all munged up? It looks like a bunch of narrow vertical slices have been taken out of it.

FROM JIM PENDARVIS ON 8/24

Michael, you need to use the 'view' command to display the graph prior to printing or saving it. This is real to easy to forget to do, especially if you view the graph, make a change, and then save it, without viewing it again.

Apple III Bargain

FROM DAVE OTTALINI ON 8/26

Folks, NDRC, a company in Dallas, has a ton of Apple III Softcard IIIs for sale at \$25.00, including CP/M. Here's the address if anyone is interested:

N.D.R.C.

John Goldwater
8511 Manderville
Dallas, TX. 75231
(214)750-9889

All the CP/M software in the WAP Public Domain Library should work fine with the Softcard installed on the III. I don't know if the Softcard can be adapted for use on the II)

Cache in on This One

FROM TOM O'HAGAN ON 7/20

I received an ad in the mail from Ohio Kache Systems for "The Multi-Kache Card". It claims to be a disk controller that speeds up disk access the way the Zip chip speeds up the CPU. It purports to replace your disk controller and will handle up to 8 drives. So much for the advertising, except to add that the ad claims to make a 3 1/2 drive outperform a hard drive by 3 to 1. Now for some specific questions. Has anyone tried this card? What are your impressions/comments? Can you run Apple

DuoDisks and Central Point 3 1/2 drives off this controller? The ad does not do a good job of listing all configurations it supports. If it will run these two drives it seems I would pick up a slot in my IIe. Is it compatible with the Zip chip? Is the speed after the first disk access? In other words, does it load to the cache memory as slow as normal drives/controllers and give you the speed advantage on subsequent disk accesses? If this is the case what is the advantage given that I load my major programs to ram now and avoid all but the first disk access.

FROM DALE SMITH ON 7/20

The card does, I believe, read the disk into its own fast (6 MHz?) RAM and then passes the info from there to the machine's RAM. Its disk reads are much faster than a regular controller-carded drive's reads, but I am not sure what the net effect would be for your mode of operation. I do know that the card has an incompatibility related to DMA with the TransWarpGS. I do not know if there's such a problem with the ZIP Chip.

FROM PAUL SCHLOSSER ON 7/30

Tom, I've seen lots of messages on GENie about the new Multi-Kache Card. Everybody that has it absolutely loves it. There was a compatibility problem earlier with the AE TransWarpGS, but that has been solved. AE has a new chip for the TransWarpGS.)

Users that have both the TransWarpGS and Multi-Kache Card say that the results are unbelievable!

I don't know the answer to most of your questions. I'd recommend calling Ohio Kache and asking for 'Andy'. He's their rep on GENie, and can answer most any question about the new card.

Prosel-16 Hint

FROM HARRY BACAS ON 8/13

There is a very useful note in a recent GENie exchange posted by

Paul Schlosser (our man at the Front). It reminds those who use ProSel-16 to launch programs that if the program doesn't start up right you may be able to make it work by holding down the option key while starting the launch. Apparently this "purges the memory" somehow. Alternatively, you can alter the specification in your ProSel application menu to add "=1" after the prefix (after the prefix and a "/"). This does the same thing as holding the option key down, purges the memory.

Monaco 9 and AppleWorks GS

FROM FRED TILLMAN ON 8/14

I am having difficulties with the GSOS 5.0 just purchased from the WAP office. In the AppleWorks GS communications application, the font size is too large and wraps around such that it is unreadable.

FROM DAN HUGHES ON 8/14

You need the Monaco 9 font in the fonts folder of your system folder for the communications module to work correctly.

FROM HARRY ERWIN ON 8/15

AppleWorks GS has some special files that the basic system lacks. Stick the Monaco 9 font in the SYSTEM/FONTS directory and move the AppleWorks GS icons into the icon directory. Also, you can remove TS3 from your work disk (leave it on the original!). It's the ROM patches for the Version 2 ROMs (unreleased as yet).

FROM DALE SMITH ON 8/16

GSOS 5.0 ships without Monaco 9, the font that's used in the AppleWorks GS communications module. You have to copy that from your AppleWorks GS disk into the Fonts folder of your boot disk. You're seeing some other font scaled badly to 9 point size from a larger font size.

FROM FRED TILLMAN ON 8/16

Thanks Dan, Harry, and Dale. How do I get a volume name change to stick? How do I find TS3 to remove it? Will I have enough room to put the AppleWorks GS icons on my GSOS 5.0 disk? I don't at present and I don't have a hard drive.

FROM DALE SMITH ON 8/16

When you rename a file or volume,

just highlight it, hit <clear>, and type in the name you want, and FINISH with <return>. The last point is a MUST to make the change. If YOU want to change the name of your boot disk you might not be allowed to, so then boot from another disk and rename the first, but only if you hit that problem.

Monaco 9 Part II

FROM DAN HUGHES ON 8/17

Could some one run me through the procedure of getting the Monaco 9 Bold font into the AppleWorks GS communications module? Is it just a matter of removing the regular Monaco 9 font and replacing it with the bold font, or do you have to change file attributes or something, and if so, how do you do that?

FROM SAM KNUTSON ON 8/17

Just replace it in your */SYSTEM/FONTS folder and restart the system. There is no editing of file attributes involved.

FROM DAN HUGHES ON 8/19

Thanks. It worked. But I really don't care for the Monaco small caps. Isn't there just a Monaco 9 Bold available? Or better yet, is there any way to use Shaston 8 which is much more readable?

FROM RICK ZEMAN ON 8/19

There is a Monaco 9 bold font in either the Appleworks GS library or the fonts library. Delete the existing Monaco 9, add Monaco 9 Bold, then rename the Monaco 9 Bold—Monaco 9.

StyleWare Revived

FROM LEE RAESLY ON 8/15

What happened to all the StyleWare programs after Claris bought StyleWare? I just got a new release today that answers the question!

"The StyleWare line of graphic-based programs has a new home: Beagle Brothers! The programs are now part of the Beagle Series"

BeagleWrite GS —> Formerly MultiScribe GS

BeagleDraw —> Formerly TopDraw

Beagle Bros Desk Accessories. —>

Formerly DeskWorks

Beagle Bros Clip Art Volume 1 —> Formerly StyleWare Clip Art Vol. 1

Beagle Bros Font Library Vol 1 —> Formerly StyleWare Font Library/Vol 1

BeagleWrite —> Formerly MultiScribe

BeagleWrite Desk Accessories —> Formerly MultiScribe Desk Accessories

BeagleWrite Picture Manager —> Formerly MultiScribe Picture Manager

BeagleWrite FontPaks/Vol 1 & 2 —> Formerly MultiScribe FontPaks

GSOS 5.0 Tutorial

FROM DAVID HAWKINS ON 8/17

OK, I bought the System.Disk 5.0 from the Pi office today. Now I'm ready for help on using it. I'm still without a hard disk so I'm looking for advice on the minimum configuration to run applications off my single 3.5 drive. Also, I gather from the messages there is some problem with icons saved under the old system versions. Is that right? What's the fix routine? Next, I've seen several references to Purge-o-matic. What's that all about?

FROM DALE SMITH ON 8/18

Minimum System: Get rid of the Tutorial directory and all contents on a COPY of the System Disk. Unless you happen to have a new GS, you also don't need TS3 in the *:System:System.setup directory - saves 10K which is needed for the new GS 256K ROMs only. You could perhaps eliminate most of the CDevs folder except for the RAM and Printer CDevs which will do things that you cannot do with the CDA Control Panel (like set the size of the Cache or select your printer in newer applications). There may be a more minimum system - this is what I can think of off the top of my head.

Fixing Icon Files: Boot System 5.0. Launch your choice of Icon editor (I like D!cEd v1.2 - available in the downloads here), then load EVERY icon file into the editor and save it back again (no need to modify

anything - just resave it). The icon files should now work under System 5.0 [and 4.0 too, I think. System 4.0 was a little less particular about "irregularities" than System 5.0].

