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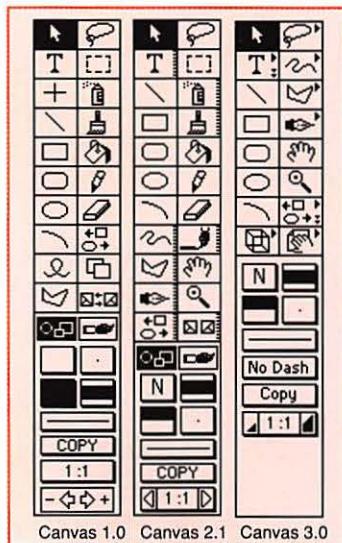
washington Apple pi

The Journal of Washington Apple Pi, Ltd.



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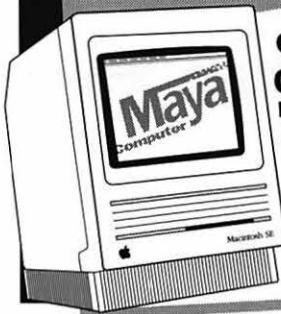
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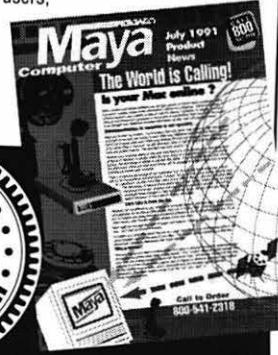
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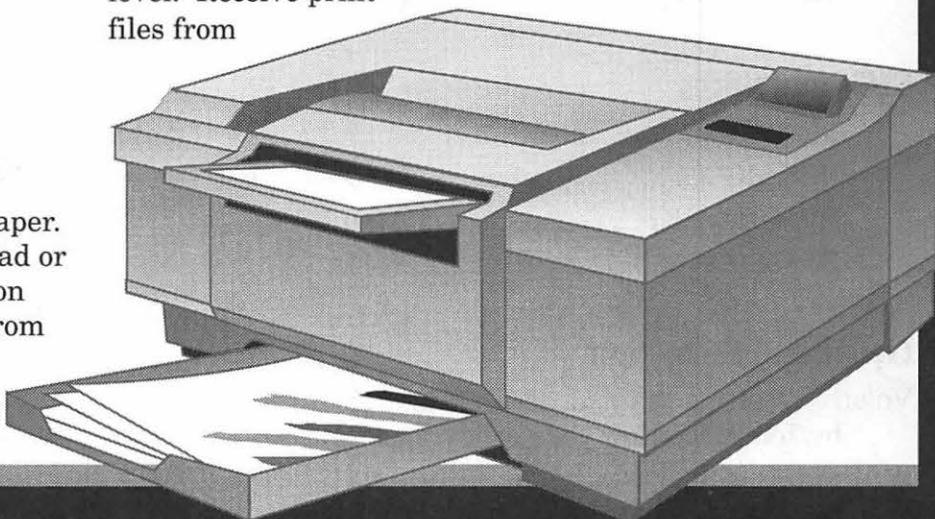
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In the Pi Pan...

I suppose that this is as good a place as any to introduce myself to you. My name is Debbie Hoyt, and I will be filling, or at least trying to fill, the shoes of Managing Editor left behind by Frank Potter. I have been working with Apple and Macintosh computers for about five years in both the education and desktop publishing arenas. Because Frank and his staff of editors did such a fine job of producing the Journal - even having the audacity to make it the "Finest User's Group Newsletter" according to BMUG - those of us who are new to the present editorial staff, that is, John O'Reilly, Peter Cook and myself, have our work cut out for us. We only ask for your patience and understanding as we get started; we are bound to make a few mistakes and disgruntle some with our changes.

I'd like to take this opportunity to solicit the membership for help. You may be aware that Rick Zeman, Apple II Editor, and Nancy Seferian, Graphics Editor, are also yearning to move on to new and exciting things. While we wish them the greatest success in their ventures, we still hate to see them go. They have both contributed tirelessly to the quality of the Journal. With their departure, the Jour-

nal will need at least two more persons to join its editorial staff. So if you would like to be a part of the exciting times ahead, please contact Rick Zeman, Nancy Seferian, Nancy Pochecko or myself. If you have some great, or even just good ideas of ways to improve the Journal, then we welcome your input. The Washington Apple Pi needs you!

As I envision it, the very near future can present us with either one of two possible diametrically opposed scenarios: 1) an entirely new editorial staff consisting of persons new to their positions and eager to continue in their predecessors' footsteps by continuing to create a great Journal; or 2) a handful of over-worked, frustrated volunteers and their deadline-crazed, Dr. Pepper gulping managing editor. (Desperate tone intended.)

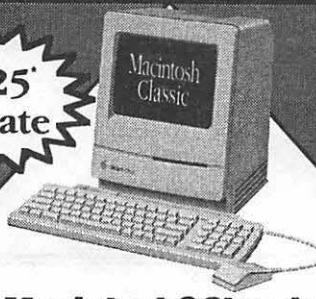
Before I forget, I'd also like to express my gratitude and appreciation to all of those persons who took the time to contribute to this month's Journal. Without the willing and frequent contributions of the members of the WAP, the Journal would not exist. Your time, efforts, and written contributions are always welcome and appreci-

ated. This month we have a fine selection of articles, reviews, and advice that you may browse through, read, or take notes from, as you wish. The authors of these pieces freely gave of themselves for all of us.

With all of the recent happenings in the WAP organization, I feel that this is the proper time to redefine the role of the Journal. The Journal serves the purpose of informing and keeping all of the members of the WAP up-to-date on computer assistance, shows, lore, hints and tips, and much other useful information. It serves to build up the membership through shared, and often hard-earned experiences. It is not a forum for airing grievances, making accusations, or promoting oneself, either politically or commercially. In short, the Journal allows us the means to discuss and share that which we all have in common - the love of the Apple family of computers and the many fun, exciting, interesting, and creative things which we can do with them. To this end, I encourage you: Read on and enjoy!

dmh

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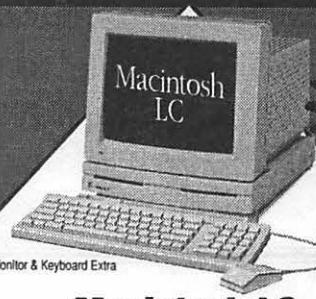
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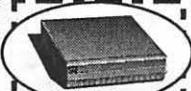
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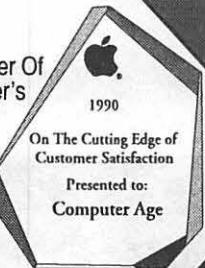
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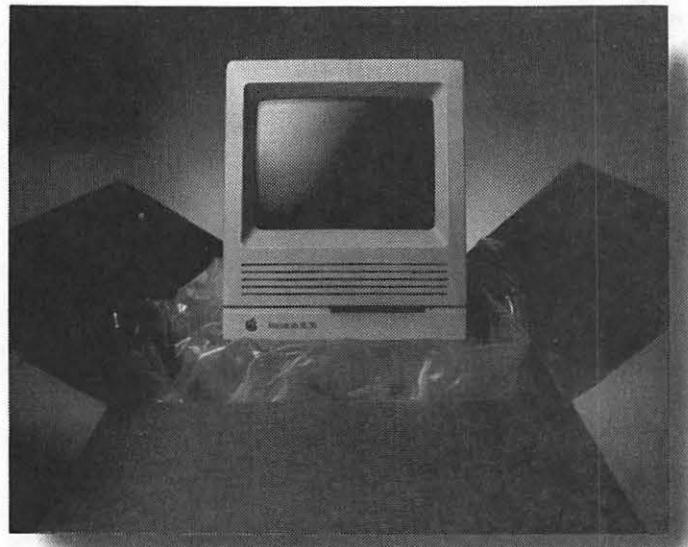
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Music SIG

by Ed Moser

On August 19th some of the WAP's computer musicians met for what we hope will be the first meeting of the resurrected Music SIG. Portents were promising as "organizational issues" were steadfastly *not* discussed.

Instead, we thought it best to focus on the specifics of MIDI file trades between different computer systems, a topic fueled by the kind help of the TCS crew (Paul Schlosser in particular), who set up a MIDI file area (#27) at our request. We mulled over the different sources available to us for MIDI files, which included America OnLine, GEnie, and the Washington area MIDI Users Group.

Catalogs of files available from these sources via SIG members are now up on the TCS as are some of the files themselves. Patches generated the most interest; and, with pleasure, we anticipate pooling our collections. We quickly discovered some potential pitfalls in trading sequences—most of which had to do with adequate file description upon uploading. First of all, Standard MIDI Format files were agreed to be preferable, particularly SMF format 0, which handles multiple simultaneous tracks. But whatever format you use, be sure to add a description before you upload, so that whoever downloads has some idea of what he's getting. Deviations from

standard format, such as sequencer specific files, call for MORE description than usual.

We observed several other minor problems with sequences that could waste time and frustrate plans if they were not considered and described upon uploading. Describe the "standard instrumentation," channel and track assignments. Note the total number of voices sounding simultaneously. If sequences are intended to be piled up simultaneously on a multi-track tape deck, please inform us when you upload. These details should be included, probably in an ASCII file packed along with the other files. That way, if a potential downloader doesn't have the equipment, he'll not waste his time with the sequence. Of course, we recognized that if you didn't compose the sequence yourself, then your knowledge of some of these specifics may be limited.

These observations were culled from an experiment Ellen Baniszewski and I conducted: we traded sequences and compared notes. Other topics were raised, including the ever fascinating "What Tape Deck is Right for Me?", This topic seems likely to occupy a meeting in a future near you.

Our discussion just scratched the surface. The tradeoff between price, number of tracks, and sound quality (to DAT or not to DAT.... that is the Oh, never mind) which lead into a brief encapsulation of the various syncing formats. FSK, MIDI song pointer, & SMPTE

were discussed along with the price of the necessary hardware for converting between them. Some of my not-so-successful-music-with-sync-tracks-bleeding-onto-music-tracks were played over the stereo to demonstrate some of the cons involved.

Unfortunately, a lightning storm forced an equipment shutdown about 45 minutes into the meeting. In spite of it, a good time was had by all—the catalog printouts were enough to keep the discussion cooking for a hefty amount of time.

Apple HGS SIG

by Paul Tarantino

Dave Harvey, Pi Board member emeritus and Maximum Leader of the Novapple Apple II Users' Group, was guest presenter and hardware bringer at our August meeting in McLean. We were impressed with the compact size of his 40-meg hard drive, at least until an observant SIG member (why be modest...it was me) spotted an especially kludgy-looking power supply cunningly housed in a custom-modified cardboard box on the floor. One shouldn't scoff, however, at a cost-effective solution that works. I especially shouldn't scoff, having just shelled out some big bucks to replace a non-kludgy-looking hard drive that died; maybe I'm just jealous.

Oh, yes, the meeting. (Grumble, grumble.) Anyway, Dave was there to discuss telecommunications, and particularly the kind

of telecommunications to be had on Conference Five of the TCS. Those of you who are TCS users have doubtless discovered that Conference Five works quite a bit differently from the other TCS conferences; most of the messages are from strange people, in faraway places like @physics.stanford.edu, wherever that is. And if you leave a message on one of the Conference Five boards, it may take several days for it to show up so you can read it. When it finally does show up, it may be accompanied by responses from all over the country. And who is this mysterious phantom, the Unknown User, who seems to be taking credit for all of your cogent observations and pithy prose?

If you're expecting me to explain all of this stuff, forget it. Dave Harvey did a much better job of explaining it in his article last month, which was the basis for his handout and talk at our meeting. I will, however, say that the Unix-like ProLine software that the TCS uses to access the many Conference Five boards enables Pi TCS subscribers to tap into a vast network of computer users, all over the country and overseas as well. Messages posted to Conference Five boards ("newsgroups" in their parlance) get collected in batches at various network nodes, and are redistributed to newsgroup subscribers on hundreds of different systems, including the Pi TCS, Novapple's BBS and others in the local area (this is what causes the delay between posting a C5

message and being able to read it on the TCS). Because of some limitations in ProLine's program (mainly, it can't accommodate as many individual subscribers on a single net as we have in the TCS), all of our Conference Five messages go out as having originated from that infamous Unknown User (I keep picturing a strange dude in a mask, grinning wildly, hunched over a keyboard...maybe I should cut down on the espresso after dinner).

Other systems which use ProLine (like Novapple's BBS) with their smaller subscriber roster can allow full E-mail privileges that extend across all of the networks that connect to all those other networks at universities, government agencies and other institutions worldwide. If a Novapple BBS user knows the E-mail address of his old buddy in Canberra, Australia, he can get a message to him for the price of a local phone call. Pretty neat! While we on the Pi TCS can't do that, we have, thanks to the ingenuity of the TCS wizards, a unique interface between the TCS's much-modified UBBS software and the special power of ProLine which gives users of the TCS access to a lot of computer-related information, opinions, news and programs from all over the world. It's worth checking out, and well worth the price of a modem and a bit of learning time to climb aboard!

But our meeting wasn't just awe and wonder. Oh, no. We did the

usual PD disk copying (Columns 2.0 was especially popular), beefed about the latest zigs and zags of Pi politics, and listened as a handy hint came from Lorin Evans, who informed us that Falcon Microsystems in Laurel, which sells Macs to Uncle Sam, takes old gear in trade from its government customers, reconditions and resells it to private parties. This includes keyboards, SCSI drives and other things which work quite well with your good old IIGS.

HyperTalk SIG

by John O'Reilly

Before you skip over this section, please read this: the HyperTalk SIG invites all those interested in learning to program, or "script," in HyperCard, to a HyperTalk tutorial in November. The meetings are to be held the first, third and fourth Saturdays in November, at the Fairlington Community Center off Quaker Lane in Arlington (near King Street, Alexandria). The first meeting will be a HyperCard discussion; the second, an introduction to scripting; and the third, expert scripting tips. Details of this opportunity will appear on the Tutorials page in next month's Journal.

The August meeting enjoyed the participation of several newcomers, who shared in several interesting discussions.

Tom Witte, back from Mac-World in Boston, demonstrated an amus-

ing technique to play normal sounds, such as beeps, ploinks, and even recorded voices, at various pitches. We heard Bullwinkle say "Presto!" at every point on the harmonic scale. The play command in HyperTalk plays whatever sound is specified at the pitch entered:

play "presto" a c f g

will play the sound four times, once at each of the notes entered. Dynamics and tempo can also be controlled.

Doug Howard demonstrated the Peacock stack, which provides text and file manipulation through its XCMDs (external commands, faster than normal HyperTalk instructions). Peacock is written by Cyan Software which also designed "Manhole" and "Cosmic Osmo." The stack is especially useful when preparing output from a mainframe for viewing in a word processing program.

Finally, the last portion of the meeting was devoted to analysis of a member's stack, which was performing too slowly for his tastes. The stack compiled a list of its contents (one line in the list taken from each of its 35 cards) after certain actions; the speed of the stack was increased significantly (by 50% or better) when the script was rewritten so that instead of going to each card to retrieve information, HyperCard simply "referred" to it instead. Thus,

go card 4

put cardfield 3 into holder

is much slower than *put cardfield 3 of card 4 into holder*

and if the user locks the screen (command 'lockscreen') and locks messages (command 'set lockMessages to "true"') performance is increased terrifically. The member went about his merry way, no doubt impressed at the expertise of the WAP HyperTalk SIG.

Come be impressed for yourself! Third Wednesday of every month, at the Fairlington Community Center, just off I-395 on Quaker Lane, the Arlington/Alexandria border. Contact David Mudd or John O'Reilly for details (see volunteer page for telephone numbers).