Purge-O-Matic: That was a GS/OS launcher program used to start SHRConvert from the Finder. ProSel-16 can be used to do a similar purge of memory when launching programs by use of the Apple keys in different combinations for different degrees of purging. ProSel-16 can launch PaintWorks-Gold; but an earlier message here from GENIE indicates there's a single byte patch to the program that will let it run without needing POM or the ProSel-16 purging.

Fonts! Fonts! Fonts!

FROM RICKY JUDGE ON 8/19

I'm really puzzled about fonts. I recently got a 65 meg hard disk and wanted to load in all those great fonts to be used with MultiScribe GS and AppleWorks GS. I had several problems.

First I tried to just copy all the fonts that I wanted into the Fonts subdirectory. Prosel gave up after a couple of hundred saying that there were too many files in the subdirectory. What's the file capacity of a subdirectory? I read about people using 600 or so fonts on their system. How do they get around this problem?

Next, I settled on the fonts I could fit into the subdirectory and found that when using the font chooser under system 5.0 some of the fonts showed several copies of the same font size. Courier 12 may show up twice on the list of sizes to choose from. When copying from the font disk I copied a courier.10 file, a Courier.12 file, a Courier.18 file and a Courier.24 file. Do some of these files contain more than one font size? What gives??

Also, I find that choosing some fonts give me garbage on the screen and sometimes hangs the system. How does one check a font to make sure it's OK without using it in a real situation (and having to reboot when you find a bad font)? Are there any utilities out there that

will check font files (I don't mean check them as a ProDOS file for file integrity but check them as a font)?
FROM DALE SMITH ON 8/19

ProSel (Cat.Doctor - and maybe Utilities in ProSel-16) has a limit of 200 or so files in a catalog. That probably applies to copying too. Copy II+ is better in one way (it'll see 255 files) and WORSE in another (you cannot get it to look beyond the first 255 slots in the directory! Period).

Maybe a shell command (BASIC.SYSTEM with a COPY command added; ProSel-16 Shell's Copy command; ECP8/16's COPY command; etc.) can be used to do the copying.

FROM TIM MCGRAW ON 8/20

I believe the reason some of your fonts appear as garbage is because there are conflicts in the numbers. Fonts are assigned numbers by their creators, but neither Apple nor anyone else is assigning the numbers; they're all arbitrary. I believe Font Doctor or some other utility may help you straighten this out.

There are different font files for different sizes because the proportions of the letters change as they get larger. If the computer attempts to enlarge a letter mathematically, it ignores such aesthetic subtleties as the serifs (the little feet on the letters).

I know that up to GSOS 4.0, fonts were resident in memory, which means it would take LOTS of memory to accommodate 600 fonts, and it would take several minutes just to boot up. I BELIEVE that 5.0's "Font.List" file does the same thing the Macintosh does, and that is make a lookup table of the fonts and their memory locations in case they're needed.

I used to keep 35 or so fonts (50 or so files, for different sizes) and keep them all on-line, but now I just load a font I know I'll be using and re-boot. Display faces (large point sizes) take up far more room than body copy faces (smaller point sizes), and tend not to get used nearly as much.

FROM KIM BRENNAN ON 8/20

Rick, as one who is SUPPOSED to be cataloging all of the font prob-

lems let me tell you that you're not the first to encounter these problems. Many of the fonts were ported over from the Mac with the truly minimal changes. Unfortunately the internal workings of a font file lead to a lot of problems for the GS.

Some fonts with identical NAMES but different font sizes show up as separate font types because of different internal font ID numbers. I'm not sure how the phantom font sizes show up. And then Courier 20, though having the same font ID number as the other Courier sizes, is not designed the same and does not look the same as the other Courier sizes.

One other thing, some fonts may work on your screen but not print out. This is especially true if you are attempting to print in better text mode. This is because in better text mode, the printer driver takes a font twice as big as the selected font and prints it at half size, and hence in better appearance. If you don't have a size twice as big as the selected font strange things MAY occur.

In the Mac world with non-Postscript printers, they use font sizes four times as large as the selected font and scale that down for the 300dpi resolution of the printer.

Home Brew Hard Drive Info

FROM HARRY ERWIN ON 8/7

Any recommendations for a drive to serve as the basis for a home-built? A related question—will any SCSI drive do, given a source of power and a card? Which cards and drives are compatible with GSOS 5.0?

FROM PAUL SCHLOSSER ON 8/7

Harry, from many messages on GENie that I've read, it seems that you can't go wrong if you choose a Seagate drive for your home-built. One number keeps popping up over and over—ST277N. That is the model number that most people seem to use. (If I have remembered it correctly). The best advice seems to be to get the Tulin case, and the Apple Rev C interface card.

Several recent GENie messages stress that users should NOT worry about the interleave on their hard

drive, and that they've wasted MUCH more time trying to get the 'perfect' interleave than they'll EVER save by having the 'perfect' interleave.

FROM RICK ZEMAN ON 8/7

Harry, I just built one with (I think) the ST251N (40 meg, 40ms access time). I didn't use the Tulin case, and it was a pain getting the proper cables that the Tulin case provides. With System 5.0, it really flies! Paul is right about sticking with the Apple Rev C card.

FROM HARRY ERWIN ON 8/8

Well, I did some digging, starting with the information on building your own hard disk. The prices in the back of Byte appear to be \$60 less than the prices last February. For instance, I was able to find someone offering the Seagate ST225 at \$229, but I don't know if that was a SCSI version. I talked to Tulin. Their price for a ready-to-go 32 MB drive is \$638. The Apple Hive was \$119 plus \$24 for cabling. They also quoted \$309 for a 32 MB SCSI drive bare. Things don't add up as a result. \$638-452=\$186, which seems a bit high for an Apple card plus formatting software.

FROM RICK ZEMAN ON 8/8

What you need to do, is get the case and power supply, etc. from Tulin and buy the Seagate at one of the local computer shows. That's what my brother did. He got the 40 meg drive and SCSI card for \$400.00 bucks (all new equipment).

FROM PAUL SCHLOSSER ON 8/8

Harry, I don't think you'll have to purchase any software for formatting your home-built hard drive. Isn't ADU capable getting a new hard drive up and running? (Plus there are several public domain programs for working with hard drives.)

FROM RICK ZEMAN ON 8/8

HD.FORMAT did a fine job of low-level formatting of the Seagate drive—and the price was right!

Decisions! Decisions!

FROM HARRY ERWIN ON 8/16

With the upgrade path to the new GS closed to owners of older GSs, I guess I have two options: a hard

disk or more memory. The first minimizes disk flipping and allows more data storage. The second allows some programs to run that can't currently under 5.0. Which is better? Prices on memory boards? BTW, those of you with older IIGSs and 5.0: you can discard TS3 from your work disk—it's for owners of the new IIGS. Saves about 8K.

FROM HARRY BACAS ON 8/16

Hard disk or more memory? Well, you need a certain minimum memory to run some stuff, notably Appleworks GS. But Tom Weishaar wrote in A2 Central early this year that after years of preaching the virtues of RAM disks, he had now switched and believed a hard disk was a more cost/performance/effective deal.

**Another Case of Trouble Shot
FROM STAN PALEN ON 8/25**

I had been having a lot of problems with my system coming up trashed - junk jumping all over the screen, etc.. This usually happened when I turned my system on. It would take a lot of restarts, but eventually it would come up. Well last week it would never come up. I've had the problem before and messed with reseating the chips and it would go away for a while. This time I did it one chip at a time until I found the culprit. It was the ROM chip. The problem started when I got the upgrade. I took out the chip, grounding myself to the power supply real often, sprayed contact cleaner in the empty socket and ran fine sandpaper over the pins on the chip. Since then all is well.

Hope this helps some one else save

an expensive trip to the dealer.