EdSIG

by Ed Moser

With the new school year just a few weeks away, the August EdSIG (education special interest group) meeting broke all attendance records. Along with the regular crew, we were joined by Mary Yao, a teacher at St. Frances Xavier school in southeast Washington DC; Oona Stieglitz, a masters student in education at Marymount College; Howard Heydt, a retired G.E. engineer who's been volunteering his time with several inner-city schools; Helen Wallace, a special needs teacher at Bethesda Chevy-Chase High School; and Ken Gedling, who uses Apple II's with adolescents at Ivymount School. Shari Sternberg, famed co-producer of the Maryland Historical Laserdisc Project, also graced us with her presence.

The meeting started off with a spirited discussion about the ap-

propriate grade to start teaching touch-typing skills. Computer supervisor Grace Gallager informed the group that Prince William County schools will be requiring all 4th grade students to begin learning to touch-type this coming year. The general consensus at the end of the discussion was that touch typing is a difficult skill to acquire (and should not be foisted unthinkingly on children). Yet the skill is so vital to effectively use computers, it does make sense to require all students to develop a basic touch-typing ability before they reach junior high school. (For instance, students who can touch-type are able to edit their writing much faster, with less effort. When editing becomes quick and easy to do, children are far more inclined to develop stronger writing skills.)

Following the discussion we took a look at some of the new MECC software. In the same series as MECC's well-done "Quick Solve" estimation disks is a new disk titled Estimation Strategies. This disk contains several estimation drills that are both fun and instructive, giving practice doing the types of estimation problems that we all do on a regular basis outside of the classroom. In response to a question about the age-appropriateness of this software, Shari Sternberg commented that she starts teaching estimation skills to her first and second grade students. Shari explained that the new National Council of Teachers of Mathematics guidelines recommend teaching such "number sense" skills to children at an early age.

After that we took a look at Grammar Gazette, another new MECC disk. Grace said she likes the way Grammar Gazette helps bring together problem solving skills and language skills in the same games. We played the Cryptographer game cooperatively, enjoying a spontaneous exchange of hints and suggestions as we figured out the funny secret sentences.

(How come grammar was never this fun when WE were in school?)

Howard Heydt then explained a little about the volunteering he's been doing in the local schools. He is one of a group of retired G.E. engineers who travel to area schools to tutor students in the field of math and science. Computers are used as a motivational tool in some, but not all, of his teaching. He enjoys teaching problem-solving and analysis skills on the computer.

We then took a moment to congratulate EdSIG stalwart Sue Racoosin for winning the Pat LaBerge Assistive Technology Award at her school. Sue works as a speech therapist with special needs middle-school students, incorporating computer-based activities into many of her lessons. She works in a lab of 20 Apple IIe computers and will be adding some new Mac LC's this coming Fall.

We wrapped up the meeting with plans for hosting a Computer Learning Month open-house at one of the local schools. Grace Gallager extended an invitation to host a parent/teacher open-house on Saturday, October 19, at Fred Lynn

Middle School, in Woodbridge, Virginia. Plans are to open up two adjacent computer labs in the school for people to try out a wide range of educational software. One lab has 25 Apple IIGS's, while the other has 25 Mac LC's. Free educational Apple II public domain and shareware disks will be given away. (Please bring blank disks to swap for the software.) For further information, please contact Grace at (703) 491-2770. The event will go from 10 AM to 1 PM. Fred Lynn Middle School is located at 2451 Longview Dr., Woodbridge, Virginia.

For further information about the regularly scheduled EdSIG meetings, you can reach Phil Shapiro at (202) 686-5465 (home/office). Please note that the Saturday, October 19, open-house will take the place of the otherwise scheduled Thursday, Oct. 17, EdSIG meeting.

MacWorld Expo Volunteers

by John O'Reilly

Washington Apple Pi once again had a successful showing at the Macworld Expo in Boston last August. It takes the hard work of many people to support our appearance at such a show, and I would like all WAP members to join me in expressing our appreciation for the efforts of the dedicated crew who made this one happen.

During the four days of the show, over twenty WAP members as-

sisted at our booth. At the risk of missing a name, they included: Hisham Abboud, Dick Byrd, Nancy Byrd, Manny DeVera, Bob Fimiani, Charlie Froehlich, Tim Helsing, Ken Knight, Lee Larsen, John O'Reilly, Tom Parrish, Rick Pekar, Chase Ridgely, Vaughan Risher, Catherine Vaughan, Gene Velazquez, Chris Whatmore, Tom Witte, and Pete Yared. These were the people on the front lines who persuaded visitors to join our club and buy our disks.

Those of you who may have seen our display at Boston may have noticed the attractive red draping around the tables which was made for us by our Office Manager, Nancy Pochecko. Look for it and us at the next show. Very impressive, Nancy!

By far the most tiring and time consuming of jobs was that of transporting our materials to the show site. Chase Ridgely and Charlie Froehlich accomplished this task, towing a trailer all the way up to Boston. Without their efforts, WAP would not have had an exhibit at the show!

Most of all, I'd like to thank Tom Witte. Tom was always available to cover for me at the booth while I was actually seeing something at the show, and I could always depend on him to substitute for any last minute changes in our booth schedule. A dedicated and valued volunteer, Tom deserves special acknowledgment from all of us at WAP!

Thanks again to all of you who helped make WAP's participation at Macworld a success!

We Need You...

by Tom Witte

This is a new monthly column for the Journal. It, like the new Volunteer Board on Conference 1 of the TCS, will be information exchange forums for organizers of Pi activities to post requests for help and where members can look for opportunities to help. They are dedicated to the spirit of the original founders of the Pi - People helping People.

Why this new forum?

The Pi is growing. We have many more members and many more areas of interest. We are outgrowing our traditional method of matching volunteers to our needs. Some new members and members who only attend the meeting of our Slices or SIGs fail to learn of opportunities where they can help while our tried and true core of volunteers risk over work. Through this and the Library in the Volunteer board on the TCS I hope to coordinate the Pi's growing needs with it's growing pool of potential volunteers.

Why volunteer?

To do good. To have fun. To meet people. To learn more about your computer or it's software. To add something to your resume. To get some bennies - like free software when you write a review, free admission to a trade show where you man the booth.

How to volunteer?

Read the list of opportunities and the information which volunteers need (directions, suit required, etc.) and make note of the person you are to contact and his/her phone number.

Opportunities/ On going needs:

Office Helpers: Help in the Pi's office during work hours.

- Skill level: novice to expert.
- Time commitment: very flexible, one or many hours.
- Typical actions: Answer the phone, take messages, refer calls to hotline experts, respond to mail requests for membership and ?
- Bennies: See how the Pi really works, Meet club members.
- Project leader - Nancy Pochecko (301) 654-8060.

Disketeria: Work with our large shareware library.

- Skill level: novice to expert.
- Time commitment: very flexible, one or many hours.
- Typical actions: Test programs, write descriptions of the program. Copy disks. Maintain catalog of software and more.
- Bennies: Get to check out and become familiar with all the shareware available for your computer.
- Project leaders - See Library volunteers box on page 4.

Tutorial Instructors: Share your computer function or software expertise with others.

- Skill level: Expert.
- Time commitment: moderate.
- Typical actions: See tutorial section - page 79.
- Bennies: The enjoyment of sharing your knowledge with others and earning a modest stipend.
- Project leaders - Keith Malkin (703) 503-8591.

Special project needs:

The Pi's Booth at FOSE: TBA

- Skill level: novice to expert.
- Time commitment: very flexible, one or many hours.
- Typical actions: Set up or take down booth. Man booth where you pass out journals and membership applications.
- Bennies: Meet people, free Exhibitor's admission to FOSE.
- Project leader - Open

The Pi Garage Sale: TBA

- Skill level: novice to expert.
- Time commitment: very flexible, one or many hours.
- Typical actions: Set up location, set up promotions/advertisement of event. Set up or take down sales areas displays, man ticket booths, sell memberships, run distress auction at end.
- Bennies: Meet people.

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.

Artist Info: Sherri and Andrew Joyce are our WAP artists this month. Both are recent graduates of the Maryland Institute College of Art in Baltimore where they majored in Illustration in the Visual Communication Department. Their training was in traditional illustration and each quickly added computers to their repertoire of tools after being introduced to them.

Andrew is working for Lockheed on a contract to the NASA Life Sciences Division concentrating on computer graphics. Sherri works for an association in Alexandria, providing publication design and layout. Together they are doing freelance illustrations for various clients, including the Baltimore Sun.

Tools: Mac II with 8 megs of RAM, System 6.07, a hard disk, Illustrator 3.0, and a Dest PC1000 grayscale scanner.

Art: Scales, BG & E Increase and Dino Boy

Techniques: "The Scales illustration was done in Illustrator 3.0. We started with an outline pencil sketch. After scanning it into Illustrator we used the pen tool to draw the outline. Then we went in and created the blends. This drawing was for an article called 'By the Percentages.'

"We used the blending tool to obtain graduating shades, and the masking and blending tools together in some of the round areas such as the joint where the scale

rotates, and on the percentage sign. To create the rotating joint we created an oval, and rotated it using the rotate tool. We then created three rectangles which we also rotated at the same angle. We filled two of them with similar percentages of black graduating to white. The third rectangle in the middle was blended out to the other two on either side of it. Next we used the oval to mask the blend. We selected the oval, making sure it was behind the objects we wanted it to mask. Then we specified it as a mask in the paint dialog box and grouped the oval to the blended

rectangles, to create the mask.

The technique we used to create the illusion of metal was to give shapes created next to each other an opposite graduated value. The purpose was to create a high contrast and give it that metallic look. An example of this concept is the rotating joint where three ovals were used to create the joint.

"For the BG & E Increase illustration we started off with an idea and worked directly on the computer. We created an outline of a dollar sign, then added the arrow, the socket at the bottom, and the outlet. Next the dollar sign was



Scales



BG & E Increase

slanted. Then a copy of it was created and moved to a position behind the original. The two shapes were connected with intermediate lines at angles to create additional shapes and give it depth. Each shape was given a different value, giving us the three dimensional dollar sign. For the background, one electricity shape was created, duplicated many times, and slanted. The gradation is behind the electricity graphics. The triangle seemed to be a perfect shape to break the border of the rectangle at the top, and tied in with the content of the article about the rising price of electricity.

"For *Dino Boy* we took a slightly different approach. The story was about an exhibit of dinosaurs at the Science Center in Baltimore. The drawing was for an advertisement telling the public about the Dinamotion exhibit and encouraging them to "Bring Your Little Monster to See Ours." One person objected to having the Science Center calling her child a

monster. Our drawing was created to make the dinosaur very cute and cuddly, in order to diffuse the objection to the wording. The rendering we did on the computer attempted to create lines similar to pen lines, getting thicker in the center and thinning out at the end. To do this we created the curve with the pen tool, and pulled the angle of the duplicate of the curve so that it was at a higher tangent, gave it no stroke and filled it with black. This process gave us a closed object that had width in the center and tapered to no line.

"Sherri and I work together to create illustrations for our clients. The computer is the perfect tool for our kind of collaboration and team work. One of us will begin the drawing and the other may continue the drawing after doing a 'save as.' As we work we may incorporate elements from each other's drawing for the finished piece."



Dino Boy

Exploring Typefaces—8

by Frank Potter

What's new this month...

We have a fairly new set of typefaces for you this month—most of them not what you would expect to find in your neighborhood newspaper, but nonetheless fonts that you would certainly notice if you did.

Gill Sans (152, 162)

There are two packages in the Gill Sans typeface collection: Gill Sans I and—I will leave you in suspense about the name of the other. The list price of Gill Sans I is \$275, and of 2 (I never could keep a secret) is \$185. Gill Sans I includes the roman face, italic, and the light and bold italic.

Gill Sans looks much like the Akzidenz Grotesk typeface that we looked at last month, although I find it more to my taste. Sans serif faces, by definition, tend to have somewhat less personality than those with serifs, and they are a little harder to distinguish unless one looks carefully.

Gill Sans tends to be medium in width; you will also notice that the upper-case G lacks a spur, which is one way to distinguish sans serif faces. (Root around in your old Journals and see what I mean in the Akzidenz entry for last month.)

Antique Olive (82, 107)

Antique Olive, contrary to what you may have read earlier, does have a personality. The Rookledge book discussed in the last Journal (*Rookledge's International Type Finder*) considers that it has too much for its own good, and who am I to argue? It is distinctive, among other things, for its relatively large x-

height, and was designed by Roger Excoffon in 1962. Rookledge considers it to be dated, but it can be used for eye-catching headlines, if you need that sort of thing.

Adobe tells us that the name is to be pronounced Antique (which you can figure out for yourselves) "Oh-leev," so you can wow typesetters and admiring friends with your inside knowledge of the trade. Try dropping this at the next neighborhood party and report back on your success.

Antique Olive, Italic, Light, Bold and Black come in one package for \$185; Compact Bold Condensed, Nord and Nord Italic come in Antique Olive 2 and list for the same price.

ITC Bauhaus (87)

Bauhaus was designed by Herbert Bayer, who did a great number of artistic things in his time and is considered one of the foremost proponents of the Bauhaus school of art. It's hard for a non-artist to describe, other than by saying that when you see it, you know what it is. And Bauhaus clearly fits. Typefaces don't get much rounder than this.

It is a distinctive display typeface, redesigned from its 1925 beginnings about 15 years ago for ITC. Adobe lists it for \$185.

Avenir (79, 80)

Designed by Adrian Frutiger, and based in significant measure on Futura, which you have already seen here, this typeface comes in a variety of weights and shapes. Avenir 1 consists of the Roman, Oblique, Light, Light Oblique, Heavy and Heavy Oblique faces, and retails for a hefty \$275. Its companion package comprises the rest, and lists for the same price.

Stempel Schneidler (125)

The original Schneidler typeface is based on typestyles from the Renaissance period. Ernst Schneidler worked from text produced in Venice and produced this typeface in 1936. It can be used in a wide variety of situations, in both long text applications and as a display face.

One of the characteristics of this style of lettering is the sloping bar on the lower-case "e." Browse back through your old copies of the Journal and note that the only other so far that shares this trait is Benguiat. Not that it means much, except that this is a fairly universal criterion and when you are looking for ways to distinguish typefaces, those are handy to have.

The package comes from Adobe for \$370, which seems substantial and is. On the other hand, its wide variety of styles makes it possible to do quite a few things, all of them consistent with one another. So in the long run, you might save money as well as create a distinctive impact.

Gill Sans

A B C D E F G H I J K L M N O P
Q R S T U V W X Y Z a b c d e f g
h i j k l m n o p q r s t u v w x y z 1 2
3 4 5 6 7 8 9 0 &

A B C D E F a b c d e f — Gill Sans

A B C D E F a b c d e f — Gill Sans Italic

A B C D E F a b c d e f — Gill Sans Light

A B C D E F a b c d e f — Gill Sans Light Italic

A B C D E F a b c d e f — Gill Sans Bold

A B C D E F a b c d e f — Gill Sans Bold Italic

A B C D E F a b c d e f — Gill Sans Condensed

A B C D E F a b c d e f — Gill Sans Bold Condensed

A B C D E F a b c d e — Gill Sans Ultrabold Condensed

A B C D E F a b c d e f — Gill Sans Extra Bold

A B C a b c d e — Gill Sans Ultra Bold

The rabbit-hole went straight on like a tunnel for some way, and then dipped suddenly down, so suddenly that Alice had not a moment to think about stopping herself before she found herself falling down a very deep well. 10/10

The rabbit-hole went straight on like a tunnel for some way, and then dipped suddenly down, so suddenly that Alice had not a moment to think about stopping herself before she found herself falling down a very deep well. 10/12

The rabbit-hole went straight on like a tunnel for some way, and then dipped suddenly down, so suddenly that Alice had not a moment to think about stopping herself before she found herself falling down a very deep well. 10/14

Antique Olive

A B C D E F G H I J K L M N O
P Q R S T U V W X Y Z a b c d
e f g h i j k l m n o p q r s t u
v w x y z 1 2 3 4 5 6 7 8 9 0