Another Good Reason to Buy a Modem

FROM GARY HAYMAN ON 8/27

I have just uploaded to the AppleWorks File Transfer Area several shrunk files that I prepared by capturing information from the Beagle Bros BBS in California. The information concerns AppleWorks, UltraMacros, and SuperFonts. There are over 100 pages on AppleWorks to read. It will save you a long call to California. All the files, when unshrunk will be less than 55K so that those with only 128K can read them. Also, I prepared the files so that they can be unshrunk to either 3.5 or 5.25 inch drives, although the 5.25 people will have to use more than one disk. Load each of the unshrunk files into AppleWorks and read them from the screen or print them to your printer. I hope you have enough paper. 🍏

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By Dave Weikert

We ain't got no Virus!!

Virus! We ain't got no virus. We don't need no virus. I don't have to show you no stinking virus (...with apologies to the bandito in the movie, *Treasure of the Sierra Madre*). Once again folks, there are reports of the dreaded **VIRUS** on our disks. **This is not so!** Two Anti-Virus utilities, *Interferon* (Shareware) and *Virex* (commercial) authored by Robert Woodhead, detect the Washington Apple Pi invisible INIT file and declare that the disk is infected with a **VIRUS**. Our INIT file resides on most of our Mac disks and if you try to boot your computer from one of these disks, our INIT will load and display our name, address and telephone number and a message that this is not a boot disk. After this it times out and resets the computer and ejects itself. *Interferon* and *Virex* are the only two programs I have run that unconditionally declare that our INIT is a virus. A few other programs flag the INIT as a possible problem to be investigated and most ignore it since the code resource and length do not match any of the existing viruses.

MacWorld Expo Specials

Our special pricing of disks for the Boston MacWorld Expo (all disks are priced at \$3.00 per disk) concludes at the end of September. On 1 October, disk prices will return to their previous levels.

Mac Disk Catalog

The disk catalog includes a list of disks and titles, a new introductory section, descriptions of files on all the disks, a list of files on the disks sorted by alphabetical order by file name and an second list sorted alphabetically first by file type and then by file name. The catalogs cost \$3.00 at the meeting or office; add \$1.50 for mailing.

New and Recent Disks

We have two new disks and one revised disk this month consisting of one FKeys disk and two LaserWriter Fonts disks. Production was curtailed this month due to my hard disk crash which is discussed later. Recent disks include *ImageWriter Fonts* (Mac Disks #5.05 through #5.15), *System Utilities* (Mac Disks #16.07B and #16.08B) and *Apple System Software LaserWriter Ver.. 6.0 and 32-Bit QuickDraw* (Mac Disks SS.LW 6.0 and SS.32-BitQD). Most of the *ImageWriter* fonts and the *System Utilities* are new to the Washington Apple Pi disk collection.

Function Keys Series Update

We combined the two previous 400K FKeys disks (Mac Disks #4.01 and #4.02) into one 800K disk (Mac Disk #4.01A). The annotation consolidation of this disk and the testing was ably completed by our most prolific duplicator, Tony Salerno. This was Tony's first annotation effort and I'm sure that you will see more of his work in the near future.

LaserWriter Fonts Series Addition

We have added two disks to the *LaserWriter Fonts* series, Mac Disks #6.04 and #6.05. The folders and files are arranged mostly in alphabetical order. Most of the material on these two disks is new to the disketeria. These fonts are mostly decorative and many would be useful for newsletters. The *NewCompact font* is a good looking font for headlines and sub-heads for publishing, business or correspondence use.

Real Computers Have Real Warranties

After only six months, the 80 megabyte Quantum hard disk in

my SE/30 died this past weekend. Fortunately, I was fully backed up except for work I did Friday morning. Unfortunately, it takes a long time to reload and reconfigure a disk as large as 80 megabytes to your own personal preferences for window sizes, locations, views, Suitcase defaults, etc. Thus it took the better part of the weekend to get everything back to normal and the production of Mac disks for the library suffered correspondingly. Unfortunately, I do not have *AppleCare* since computers are supposed to break during their infant mortality period (sometime in the first three months). At least that is what Apple must believe since they offer only a 90 day warranty. I love my SE/30 and am truly impressed with the speed of the Quantum drive. However, at this point, I feel somewhat had by Apple. If I had purchased a bare bones SE/30 and installed the Quantum drive myself or through a dealer, I would have ended up with the same speed drive but with a two year warranty. Buying the SE/30 with the same drive installed by Apple gets me a measly 90 days. Ah well, I may be further up the learning curve with my next machine. Still and all, Apple must be one of the few computer manufacturers that offer such a short warranty.

DISK #4.01A — FK 1 FUNCTION KEYS

ATalk Key: This FKey brings up a dialog box that enables or disables switching of printers. This was not tested due to lack of an *AppleTalk* network. (FKey #9).

BigCursor: By Andy Hertzfield. An FKey which toggles the cursor between standard size and twice standard size. (FKey #8).

Clipper Key 1.6 f: **Clipper Key 1.6:** By Lofty Becker. As the author says: This FKey has one purpose in life — to make things easier for telecommunicators using desk accessory word processors. It processes text pasted into the clipboard by Desk Accessory word processors, inserting carriage returns at word breaks nearest to a user selected line length. It also translates characters that most bulletin board service will not accept to acceptable ones. Not

tested. Read **Clipper Key Doc** for details on other features. (FKey #6).

Clippy f. Clippy: By Steve Maller. An FKey to allow you to paste into a document. When the FKey is run, it puts the above symbols into the clipboard. Paste them in. If you get boxes instead of the symbols in the document, select the boxes and choose Chicago as the font. **Clippy Documentation** contains assembler code, but no clear instructions on use. (FKey #5).

CrashSaver Key f. CrashSaver Key: By Dailsoft. Attempts to trap the bombs and return to the desk top. From Macazine. **Crash Saver Documentation** is minimal and is an advertisement for Macazine. This was not tested because Mac software never bombs <grin>. (FKey #7)

DA Key 2.15 f. DA Key 2.15: By Lofty Becker. This FKey allows you to temporarily install a Desk Accessory under the Apple menu without installing it into the System file. Will not work without an Apple menu. For details, read **DA Key 2.1.Doc** (FKey #9). **Shareware - \$15.**

Date Key 2.05 f. Date Key 2.05: By Lofty Becker. This FKey will put the current date or time where the insertion point is as described in **Date Key 2.0 Docs**. You have your choice of formats. (FKey #6). **Shareware - \$5.**

DisplayRes2.1.Fkey: By John Holder. An FKey to show all resources in all open resource files. The author says that this FKey is still under active development. (FKey #6). **Shareware - \$3.**

Directory 1.10SW f. Directory 1.10SW: By Raymond Lau. An FKey which allows you to view the contents of your disks and to perform basic operation on your disks such as renaming and deleting. This is a very extensive program. **Directory Documentation** is 11 pages. **Directory 1.10 Last Min. Info** is last minute news. The folder also contains **Directory Ěáúřich**, **Directory Σxternál**, **PNTG Hook**, and **TEXT Hook**. (FKey #7). **Shareware - \$15.**

DirCreator f. DirCreator and DirDelete: By Raymond Lau. Two FKeys which allow you to create and delete folders. See **DirFKEYs Doc** for all the details. (FKey #7).

Disk-File Utility 1.0.Fkey f. Disk-File Utility 1.0.Fkey: By John Holder. Documentation for this is in **Read first!. (MacWrite)**. This utility is an FKey which performs the following file manipulation: Setting of File attributes, Renaming files, Deleting files, Copy 400K disks, Initialize 400K disks, and doing a Volume Info. 800K copying is promised real soon. (FKey #8). **Shareware - \$3.**

FadeKey: Dissolves the screen to black until a key is pressed, then the screen is returned to normal. A cute effect for those of you who like to blank the screen by hand. (FKey #0).