A B C D E F a b c d e f g h — Antique Olive

A B C D E F a b c d e f g h — Olive Italic

A B C D E F a b c d e f g h — Olive Light

A B C D E F a b c d e f g h — Olive Bold

A B C D e f a b c d e f g h — Olive Black

A B C D e f a b c d e f g h — Olive bold Condensed

A B C D e f a b c d e f — Olive Compact

A B C D e f a b c d — Olive Nord

A B C D E a b c — Olive Nord Italic

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ITC Bauhaus

ABCDEFGHIJKLMNPQR
STUVWXYZabcdefghijklmnopqrstuvwxyz
mnopqrstuvwxyz12345
67890

ABCDEFabcdef—Bauhaus Light
ABCDEFabcdef—Bauhaus Medium
ABCDEFabcdef—Bauhaus Demi
ABCDEFabcde—Bauhaus Bold
ABCDEFabcde—Bauhaus Heavy

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

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10/14

G
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Avenir

ABCDEFGHIJKLMNO
PQRSTUWXYZabcde
fghijklmnopqrstuvwxyz
z1234567890&

ABCDEFabcdef—Avenir Roman

ABCDEFabcdef—Avenir Oblique

ABCDEFabcdef—Avenir Light

ABCDEFabcdef—Avenir Light Oblique

ABCDEFabcdef—Avenir Heavy

ABCDEFabcdef—Avenir Heavy Oblique

ABCDEFabcdef—Avenir Book

ABCDEFabcdef—Avenir Book Oblique

ABCDEFabcdef—Avenir Medium

ABCDEFabcdef—Avenir Medium Oblique

ABCDEFabcdef—Avenir Black

ABCDEFabcdef—Avenir Black Oblique

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Stempel Schneidler

A B C D E F G H I J K L M N O
P Q R S T U V W X Y Z a b c d
e f g h i j k l m n o p q r s t u v w x
y z 1 2 3 4 5 6 7 8 9 0 &

A B C D E F a b c d e f — SS Roman

A B C D E F a b c d e f — SS Italic

A B C D E F a b c d e f — SS Light

A B C D E F a b c d e f — SS Light Italic

A B C D E F a b c d e f — SS Medium

A B C D E F a b c d e f — SS Medium Italic

A B C D E F a b c d e f — SS Bold

A B C D E F a b c d e f — SS Bold Italic

A B C D E F a b c d e f — SS Black

A B C D E F a b c d e f — SS Black Italic

The rabbit-hole went straight on like a tunnel for some way, and then dipped suddenly down, so suddenly that Alice had not a moment to think about stopping herself before she found herself falling down a very deep well. 10/10

The rabbit-hole went straight on like a tunnel for some way, and then dipped suddenly down, so suddenly that Alice had not a moment to think about stopping herself before she found herself falling down a very deep well. 10/12

The rabbit-hole went straight on like a tunnel for some way, and then dipped suddenly down, so suddenly that Alice had not a moment to think about stopping herself before she found herself falling down a very deep well. 10/14



by Paul Schlosser

New Models Slated for October Debut!

The exciting news this month concerns the new Macintosh models rumored to be announced on October 21 at the Comdex/Fall '91 show. Scheduled for introduction are six new models and two new upgrade possibilities. One current Macintosh model, as well as two laser printers, are scheduled to be retired. Let's cover the new models first.

Three new "notebook" Mac's will be announced, although Apple is officially calling the new hardware a "portable". The entry level notebook Mac is the Powerbook Powerbook 100, with a nine inch backlit supertwist screen. The 100 uses a 16 MHz and a 20 Mbyte hard drive. The 4 Mbyte RAM and 80 Mbyte hard drive model will list for \$2,400. The original Classic will continue to be sold, which allows Apple to sell a Macintosh for less than \$1,000.

Quadra What?

Now, on to the "big iron". Apple will be introducing two new 68040-based computers, the first of which to be called the "Quadra 700". This model has 8-bit video built-in, a 25 MHz 68040 CPU, a 80 or 160 Mbyte hard drive, 4 Mbytes of RAM, 4 SIMM slots, 2 NuBus 90 slots and 1 processor direct slot. The Quadra will have LocalTalk and Ethernet built in too. The

Quadra 700 will list for \$5,800 (no HD, 4 Mbytes RAM), or \$6,500 (80 Mbyte HD, 4 Mbytes RAM), and \$7,000 (160 Mbyte HD, 4 Mbytes RAM). This model is the same physical size as the IIcx/IIci model, but it stands on its side, vertically. (The IIcx/IIci can also be positioned this way, although you rarely see it.)

The second 68040-based Mac is to be called the Quadra 900, with 8-bit video built in (expandable to 24-bit), a 25 MHz 68040 CPU, a 160 Mbyte hard drive, 4 Mbytes of RAM, 12 SIMM slots, 5 NuBus 90 slots and one processor direct slot. The 900, like the 700, will have LocalTalk and Ethernet built in. The 900 lists for \$7,500 (4 Mbytes RAM, no HD) or \$8,700 (160 Mbyte HD, 4 Mbytes RAM). The 900 is the model formerly called the "Tower Mac," and its physical size is very different from that of any Mac ever produced. Judging from the pictures I've seen, the Quadra 900 is about 6 inches wide, 20 inches tall and 20 inches deep.

Faster Scuzzy!

The new Quadra series have a new SCSI controller said to be twice as fast as older Macintosh SCSI controllers. The new NuBus 90 slots can also transfer data twice as fast as the older slots. The Quadra 900 is said to be 40 percent faster than a IIfx, while the Quadra 700 with 4 Mbytes of RAM and a 80 Mbyte hard drive is \$1,500 cheaper than the current price for a similarly equipped IIfx. It's rumored that the current prices

on the IIci and IIfx will be substantially reduced in October. All of these new models (the Powerbook's, the Classic II and the Quadra series) will require System 7.0.1, and will come with it installed on the hard drive (if so equipped). Except for the Powerbook 100, the new models will also have 32-bit clean ROMs.

Upgrade News!

Now, on to the new upgrades. For \$700 current Classic owners can upgrade to the 68030-based Classic II. This upgrade is expected to be very popular with Classic owners longing for better performance. The second upgrade is for current owners of IIcx and IIci models, and is expensive. For \$3,500 you can upgrade your IIcx or IIci to a 68040-based Quadra 700. For your \$3,500 you'll get a new logic board and a new case. You'll reuse your current lid, disk drives and power supply. It's rumored that the reason the Quadra 700 has only 2 NuBus 90 slots is so that the owners that upgrade aren't forced to buy new, more powerful power supply. Apple has not announced an upgrade path for the IIfx, nor for the older six slot Mac II's.

Logic board upgrades will be introduced for current owners of the LaserWriter IIISC, IIINT or IIINTX. Two upgrades are available. The first, to a LaserWriter IIIf is \$1,400, while the IIg upgrade is \$2,400. Both of these new models offer PostScript level 2, and are rated at 8 pages-per-minute. The LaserWriter IIIf comes with a 20



MHz 68030-based processor and 2 Mbytes of RAM (expandable to 32 Mbytes). The II^f can switch automatically between its AppleTalk and RS-232 ports, and has a SCSI port for connecting a hard drive. The LaserWriter II^g comes with a 25 MHz 68030-based processor and 5 Mbytes of RAM (expandable to 32 Mbytes). This model has all the features of the II^f plus an Ethernet port.

On October 2nd Apple will retire the SE/30 from the product lineup. Also scheduled for retirement are the LaserWriter II^{NT} and II^{NTX}.

Apple Changes Dealer Pricing Plan

Apple has moved to settle some inequities in their dealer pricing scheme in light of the recent decision to allow CompUSA and CompuCom to sell the Macintosh lineup. The new plan, scheduled to go into effect on October 1st, includes incentives for dealers to sell the more expensive models over the entry level Mac's. Dealers receive a 25 to 30 percent discount on list price on the Powerbook 100, 140 and both Classic's. The discount is 28 to 33 percent on the Powerbook 170, II^{si} and II^{ci}. The II^{fx} and both Quadra's are discounted 31 to 36 percent to the dealers. Dealers that sell at least \$20 million in Apple products get an additional 4 percent discount on each level. Each quarter dealer's are refunded 2 percent of their total order cost, this money is intended to offset advertising costs.

Hewlett-Packard Announces COLOR DeskWriter!

Okay, that's enough on Apple, the company we love to hate. Hewlett-Packard is set to announce the DeskWriterC, a color-capable version of their popular DeskWriter printer. The DeskWriterC will list for \$1,100, with street prices expected to be around \$900 to \$950. The new printer will print in both color and black and white at 300 dots-per-inch. HP will sell two cartridges, a black only cartridge and a color (cyan, magenta and yellow) cartridge. The DeskWriterC will use a new version of HP's printer driver, said to allow faster printing in B&W mode. Now the good and bad news. The bad news is that you can't use this new driver with your current DeskWriter. The good news is that for \$450 you can upgrade your current printer to a DeskWriterC. HP will continue to produce and sell the current DeskWriter, which after a price reduction, can now be purchased for \$450 to \$500 if you shop carefully. The DeskWriterC is scheduled for release in the early fall. You can reach the HP sales department at 1-800-752-9000 if you have any questions concerning the new printer or the upgrade.

New Files on the TCS

The following files were uploaded to the Macintosh File Transfer areas on the TCS during the last sixty days. This listing represents only a small portion of the files available for downloading. Call the Pi Office at 301-654-8060 for

information regarding signing on to the TCS.

File area 13 - Mac Fonts

OXNARDTT.SIT TrueType version of OxNard
OXNARD.SIT Type1 version of OxNard
DOWNWINDTT.SIT TrueType version of DownWind
DOWNWIND.SIT Type1 version of DownWind
ASHLEYTT.SIT TrueType font, Ashley
ASHLEY.1.1.SIT Type 1 Laserfont, Ashley v1.1
TTANDE.SIT TrueType font, Andesite
ANDESITE.CPT Type 1 Laserfont, Andesite
BELLBOTTOM.SIT Type 1 Font. BellBottom
BELLBOTOMTT.SIT TrueType version of BellBottom
TTDIS2.SIT TrueType Display Fonts 2
TTDIS1.SIT TrueType Display Fonts 1
MEDUSA.SIT Type1, ATM compatible
MEDUSATT.SIT TrueType version of Medusa

File area 14 - Mac Games

MMIIEDIT Might and Magic][character editor
HANGMAN.CPT HyperCard "Hangman" game
CYB.BLAST.CPT Demo of arcade game
BILLIARDS.CPT Nice billiards game
MONOPOLY.CPT Monopoly, the board game, in B&W
VIRTUSWA.CPT Great 3D walkthrough program
LINESOFA.CPT Classic board game
SHOGI.0.21E.CPT Play Shogi (Japanese chess) on your Mac

File area 15 - Mac Graphs

WITHDRAWAL.CPT Another Democratic hopeful bails out!

File area 16 - Mac Hypercard

V22.STAC.CPT Stack Analyzer version 2.2 - bug fix
TOMPALET.CPT Creates (T)eal (O)ff (M)enu palettes
CALEND.SIT Personal calendar and "notebook" stacks
GREATEXP.SEA.. Update to Great Expctns,w/color & menus

SCRIPTLI.CPT Get a printout of scripts in any stack
 RDA.INFO.CPT Calculate RDA requirements
 NUTRITION20.CPT Nutrition stack, for HC 2.0
 NUTRITION12.CPT Nutrition stack, for HC 1.2
 WORDFARM.CPT Pre-reading children's game.
 FREESCRI.CPT Courtesy of the WAP HyperTALK SIG

File area 17 - Mac Technotes

TIDBIT76.SIT TidBITS for 12 Aug 1991
 TIDBIT75.SIT TidBITS for 5 Aug 1991
 TN.90.OCT.SIT October 1990 Macintosh Tech Notes
 TN.90.AUG.SIT August 1990 Macintosh Tech Notes
 TN.90.APR.SIT April 1990 Macintosh Tech Notes
 TIDBIT74.SIT TidBITS for 29 July 1991
 CHEAPV.32 Cheap V.32 and V.32bis modems
 TIDBIT73.SIT TidBITS for 22 July 1991
 TIDBIT72.SIT TidBITS for 15 July 1991
 TIDBIT71.SIT TidBITS for 08 July 1991
 TIDBIT69.SIT TidBITS for 01 July 1991
 RESPRIMER.CPT Beginners guide to ResEdit
 TIDBIT68.SIT TidBITS for 24 June 1991
 TIDBIT67.SIT TidBITS for 17 June 1991

File area 18 - Mac Utilities

MACROOTS.CPT Genealogy program for the Mac
 AREACODE.SIT DA lists area codes and times
 MENUKEY.SIT Shows available Command key/menu equiv
 FINDERCOMMANDS. Finder Commands Control Panel
 RESEDIT7.0TMPLS Modify Finder 7.0 CMD Keys.
 SIMCITY.CPT Update Sim City to version 1.3
 TRASHMAN.CPT Empty System 7 trash at set intervals
 KILL.TRASH.CPT Stops files from being deleted
 TRASHALIAS.CPT Removes alias when file is deleted
 ALIASA.SIT Alias Assassin - Assinates aliases.

GRAF3D.SIT Pascal Graf3D Library Info
 CHARTPASTER.CPT Chart Paster from Microsoft fixes Excel
 KEYBOARD.CPT Recent Dvorak keyboard DL from GEnie.
 ELECTRIC.SIT Older Dvorak keyboard DL from GEnie.
 THETYPEBOOK.CPT theTypeBook, version 2.31
 AFT.DARK.CPT Update After Dark to version 2.0v
 SUBLIMINAL.CPT Create short messages that pop up
 SUITCASE.CPT Update Suitcase to version 1.2.11
 TERMINAL.CPT Freeware term prog w/ZMODEM, scripting
 PSIV14B.SIT Files for use with NEC LC890 printer
 SF.171.SIT SF 171 form
 SYS7BEEP.CPT About a dozen new sys7 beeps!
 GCC.SW.UPDATE.6 GCC drivers for sys 7 disk & printer
 MINI.GRIND.CPT Three utilities from Apple
 SHEET.LAY.CPT Page layout utility
 FLASH.IT.CPT Flash-It, version 2.2
 INDEX.MAKER.CPT Index Maker, version 3.0
 SND.SWIPE.CPT Sound resource utility
 AURORA.CPT Cdev to modify the Finder under S7
 ICONUTIL.SIT Utility for handling icons under S7
 COLOR.ICONS.SIT Color icons
 MAXAPPLE.CPT Fill screen of 13 inch monitor
 SUNDESK STRIP.1 SunDesk for IC18s
 CHAOS.TOO.SIT Screen for Pyro 4.0!
 HELIUM10.CPT Instant inflation of Sys 7 Help Balloon
 FREDSFIN.CPT 3 items: dropple menu, AKA and Basura
 N.FONT.CPT Olduvai's FONT->NFNT Conversion Utility

SAMVIRUS SAM 3.0 Virus Definitions as of 7/10/91
 PRINTTEXT.0.3 2 sided text print utility
 HERMDOCS Hermes 1.6 documents in MSWORD format
 HERMES16 Lastest (5/91) Hermes v1.6.1 mac BBS
 ILLUS3.0ICON.CP Illustrator Color Icon Vault
 APM4ICON.CPT Pagemaker Color Icon Vault
 SYSPICK1B8.SIT SystemPicker1.0b8, Switch between Sys6&7
 DISINFECT251.CP Disinfectant version 2.5.1
 S7SOUNDS.SIT Sounds from System 7 - Quack/Indigo/etc
 RESEXPRESS.CPT ResEdit-like utility in a DA
 TAIL.PATCH.CPT Modify "About the Finder" window in S7
 DISKTOP.DEMO.SI Hypercard demo of Disk Top 4.0
 QK2.EXTENSIONS. Quickeys2 extensions for menus & window
 CETOOLBO.CPT CE Toolbox 1.6.1
 DTPRINTERS.CPT DesktopPrinters for System 7.0!
 SNDCONVERTER.1. sndConverter 1.2.1 System 7 sound utility
 TCS.OFFLINE.CPT Read, write, reply offline to TCS Msgs
 ADDRESSBOOK3.CP Address Book ver.3.0.1 DA and App.
 EXT.MAN.CPT Extension Manager, version 1.1
 SCSI.ODOM.CPT SCSI Odometer, record SCSI activity
 S7.SNDS.SIT Sounds for System 7
 NEW.SOUNDEDIT SoundEdit 2.05 Upgrade Info
 GROUCHSY.CPT Grouch trash can. System 7 compatible.
 MACRECHA.SIT MacRecorder Sound Hacker Toolkit-ThinkC