FastClock f. FastClock: By Sean Rome and Evan Corbett. An FKey to show the time. May be useful to those of you who don't have the Alarm Clock under the Apple. **FastClock Documentation** is the documentation. (FKey #7).

FKey Runner demo: By Loftus E. Becker, Jr. A Desk Accessory for use with FKeys. This is a demonstration version of the FKey Runner program published by Dreams of the Phoenix, Inc. and distributed on Quick and Dirty Utilities Volume 2.

fkey3 f. fkey3: By Steve Maller. From **FKey#3 Documentation**: This is a spiffed-up version of Apple's standard FKey #3. That one, like this

one, makes a MacPaint file out of the current screen. This one has 2 extras: 1) It centers the image on the page and rounds the corners nicely. 2) It marks the resultant files A thru Z. (FKey #3).

FKey Manager f. FKey Manager: By Carlos Weber. An elaborate answer on how to manage FKeys. You can define a "hot" area on the screen, which, when the pointer passes over, a Pop-up menu appears showing all installed FKeys, and from which you can choose one to run. It also allows the keypad, (for those of you who have one) to be used as a single keystroke method of invoking FKeys. Also does the standard house-keeping for FKeys: save, load, delete, rename, renumber, temporary installation, and get information. Many other features not mentioned here. Overall, the program is very nice and complete, but it seemed a little buggy, I got some non-repeatable errors. There are also two other files in the folder which are necessary for FKey Manger to run: **KeyPad** and **Pop-Keys**. You can find out about them and more in the **FKey Manager Manual**.

FKeys: By Carlos Weber. A Desk Accessory which allows Function Keys to be selected from a menu. A great idea, but it doesn't seem to be fully functional from the desktop. It works best when invoked from within applications. Will not show FKeys installed by Suitcase unless the DA is closed and reopened.

FKey Installer f. FKey Installer: By William Bond. Released by Dreams of the Phoenix, Inc. for non commercial distribution. This utility performs routine FKey maintenance: Load, Save, Rename, Renumber, Delete, and Get FKey information. It was released to encourage further development of the function key concept. It should be able to install the function keys on this series of disks into your system file. All this and more is explained in **FKey Installer Manual** and **FKey Installer Notes**.

FONT-FKEY-DA Sampler f. FONT-FKEY-DA Sampler: By Dave Kalin. This program allows you to sample Fonts, FKeys, and Desk Accessories without having to install them into your system file. If you send the author something which pleases him, he might send you the source code. Clues as to what he might want are in **Sampler Instructions**.

FormFeed Key I: Ejects a page from an ImageWriter. (FKey #5)

IconMover f. IconMover: By Jerry C. Welsh, Jr. The author claims that this utility makes it easier for HyperCard users to import icons into HyperCard. Not being a HyperCard user, I don't know if it does what it is supposed to do. The author's phone number is in **IconMover Doc**. (FKey #9). **Shareware - \$3.**

Install Date Key 1.0: By Loftus E. Becker, Jr. This application installs Date Key version 1.1 into your system file. Date Key types the current date at the insertion point. (FKey #5). **Shareware - \$2.**

Install Folder FKey: An application which installs an FKey which allows you to create folders. (FKey #9).

Install DA Key: By Loftus E. Becker, Jr. This application will install an FKey which allows you to run a DA from a suitcase file. Only one DA should be in the suitcase file. (FKey #6). **Shareware - \$5.**

LaserKeyInstaller f. LaserKeyInstaller: By Lew Rollins. This FKey allows you to make screen

dumps on the LaserWriter. Not tested due to lack of LaserWriter. It is also not installable by Suitcase. (For those of you who forgot or did not get the first disk in this series, Suitcase is by Software Supply. It is highly recommended.) A very nice write up for LaserKeyInstaller is included in **LaserKey.Wrt. Shareware - \$15.**

Locare 1.8 SW f. Locare 1.8 SW: By Raymond Lau. An FKey to do file finds. It returns more information than the standard Apple Find File. What else it can do is in **Locare 1.8 SW Doc** (FKey #8) **Shareware - \$10; \$15 if you don't send in your own disk.**

MenuMaster 1.0 f. MenuMaster 1.0: By Fred Reed. An FKey to edit your menus. It allows you to change the wording of almost any menu. It also allows you to assign command key equivalents to menu items. Limitations are discussed/discussed in **MenuMaster docs**. (FKey #7) **Shareware - \$5.**

Orator Installer: By Mike Whittingham and Andrew Welch. One of the more unique ideas in date and time acquisition. This application will install an FKey which, when invoked, will say the date and/or time (your choice). It requires MacinTalk to run. The application contains the documentation and other options for use. It bombs on my system when I try to print the registration form. It offers your choice of FKey slots for installation. **Shareware - \$5.**

PanicKey 1.16: By Michael L. Johnson. This one is just for fun. (FKey #5) **Shareware - \$3.**

PatchOpenResFileKey: Hopefully, the name of this one is self explanatory for those of you who might want to patch an open resource file, because I sure don't know what it all means. (FKey #9)

PrinterBurp Key I f. PrinterBurp Key I: By Loftus E. Becker, Jr. **PrinterBurpKey1** sends a reverse form feed to the ImageWriter. Maybe useful for printing things in color in multiple passes. These statements and not much more is in **PrinterBurpFkeyDocs**. (FKey #5).

SafeLaunch 2.2 f. SafeLaunch 2.2: By Fred Reed. This FKey allows you to launch other applications without returning to the finder. It does a variety of other useful tasks, which are explained in **SafeLaunch2.0 Docs. I'd Read This If I Were You!** has the changes made for the 2.2 update. (FKey #6). **Shareware - \$5.**

Screen Clip f. Screen Clip: By Joe Miller. This FKey will put the contents of a rectangle that you choose into the clipboard. (FKey #6).

Window Clip: This FKey will put the contents of the current window or screen into the clipboard. (FKey #5).

ShutDOWN FKey! f. ShutDOWN FKey!: By the Diamond Engineers. For those of you in a hurry, this FKey will do a shutdown from within an application. A warning that you need System 4.1 or later is in **ShutDown Docs**. (FKey #7).

Sleep: A screen blander FKey. (FKey #8)

UnPack.FKEY f. UnPack.FKEY and Unpack.DA: By Donald Brown. A DA and an FKey to do the same thing: unpack files. Both are included so that you can invoke this function the way you would like to use it. (FKey #8).

Version Reader 2.2.Fkey: By John Holder. This FKey reads the signature resource of a file. Drop the author a postcard if you like it. (FKey #5).

WBEHIND: This FKey rotates windows to the front. From MacWrite, it brought my footer window to the front. (FKey #6).



Window Fkeys f: Window Fkeys: By Charlie Bounds. This FKey allows you to rotate through all your open windows from the keyboard. Dire warnings about alerts and modal dialog windows are in **Window Fkey.doc**. Source code is in **Window Fkey.Asm** and **Window Fkey.Pas**. (FKey #9).

Window Manager FKeys f: FKEY-Close Window: By Michael Long. This FKey will close any window with a close box. (FKey #5)

FKEY-Send Window To Rear: This FKey will send the front most window to the back. (FKey #4).

FKEY-Toggle Window Size: This FKey will activate the zoom box of any window which has a zoom box. (FKey #6). The documentation for all of these is in **Window MgrFKEY's Notes**.

Disk #4.02A — FK 2 FUNCTION KEYS

Disk #6.04 — LW 4 LASERWRITER FONTS

Armadillo f: Armadillo. By Russ Coffman. For all of the displaced Texans out there, a small collection of armadillos, stars, state outlines and the Texas pick "T". The author notes this is beerware; you must chug a Lone Star long-neck or local equivalent in the author's name or you may get sick and die some day.

BillsDingbats f: BillsDingbats. By U-Design. An alternative collection of dingbats such as hands, knives, glasses, push pins, magnets scissors, etc. Shareware — \$8.