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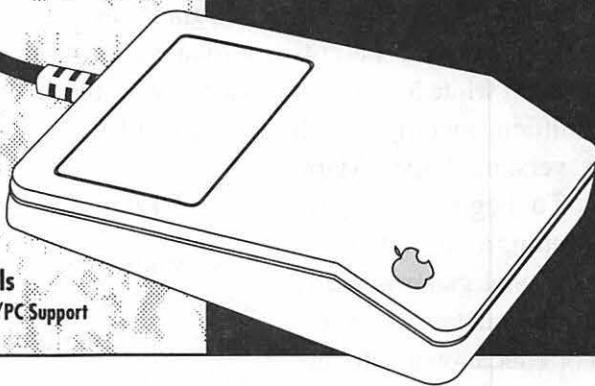
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MATH BLASTER

But Will It Blast the Mario Brothers?

Parents who own a Macintosh know that it's up against stiff competition: the nefarious Nintendo Entertainment System. Parents with a black and white Mac find it especially difficult to compete with the color version, Super Mario Brothers. To begin with, your chance of getting a child interested in an educational game is pretty small. To make matters worse, the selection of educational software for the Mac is limited. But there are some tried and true solutions. The New Math Blaster Plus has joined the fight to liberate the Nintendo generation, and it packs a good punch.

Davidson Software offered Math Blaster back in the early days, and it ran on a 128 Mac, long before my TV had any electronic game connected to it. The old Math Blaster helped get my kids interested in the computer. Davidson now offers a wider variety of software to the Apple II and IBM computer user, so I was very interested when I received an upgrade announcement, seven years after I purchased the original program! Registered owners of the original can move up to the New Math Blaster Plus for a mere \$19.00, including shipping. The warehouse price for the new full package is

\$39. Because I am using System 7, I asked if it was compatible, and I was glad to hear that it was. Game software is notorious for incompatibility problems with Mac system upgrades.

New and Improved?

New Math Blaster Plus qualifies for the "new" and "plus" in its name. First, the old version was copy protected, but New Math Blaster Plus installs easily, without copy protections. Installation on a hard drive is a snap, and the manual covers both IBM and Mac instructions in the same booklet. The program consists of four games: Rocket Launcher, Trash Zapper, Number Recycler, and an updated version of Math Blaster. The game now supports the Mac Plus to the IIfx, and the minimum system requirement is 6.04. For a color Mac, 2 megabytes of RAM are necessary; otherwise it will run on 1 megabyte with a Plus or Classic, using System 6.04 or higher. Running on a Mac Plus in System 7, 992K is recommended for memory allocation.

New Math Blaster Plus is designed to reinforce math skills in addition, subtraction, multiplication, division, fractions, decimals, and

percents for children in grades 1 through 6. In addition to the math skills, Davidson uses the ecology theme in two of the games (as well as their other products). For the schools, recordkeeping and testing functions are included. To help keep the game alive for the future, an editor that allows customized problems to be created within the games context is included. Adding to the multiple disciplines is interesting animation, sound, and on-line help. If a child makes a mistake, the undo command is supported. For the kids? Well, there is arcade action, rocket launching and robots at their command.

Number Recycler is a game that shows Davidson's approach to advancing the thinking process. Instead of rote drill in addition, subtraction, or the rest, it puts a robot at your command to push numbers in one of the columns that you select from the seven equations available to correctly solve the main equation at the bottom of the screen. Choices are given, and decisions are made. The reward is higher rounds with higher points; ten rounds and you are ready to choose a different subject, if not a different game of the four. Instead of just solving what something equals, your child can explore the

by Bill Jensen



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unknown factor to make the equation equal the known amount.

The updated Math Blaster game shows its plus with Blasteronauts attempting to reach the space station. The player not only has to give the correct answer, but points are reduced if too much time is taken, or if the Blasteronaut hits some of the flying objects. Play is enhanced by a bonus round, and the mouse or command keys control the Blasteronaut.

Features aside, does it work? Do kids enjoy learning using the New Math Blaster Plus games? A qualified "yes." The Davidson advertising touts the ability to combat Nintendo, but it is not an even fight. Nintendo is the rage, with rentals and sales creating a huge industry. Helping combat this is the installed base being used by Apples and IBM's at schools, and learning on the computer at school is fun! So while my kids are considerably more interested in Teenage Mutant Ninja Turtles II on Nintendo, they will explore and revisit the various levels of New Math Blaster Plus on the Mac. The fight would be fairer if I could somehow wrangle enough cash for a color Mac.

Customer Support

Davidson's toll free customer support earns high marks. The initial disk that was sent worked under System 6.07 but bombed under System 7. When called, this reviewer described the error code, and Davidson sent me a new disk immediately, which solved the compatibility problem. The

Davidson personnel are not only quick to solve problems, they are excited about the products that they sell. This enthusiasm rubs off on the customer, encouraging the purchase of additional Davidson products.

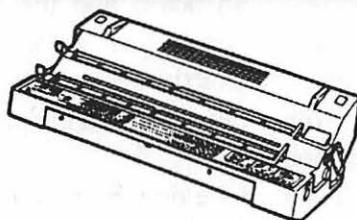
Summary

New Math Blaster Plus for the Macintosh offers parents the opportunity to share the same program that many students are exposed to in schools via an Apple II or IBM PC. It may not be a Nintendo killer, but it challenges the thinking and learning process as good as any math game made

for the Mac. Detailed documentation, and painless customer support makes this a good buy for a parent of children in the grades 1-6. The game editor challenges the parent to participate by expanding the base of problems and allow the game and your child to grow even more. I am looking forward to more Davidson product releases for the Macintosh.

Bill Jensen is a Regional Manager with a benefit administration firm. His boys, John and Patrick, have been lobbying for a Mac LC for some time. He hopes they are successful!

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Animation Works

This Animation Kind of Works

Gold Disk's "Animation Works" is the simplest, most enjoyable computer animation program to be released so far for the Macintosh. It is an able attempt at real-time animation, but it can't deliver television quality animation. Its animation is slightly choppy and slows down as new characters are added to its "movies." Nevertheless, its ease of use and quality instructional documentation recommend it to anyone interested in the growing field of computer animation.

Animation Works is far easier to use than Bröderbund's "Animate," for the Apple II. It runs well with the superb Macintosh operating system and follows much of Apple's Macintosh user interface design. Beyond all else, Animation Works is a superb tool for learning the basics of animation.

Animation Works consists of three editors: the Cel Editor (a cel is a single frame of a character's movement), the Background Editor, and the Movie Editor. The Cel Editor is used to create animated characters --referred to as "actors." The Background Editor creates PICT drawings to be used as backgrounds. Actors can also be imported as PICT or PICS format

drawings. Finally, the Movie Editor is where you put together all the various elements that comprise your cartoon.

Animation Works is a multimedia program. It can use MacRecorder's digitized sounds (just as HyperCard can), as well as support a range of 256 colors. Of the three editors, the Cel Editor has some especially great features for easy animation: the ability to show a "ghost" image of either a previous or following cel for easy tracing of an actor; and the cut-and-paste copy of an actor replaces it in exactly the same position in the new cel as on the previous cel.

One drawback is that Animation Works is a memory hog — which may explain why Animation Works' actors are bitmapped paintings (such as MacPaint paintings), rather than object-oriented drawings (such as MacDraw objects). Drawings are mathematically defined so it would seem to make more sense for an animation (which runs by mathematical calculations) to use drawings. Drawn actors might have made the animations run more smoothly. But the limitations of memory may have made this an unworkable idea. Or perhaps Animation Works' program-

mers chose to use painted actors because animators traditionally paint their characters.