CocaCola f: CocaCola. By Russ Coffman. A

sampling of Coke and Coca Cola logos done for the Coca Cola Company. This is more beerware.

Cornwall f: Cornwall. By RaelType Foundry. A rather angular decorative font. The author notes "Cornwall can be compared to heavy metal—both are a bit grotesque but both serve a purpose in the world."

DecorativeFloral f: DecorativeFloral. By George Williams. A rounded serif font with floral patterns on the capital letters. Particularly effective at larger font sizes. Elegant Doc provides some interesting background on all of the author's fonts.

FormalScript f: FormalScript. By George Williams. A moderately slanted script with lots of curly cues. See *Elegant Doc* for details on how to join the letters at their appropriate place.

GothicHnd f: GothicHnd. By George Williams. A decorative font in gothic style with upper and lower case letters.

HelveticaFractions f: HelveticaFractions. By Bradley Poulson. A variety of fractions (numerator directly over denominator in one character width) in the Helvetica style. Shareware — \$10, \$20 for multiple registration and two disks of Brad Poulson fonts.

Disk #6.05 — LW 5 LASERWRITER FONTS

Int'lSymbols f: Int'lSymbols. By Gary L. Ratay. A collection of some (but by no means all) of international symbols. Freeware but donations accepted.

Lombard f: Lombardic and Lombardo-Beneventan. By George Williams. Two different variants of font in a medieval style. *Elegant Doc* describes Lombardic as including only

majuscule letters and Lombardo-Beneventan as consisting only of miniscule letters.

NewCompact f: NewCompact. By David C. Saunders. A good closely spaced sans-serif font that is ideal for heads and sub-heads in a publication such as a newsletter. Shareware — \$10 for a user license and oblique and extended versions.

Picadilly f: Picadilly and Picadilly Bizarre. By George Williams. A decorative font reminiscent of the neon signs abounding in Picadilly Circus and a variant in a similar theme that was based on a mistake the author decided he liked.

PostCrypt f: PostCrypt. This decorative font is just the ticket for use with a ghoulish story.

Prisma f: Prisma. By West Paces Publishing. This sans-serif font is best in larger sizes that show the fine structure of the all upper case letters. Shareware — \$9.95.

Shpfltnat f: Shpfltnat (v 1.8). By David Rakowski. This font of musical notes and other symbols is an update of a prior version on Mac Disk #6.03. Shareware — tax deductible donation of more than \$10 to Columbia Univ. Music Dept.

StymieLight f: StymieLight. By West Paces Publishing. A serif font with well rounded letters and large square serifs. Shareware — \$17.95.

Sydney f: Sydney. By Paul W. Glomski. A sans-serif decorative font that has a somewhat angular and squashed appearance.

ZipScript f: ZipScript. By The Avanti Group. This font provides the bar code representation of postal ZIP codes. Shareware — \$1 per printer used on.



Apple II Disks

The Apple II public domain disketeria is growing slowly but surely. This month sees a wonderful new addition of programs, courtesy of the folks who run the WAP telecommunications system (TCS). These telecommunication programs and utilities are being distributed on both 3.5 inch, and double-sided "floppy" 5.25 inch disks. The programs will run on any Apple II, from the old Apple II+, right through to the new Apple IIc+.

The programs include Z-Link, the only shareware telecommunication package on the market. Also included on the disk are various "disk-packing" and "file-archiving" programs. To help WAP members get the most from the electronic bulletin board, the disk quite thoughtfully includes a "TCS

Manual," giving detailed instructions about how to use the WAP telecommunications system. These instructions can be read on the screen, or sent to your printer.

To get the most programs onto the 5.25 inch disks, the programs have been compressed. You'll need to un-compress then using a utility right on the disk. Follow the instructions of the *Shrink.It!* program, and you'll be able to unpack the two-sided 5.25 inch disk onto about 6 other 5.25 inch disks.

The files on the 3.5 inch disk have not been compressed, so you can run them without having to unpack them. Both sizes of disks will be available for purchase at the September 23 meeting, and afterwards at the WAP office.

The 3.5 inch disk is numbered TCS.1. The 5.25 inch disk is available as disk number 824.

Thanks are owed to Leon Raesly for the hours he devoted in putting these disks together. 🍏

Apple III Disks

September is III SIG telecommunications month! We offer FIVE disks full of information and programs that will let you get started quickly and easily using a modem with your Apple III.

If you don't have a modem, call the WAP office for prices on 2400 Baud modems. Most local computer stores also offer them. Just make sure they are "Hayes Compatible" (you'll learn about that by reading the tutorial on disk 1064). You'll also need a 25 pin cable, which you can get from Radio Shack or other computer store.

Our disks will provide you with everything on the software side so let's take a look at what we're offering:

III SIG DISK 1063 contains several articles on telecommunications from a number of Apple III user-group newsletters. There's a Basic modem program on side 1 and a Pascal telecom program on side two. Both sides are self-booting.

III SIG DISK 1064 has a super tutorial that covers just about every aspect of how to get your SARA hooked up and communicating with other IIIers around the country, written by Dr. Al

Bloom, Harry Baya and John Lomartire. We've also included the interpreter version of Access III, another program that made it out of Apple's back door after the III was discontinued.

III SIG DISK 1065 offers more Basic telecom utility programs (like an auto-dialer for Access III users). There's also a full side of BBS listings from all over the nation (and even some international ones). We've also included a 3EZ Pieces data base listing of Apple III BBS sources.

III SIG DISK 1066 is Kermit III. Kermit is a telecom program that includes the "Kermit Protocol," a way for the program to check for errors when you are uploading or downloading (sending or receiving) files. This is a basic version, but it works. Documentation, source code and even a review are all provided on this disk for you.

III SIG DISK 1067 brings you XMODEM III by Gary Kato. Originally offered as a commercial program by Pair Software, XMODEM III is an excellent telecom program that provides error checking with the



XMODEM protocol. The WAP TCS supports XMODEM, as do CompuServe and many other information services. This is a must for your program library! A complete manual is provided on disk, transcribed by our own Jim Suthard.

Finally, your WAP III SIG is having another contest! We need a graphic logo we can include on our PD disks and would like to see what you can come up with. The winner will receive a new On Three "I Love My Apple III" Tee Shirt! Contest deadline is November 15, 1989.

That's it for this month! We're working on a number of new offerings for you this Fall, including some more formerly commercial graphics programs that are now in the public domain. K

Apple II G Disks

We are pleased to offer FOUR new disks this month for the Apple IIgs.

WAP2022 Icons I is a disk full of icons and icon editors including 95 separate icon files (each file has many icons) and icon editors DlcED and IconEd. The disk is self-booting and includes documentation. This disk was completely prepared by Chris Hutmire WAP#7693.

WAP2023 Diversitune Songs I is a collection of songs for the commercial music program Diversitune. Diversitune is required to play the music. The selections include some excellent classical tunes as well as more popular music. Many of these songs were supplied by Doug Hass of the Columbus, Ohio-based user group COACH.

WAP2024 NUCLEUS Graphic DEMO is the most amazing demonstration of sound and animation I have seen to date on the IIgs. The demo features three complete musical scores which may be switched by pressing the Enter key on the numeric keypad. A series of tiny moving balls form many shapes and the shapes may be rotated under viewer control by pressing the keys 1-9. The screen of the demo has small labels which refer to keys on the keyboard and what they do for further documentation. This disk was created by a European group of programmers and uses a custom operating system which allows the disk to completely boot in about 12 seconds; however, the Finder will not show the disk as containing any files. This one is must



have. You simply have to see it to believe it!

WAP2025 Print Shop IIgs Graphics is a collection of graphics for the commercial program Print Shop IIgs. Print Shop IIgs is required to view or use these graphics. Almost all of the graphics on this disk were contributed by Jack Mortimer WAP#5139.

If you notice, we have moved from 1 new disk last month to 4 this month, but just hold on because next month we hope to debut almost 20 new disks with a FONT EXPLOSION! We will have a wide variety of public domain and shareware fonts as well as font editors and more. So keep your eyes on this space for more announcements of new library disks. 🍏

Download City...

Files on the TCS

File area 2 - Apple II Misc.

- 030 HACK.DIET.TXT Diet for Hackers
- 029 MINITEL.SHK Program to Access French Online Service
- 028 VJ21.TXT Virtual Journal 2.1
- 027 VJ13.TXT Virtual Journal 1.3
- 026 FIG7.GIF Figure 7
- 025 FIG6.GIF Figure 6
- 024 FIG5.GIF Figure 5
- 023 FIG4.GIF Figure 4
- 022 FIG3.GIF Figure 3
- 021 FIG2.TXT Figure 2 (GIF)
- 020 FIG1.GIF Figure 1
- 019 NEWCHAOS.TXT Chaos Paper.

File area 4 - Apple II Utils

- 132 EDIT.P.DOC.SHK EDIT.PRO Documentation
- 131 EDIT.PRO.SHK AppleSoft Line Editor
- 130 TEXTER.SHK Read/Print Text and AWP Files
- 129 DMA.2GS.SHK Notes on the Multi-Kache Card
- 128 LABEL.MAKER.SHK Makes Labels for Your Disks

File area 5 - GS Desk Accs

- 064 D.T.PAINTER.SHK Desk Top Painter-Requires GSOS 5 and 1 Meg.
- 063 PAPERSAVER.SHK Great Imagewriter II Utility
- 062 SHRCAPTURE.SHK Capture Super Hi Res to Disk File

File area 7 - GS Games

- 031 COPYKILLERS.SHK A PacMan-like Arcade Game
- 030 QUADRONOME.SHK A 3-D Pseudo Raquetball Game
- 029 SILIPHEED.SHK Picture of Enemies in Silipheed IIgs

File area 9 - GS Misc.

- 056 NUCLEUS.SHK Graphics/

Sound Demo

- 055 FONTASM.SHK Shareware Font Editor
- 054 PWG.PATCH.TXT Paintworks Gold/5.0 Patch
- 053 KEY.CAPS.GS.SHK Extra Chars Under GSOS 5/AWGS

File area 10 - GS Utilities

- 061 DISKTIMER.SHK Hard Drive Utility
- 060 UNZIP12.SHK UnZIP.ZIP files [w/ APW/ORCA-GS]

File area 11 - AppleWorks

- 042 RAMSET.SHK AppleWorks 3.0 Patch for //e and //c
- 041 BB.AW.INFO2.SHK Beagle AppleWorks Info Pt 2
- 040 BB.AW.INFO.SHK Beagle AppleWorks Info Pt 1
- 039 BB.U.MACRO.INFO UltraMacros Messages from Beagle Bros
- 038 BB.SUPERF.INFO BB.SuperFonts Info

File area 14 - Mac Games

- 064 ICONQUEST.SIT No Description Entered.
- 063 LEPRECHAUN.SIT Great Full Color (B&W too) Game Demo
- 062 MR.ED.SIT Talking Horse Says hello-Good sound!
- 061 BOMBER.SIT Great Gag to Play on a Friend!
- 060 BILLARDS.NEW New Billiards

File area 15 - Mac Graphics

- 114 VOYAGER5.SIT Voyager II Photo of Neptune Methane Haze
- 113 VOYAGER4.SIT Voyager II Photo of Triton Geology
- 112 VOYAGER3.SIT Voyager II Photo of Triton Volcano
- 111 VOYAGER2.SIT Voyager II Photo of Neptune's Rings
- 110 VOYAGER1.SIT Voyager II Photo of Neptune's Dark Spot

- 109 COLORS.SIT SuperPaint Colortest-See Long Description
- 108 VISIONLAB.SIT Great Util to View/Convert All Formats!
- 107 FLOWFAZER. GREAT Demo of Color for Mac IIIC-Dev.

File area 16 - Mac Hypercard

- 113 MONTYSTACK.SIT Big Collection of Monty Python Sounds!

File area 18 - Mac Utilities

- 170 CICONED.SIT Make Color Icons for ColorIcon INIT
- 169 COLORICON.SIT Color Icons for MAC II
- 168 SCREENER CDev-Turns Your Monitor Into 9" Screen
- 167 UNZIP092.SIT Mac Unzipper for MS-DOS Files
- 166 BBS.LIST.SIT Quickdex Database of Local
- 165 MACIFY28.SIT No Description Entered.
- 164 CURLERS Curley Quotes
- 163 RIPPER.FKEY.SIT "Rips" Window in Half! Harmless.
- 162 POWERMENU.SIT Full Working Demo of GREAT Utility.
- 161 QBDOWNLOAD.SIT Quick B D/L DA for CI\$ subscribers.
- 160 SUPERCALCII.SIT Great Calculator DA. Has Everything!
- 159 PRAMSET.SIT Util to Alter/View PRAM Settings.
- 158 MACSPEED.SIT Compare a Mac's Speed to SE
- 157 ONCUE.DEMO.SIT Full Working Demo of Very Useful INIT!
- 156 TOMULTIFNDR.SIT Go from MultiFinder to Finder W/O Restart
- 155 AUTOIDLE.SIT Good Screen-saver from Apple Programmers
- 153 COLOR.FINDER INIT-Colorizes About 50 Mac Icons-Neat!
- 152 RESCOLOR.SIT A Must for Color Macs. See Long Description
- 151 KLUTZ.SIT DA That Lets You Alter Default CLUT
- 150 TWO.FKEYS ScreenCapture FKey and ColorToggle FKey
- 149 TOGGLE.020.CDEV Toggles 68020 Instruction Cache. C-Dev

(Continued on next page)

Classified Ads

#145 HELP WANTED Bookkeeper/Macintosh User

The Alexandria Symphony is looking for a freelance bookkeeper. Microsoft Excel experience helpful, please call Barbara Green at 703/548-0045.

#146 FOR SALE

40MB Sider D4 Hard drive for Apple II e, + or GS with ProSel \$380. Call York at 202/647-1140 (D) or 703/759-4293 (E).

#147

FOR SALE

Apple II GS, 512K, RGB monitor, 5.25 disk drive, 3.5 disk drive. Used very little. \$1295.00 Call 434-2283.

#148 HOUSING

Room available in Apple II household. \$220, plus 1/4 system utilities. Available October 1. Call Phil, 202/86-5465

#149 FOR SALE

Brand new software: Aldus Persuasion, A-T FullWrite, Professional Power station, Suitcase II and Reflex Plus. Best offer(s). Call Francie Mendelsohn 301/977-8445.

#150 FOR SALE

Never used DaynaFile 1.2 MB, 5.25"; exchanges files between Mac and IBM AT/clones; all documentation. Call Sires, 202/

376-2400.

#151 HELP WANTED

Looking from one or more Mac Graphics Persons with their own Mac and Adobe Illustrator 88 (or Aldus Freehand) to convert 50 separate bitmapped graphics into individual EPS documents. Scanned images furnished in MacPaint or PICT format. They are images of people in all different dancing positions (not things or abstracts). No detailed facial work, but lots of silhouettes and line sketches. Need one (or more) persons with better artistic capabilities than I have. Quality of work must be similar to that of Dynamic Graphics, Inc.'s DeskTop Art EPS series. Will pay piecemeal, by document. JBGraphics, Centreville, Va. 631-6078.

#152 WANTED - DONATION

Non-Profit Organization office needs computer. Donations are tax-free and gratefully accepted. Jefferson Hospital Auxiliary, Alexandria 998-4973.

#153 FOR SALE

Epson MX/80 printer. Good working condition with manual and card. \$70. Call Phil, 202/686-5465.

#154 FOR SALE

Adobe Illustrator 88, \$250; Aldus Freehand 2.0, \$300; More II, \$175; SAM, \$50; SUM II, \$75; Think C 4.0, \$125; Think Pascal 2.0, \$80; MS Excel 2.2, \$200; Super Paint 2.0, \$150; PC PageMaker 3.0 (for IBMs and compatibles), \$425. All software is complete in original packages, have registration cards, etc. Please call R. J. at 301/428-9207 evenings before 10 p.m.

#155 FOR SALE

Datadesk Mac-101 ADB Keyboard (for Mac II/SE) with Masterstrokes enhancement software. Brand new in box with registration card. Two year warranty from Datadesk. Cost \$195. Will sell for \$125. Call Howard Deutch 301/251-8770 (day), 301/340-8442 (night).

#156 WANTED

Dependable bargain hard drive for Mac Plus. 565-9112.

#157 FOR SALE

Apple IIe
128K RAM, 2 drives, A-80, monitor, software, system saver, and Grappler + card. \$550. Call 703/264-0397.

#158 FOR SALE

Mac II, 40 meg HD, 1 bit video card, 1 meg RAM, Hi Res Monochrome

monitor, extended keyboard \$3999. Call 415/966-3620.

#159 HELP WANTED

Downtown publisher seeks desktop publishing expert to produce newsletters and manuals on the Mac. Knowledge of PageMaker and Word required. Paste-up, design, and proofreading experience helpful. Part-time position—Mondays, Tuesdays, Wednesdays.

Download City (cont'd)

File area 20 - GIF
Graphics

071 HYPERCARDMUSIC No Description
Entered.

070 PEPE.PI.GIF
Pepe Is Back as P.I.!

File area 21 - Pi Documents

013 JULY21MIN.TXT
Minutes of July 21, 1989
BOD Meeting

012 JULY12MIN.TXT
Minutes of July 12, 1989

Disk Library Order Form

Anti-Virus Utilities 3 disk set ___ 1.01A - AV 1 ___ 1.02A - AV 2 ___ 1.03 - AV 3 Desk Accessories 10 disk set ___ 2.01B - DAs 1 ___ 2.02B - DAs 2 ___ 2.03B - DAs 3 ___ 2.04B - DAs 4 ___ 2.05B - DAs 5 ___ 2.06B - DAs 6 ___ 2.07B - DAs 7 ___ 2.08B - DAs 8 ___ 2.09B - DAs 9 ___ 2.10B - DAs 10 FKeys (Function Keys) 1 disk set ___ 4.01A - FKs 1 ImageWriter Fonts 15 disk set ___ 5.01 - IW 1 ___ 5.02 - IW 2 ___ 5.03 - IW 3 ___ 5.04 - IW 4 ___ 5.05 - IW 5 ___ 5.06 - IW 6 ___ 5.07 - IW 7 ___ 5.08 - IW 8 ___ 5.09 - IW 9 ___ 5.10 - IW 10 ___ 5.11 - IW 11 ___ 5.12 - IW 12 ___ 5.13 - IW 13 ___ 5.14 - IW 14 ___ 5.15 - IW 15 LaserWriter Fonts 5 disk set ___ 6.01 - LW 1 ___ 6.02 - LW 2 ___ 6.03 - LW 3 ___ 6.04 - LW 4 ___ 6.05 - LW 5	Paintings (MacPaint) 5 disk set ___ 11.01 - P 1 ___ 11.02 - P 2 ___ 11.03 - P 3 ___ 11.04 - P 4 ___ 11.05 - P 5 Digitized Sounds 31 disk set ___ 12.01 - S 1 ___ 12.02 - S 2 ___ 12.03 - S 3 ___ 12.04 - S 4 ___ 12.05 - S 5 ___ 12.06 - S 6 ___ 12.07 - S 7 ___ 12.08 - S 8 ___ 12.09 - S 9 ___ 12.10 - S 10 ___ 12.11 - S 11 ___ 12.12 - S 12 ___ 12.13 - S 13 ___ 12.14 - S 14 ___ 12.15 - S 15 ___ 12.16 - S 16 ___ 12.17 - S 17 ___ 12.18 - S 18 ___ 12.19 - S 19 ___ 12.20 - S 20 ___ 12.21 - S 21 ___ 12.22 - S 22 ___ 12.23 - S 23 ___ 12.24 - S 24 ___ 12.25 - S 25 ___ 12.26 - S 26 ___ 12.27 - S 27 ___ 12.28 - S 28 ___ 12.29 - S 29 ___ 12.30 - S 30 ___ 12.31 - S 31	Telecommunications 8 disk set ___ 13.01 - T 1 ___ 13.02 - T 2 ___ 13.03 - T 3 ___ 13.04 - T 4 ___ 13.05 - T 5 ___ 13.06 - T 6 ___ 13.07 - T 7 ___ 13.08 - T 8 Programmer/Hacker Utils 14.01 - PH 1 Miscellaneous Utilities 13 disk set ___ 15.01 - MU 1 ___ 15.02 - MU 2 ___ 15.03 - MU 3 ___ 15.04 - MU 4 ___ 15.05 - MU 5 ___ 15.06 - MU 6 ___ 15.07 - MU 7 ___ 15.08 - MU 8 ___ 15.09 - MU 9 ___ 15.10 - MU 10 ___ 15.11 - MU 11 ___ 15.12 - MU 12 ___ 15.13 - MU 13 System Utilities 7 disk set ___ 16.01B - SU 1 ___ 16.02B - SU 2 ___ 16.03B - SU 3 ___ 16.04B - SU 4 ___ 16.05B - SU 5 ___ 16.06B - SU 6 ___ 16.07B - SU 7 ___ 16.08B - SU 8 Word Processing Utils 3 disk set ___ 17.01 - WP 1 ___ 17.02 - WP 2 ___ 17.03 - WP 3	Adobe Screen Fonts 14 disk set ___ 18.01 - AF 1 ___ 18.02 - AF 2 ___ 18.03 - AF 3 ___ 18.04 - AF 4 ___ 18.05 - AF 5 ___ 18.06 - AF 6 ___ 18.07 - AF 7 ___ 18.08 - AF 8 ___ 18.09 - AF 9 ___ 18.10 - AF 10 ___ 18.11 - AF 11 ___ 18.12 - AF 12 ___ 18.13 - AF 13 ___ 18.14 - AF 14 HyperCard Stackware 29 disk set ___ 19.01A - SW 1 ___ 19.02A - SW 2 ___ 19.03 - SW 3 ___ 19.04 - SW 4 ___ 19.05 - SW 5 ___ 19.06 - SW 6 ___ 19.07 - SW 7 ___ 19.08 - SW 8 ___ 19.09 - SW 9 ___ 19.10 - SW 10 ___ 19.11 - SW 11 ___ 19.12 - SW 12 ___ 19.13 - SW 13 ___ 19.14 - SW 14 ___ 19.15 - SW 15 ___ 19.16 - SW 16 ___ 19.17 - SW 17 ___ 19.18 - SW 18 ___ 19.19 - SW 19 ___ 19.20 - SW 20 ___ 19.21 - SW 21 ___ 19.22 - SW 22 ___ 19.23 - SW 23 ___ 19.24 - SW 24 ___ 19.25 - SW 25 ___ 19.26 - SW 26 ___ 19.27 - SW 27	HC Stackware (contd.) 19.28 - SW 28 19.29 - SW 29 Mac II Series 14 disk set ___ 20.01 - M II 1 ___ 20.02 - M II 2 ___ 20.03 - M II 3 ___ 20.04 - M II 4 ___ 20.05A - M II 5 ___ 20.05B - M II 5 ___ 20.06 - M II 6 ___ 20.07A - M II 7 ___ 20.08 - M II 8 ___ 20.09 - M II 9 ___ 20.10 - M II 10 ___ 20.11 - M II 11 ___ 20.12 - M II 12 ___ 20.13 - M II 13 HyperCard Externals 4 disk set ___ 21.01 - HE 1 ___ 21.02 - HE 2 ___ 21.03 - HE 3 ___ 21.04 - HE 4 System Software 6.0.3 ___ SS.ST ___ SS.PT ___ SS.U1 ___ SS.U2 ___ SS.LW 6.0 ___ SS.32 Bit QDraw HyperCard 1.2.2 ___ HC.01 ___ HC.02	Serially Numbered Disk 28.1 • Disk 29 • Disk 30 • Disk 31.1 • Disk 32 • Disk 35 • Disk 41 • Disk 45 • Disk 46 • Disk 54 • Disk 55 • Disk 56 • Disk 74 • Disk 75 • Disk 76 • Disk 77 • Disk 78 • Disk 79 • Disk 80 • Disk 84 • Disk 85 • Disk 89 • Disk 91 • Disk 92 • Disk 95 • Disk 96 • Disk 104 • Disk 105 • Disk 106 • Disk 108 • Disk 123 • Disk 128 • Disk 134 • Disk 143 • Disk 147 • Disk 150 • Disk 151 • Disk 153
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HyperCard Upgrade requires that you show us proof of purchase of HyperCard; any of original disk, first page of manual, receipt or previous HyperCard Upgrade d
 Disks marked with are in 400K single side disk format; all others are 800K double side disk format.

Mail this form with your check to: Diaketeria Washington Apple Pi, Ltd. 7910 Woodmont Ave., Ste. 910 Bethesda, MD 20814	Are you a member of Washington Apple Pi, Ltd? Yes/No _____. If Yes, Membership 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.																											
<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th style="width: 15%;">Number of Disks</th> <th style="width: 15%;">Member Price each</th> <th style="width: 15%;">Extended</th> </tr> <tr> <td>___ Singles</td> <td></td> <td></td> </tr> <tr> <td>___ 4 or less @</td> <td>\$ 5.00 =</td> <td>_____</td> </tr> <tr> <td>___ 5 or more @</td> <td>\$ 4.00 =</td> <td>_____</td> </tr> <tr> <td>___ Sets (each disk) @</td> <td>\$ 3.50 =</td> <td>_____</td> </tr> <tr> <td>___ + Postage - \$ 1.00 /disk, max \$ 5.00</td> <td></td> <td>_____</td> </tr> <tr> <td>___ Disk Catalogs</td> <td>\$ 3.00 =</td> <td>_____</td> </tr> <tr> <td>___ + Postage @ \$ 1.50 ea.</td> <td></td> <td>_____</td> </tr> <tr> <td>TOTAL AMOUNT</td> <td></td> <td>_____</td> </tr> </table>	Number of Disks	Member Price each	Extended	___ Singles			___ 4 or less @	\$ 5.00 =	_____	___ 5 or more @	\$ 4.00 =	_____	___ Sets (each disk) @	\$ 3.50 =	_____	___ + Postage - \$ 1.00 /disk, max \$ 5.00		_____	___ Disk Catalogs	\$ 3.00 =	_____	___ + Postage @ \$ 1.50 ea.		_____	TOTAL AMOUNT		_____	Name _____ Box Number, Apartment, Suite, etc. _____ Street Address _____ City _____ State _____ ZIP Code _____ Daytime telephone _____ Evening telephone _____
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WAPAcrostic

Using the Definitions, fill in Words. Transfer each letter into the corresponding square of the grid. The resulting quotation will read across. The first letters of the Words column spell out the Author's name and the Title of the work, reading down.

	1	H	2	I		3	P	4	A	5	Z	6	H		7	S	8	F	9	M	10	c	11	b	12	L		13	X	14	F	15	Y									
	16	R		17	c	18	Y	19	B	20	L	21	H	22	P	23	A		24	J	25	H		26	Z	27	A	28	c	29	S	30	B		31	K						
32	a	33	R	34	E	35	M	36	L		37	S	38	U	39	W	40	B		41	a	42	Z		43	R	44	P	45	E		46	Z	47	G	48	I	49	M			
	50	c	51	W	52	C	53	Q	54	R	55	Z	56	D	57	U	58	A	59	F		60	D	61	P	62	N		63	O	64	J	65	L	66	T		67	K			
	68	L	69	O	70	A	71	D	72	F	73	Q	74	I		75	G	76	Q	77	T	78	a		79	R	80	Q	81	K		82	Y	83	X		84	L				
85	B	86	G	87	S		88	I	89	B	90	F	91	E		92	I	93	a	94	L	95	V	96	J	97	E	98	M	99	O	100	F		101	Z	102	F	103	b		
104	X	105	Y	106	M	107	H	108	B	109	L	110	K	111	N	112	W	113	I		114	U	115	N	116	R	117	S	118	b		119	S	120	I	121	G	122	C	123	B	
124	J		125	H	126	O	127	S	128	C	129	V	130	c	131	G	132	Z	133	K		134	N	135	L		136	T	137	N	138	H		139	X	140	G					
141	a	142	G		143	D	144	Z	145	R	146	C	147	P	148	V	149	I	150	O	151	N	152	X	153	W		154	G	155	H	156	E		157	U	158	T	159	O		
	160	H	161	N	162	I		163	G	164	R		165	E	166	U	167	T		168	J	169	Y	170	K	171	C	172	S	173	P	174	G		175	N	176	K				
	177	D	178	V	179	T	180	S		181	U	182	A		183	K	184	V	185	W	186	R	187	A	188	N	189	B	190	b		191	T	192	G							
	193	J	194	C		195	Z	196	T	197	J	198	A	199	V	200	a	201	K		202	M	203	B	204	X	205	T	206	E	207	b										

Definitions

A. Having a niece

Words

4 187 58 198 27 182 70 23

B. Renewer

30 40 108 123 85 19 189 89 203

C. Had charge of

128 52 194 122 146 171

D. Dairy store

60 177 71 56 143

E. Spoken

206 165 97 91 34 45 156

F. Renewed gift

90 8 59 72 14 102 100

G. Spoken, performed, e.g.

192 163 131 121 47 174 86 140 154 75 142

H. Unidentified

1 155 25 21 6 125 160 107 138

I. To a great degree

92 74 88 162 48 2 120 149 113

J. ___ Vineyard

124 64 96 24 168 193 197

K. Partisans

67 133 176 201 170 183 81 110 31

L. Daily

135 84 36 65 94 109 68 12 20

M. Epidermal design

49 98 202 106 35 9

N. Scribe

115 188 161 137 62 151 134 175 111

O. Make a slave

126 99 159 150 69 63

Definitions

P. Swamp plants

Words

3 61 147 173 22 44

Q. Invisible emanation

73 76 53 80

R. With great attention

79 116 33 16 164 43 145 186 54

S. Unsuability

29 87 172 7 117 127 37 119 180

T. Business agent

196 167 179 205 158 191 136 77 66

U. French Polynesian island

114 38 166 157 181 57

V. Ovshinsky device

199 184 95 178 129 148

W. Eastern Europeans

39 112 185 51 153

X. Play ___

13 104 139 152 83 204

Y. Intrepid

82 105 169 15 18

Z. Make foolish

195 5 42 46 26 101 144 55 132

a. Sweeps

141 200 41 32 93 78

b. Rights and ___

11 190 103 207 118

c. Run away

28 17 130 10 50

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| <input type="checkbox"/> Apple II c | <input type="checkbox"/> Mac Plus | <input type="checkbox"/> Other Mac II _____ | <input type="checkbox"/> Modem 9600 |
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| <input type="checkbox"/> Other Apple _____ | <input type="checkbox"/> Mac SE/30 | <input type="checkbox"/> | <input type="checkbox"/> Printer, dot matrix |
| <input type="checkbox"/> Laser 128 | <input type="checkbox"/> Mac laptop | <input type="checkbox"/> | <input type="checkbox"/> Printer, impact |
| <input type="checkbox"/> Basis | <input type="checkbox"/> Other Mac _____ | <input type="checkbox"/> | <input type="checkbox"/> Printer, laser |
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