In any case, the use of painted actors makes using the Cel Editor awkward at times. Because you are not using a pencil or brush, but the less accurate mouse. So when you paint an element of an actor (an arm, leg, etc.), it may not line up exactly with the previous cel. And in the Cel Editor's painting environ, there are no handles by which you can easily grab an element and move it to a new location. You have to rely on a lasso which is even more difficult to use than the lasso commonly found in paint programs.

Still, the main problem with Animation Works is the way it bogs down as you add more complexity to a movie. This in turn increases the choppiness of the on-screen action. Fortunately the increase in choppiness is not very noticeable as long as your Macintosh has enough memory and processing power to run the movie at a fast enough speed.

The program comes with excellent documentation. The comprehensive manual includes beginning tutorials, and an excellent instructional videotape which cov-

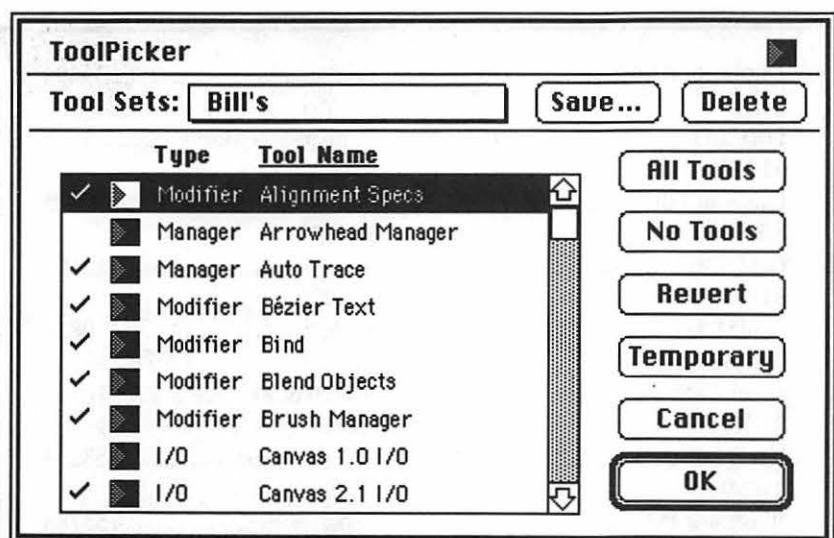


Figure 1. Tool Picker dialog box.

tion of the entire package on a Macintosh IIxi takes about 35 minutes, thus qualifying the Mac IIxi as 'best' entry-level Macintosh for this application.

The Tools

As Canvas 3.0 loads, it displays a fancy splash screen with various tidbits of information, i.e., its version, the operating system, the free memory on hand, and the list of tools being loaded. It is at this time that the user has the option of calling up the Tool Picker. The Tool Picker allows the user to customize Canvas to its environment and work, by presenting the dialog box in *Figure 1*.

The Tool Picker is a truly innovative approach to letting the user decide the features he needs, and it should be emulated by other software developers. Figure 2 (page 28) displays the list of tools from which the user can choose.

More History

One of the true hallmarks of good software design is consistency

from version to version. That way, the user is not required to relearn a software package with every new release. If an application is properly designed in the first place, the user should not see major shifts in interface design. Canvas has presented a consistent front to the user from day one. The tool bar is the best example of this consistency.

Figure 3 shows the minor changes which the tool bar has undergone in its evolution from version 1.0. It is what goes on behind the scenes that brings power to the users. Version 3.0 will set the standard for the next generation with its feature-rich toolset.

The Features

Any basic drawing package gives the user the ability to draw boxes, ovals, lines, and add text—such things are even in desk accessories. And anyone familiar with graphics applications on the Macintosh will recognize their tool icons (fostered by MacDraw 1.0 and its progeny).

In addition to the basics, Canvas 3.0 adds the following capabilities: Bézier curves, gradient fills, blends, combines, autotrace, Pantone color, slide show, color separations, binding/wrapped/en-crusted text, fractional leading and kerning (from the keyboard), unlimited layers, object manager, duplication manager, selection manager, color editor, smart mouse, hatching, spell checking (100,000 word dictionary), macro objects, outline fonts, auto-dimensioning, parallel lines, TrueType support, Balloon help, and support for Publish & Subscribe (System 7 multi-user features). *Phew!* This is a System 7 savvy application through and through with every major System 7 feature implemented. Deneba went all out to be the first kid on the block—but one wonders if the product doesn't suffer from the ravages of the rush.

There are just too many features in Canvas 3.0 to cover in the amount

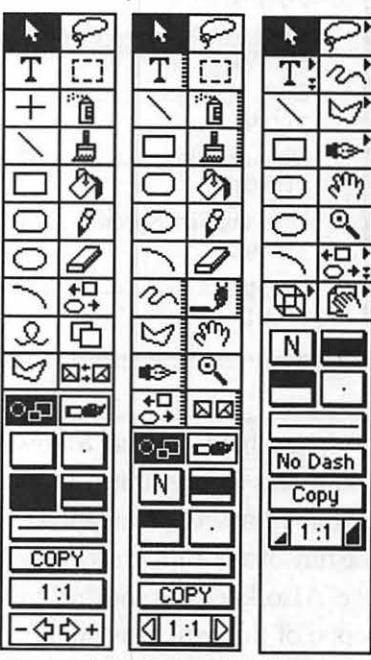


Figure 3. Tool bar consistency.



Canvas™ 3.0 Tools	
(d/m/yr)	
	<u>Size</u>
<u>Created</u>	
ToolPicker	31181
18/8/91	
Alignment Specs	18718
31/7/91	
Arrowhead Manager	11127
31/7/91	
Auto Trace	48114
18/8/91	
Balloon Help*	53666
17/8/91	
Bézier Text	39725
5/8/91	
Bind	14226
31/7/91	
Blend Objects	16330
18/8/91	
Brush Manager	7260
31/7/91	
Canvas 1.0 I/O	7132
31/7/91	
Canvas 2.1 I/O	3800
31/7/91	
CGM I/O	85545
6/8/91	
Combine Objects	29681
31/7/91	
Convert To	4001
31/7/91	
Cube	28513
31/7/91	
Dash Manager	11965
31/7/91	
Dimensioning	95102
31/7/91	
Drawing Size Specs	9768
31/7/91	
Dropper	5337
6/8/91	
Duplication Specs	19331
31/7/91	
DXF I/O	71046
31/7/91	
Gradient Fill	46968
8/8/91	
Grid Specs	5598
31/7/91	
GridMaker	4339
31/7/91	
Hatch Patterns	70737
31/7/91	
IGES I/O	60975
31/7/91	
Illustrator I/O	43311
4/8/91	
Layer Specs	11749
31/7/91	
MacDraw I/O	28342
1/8/91	
MacPaint I/O	6592
31/7/91	
Mover	3388
31/7/91	
Multigon	21226
31/7/91	
Object Specs	37105
31/7/91	
Object Tint	8532
31/7/91	
PANTONE® Colors	61992
17/8/91	
Parallel Lines	48130
31/7/91	
Pattern Manager	7834
31/7/91	
Pen Manager	5882
31/7/91	
Place	8823
3/8/91	
Point Rotate	6143
31/7/91	
Preferences	36494
31/7/91	
Registration Marks	2627
31/7/91	
RGB Color Manager	34423
31/7/91	
Ruler Specs	12195
31/7/91	
Scale Specs	9822
31/7/91	
Search & Replace	10970
1/8/91	
Selection Specs	53234
5/8/91	
Separations	155788
4/8/91	
Slides	13848
16/8/91	
Smart Mouse	37583
31/7/91	
Spelling	51824
18/8/91	
Split	3952
31/7/91	
Spray Manager	7040
31/7/91	
StartupScreen I/O	12305
31/7/91	
System 7.0 Options*	45252
7/8/91	
Text Ruler	52959
1/8/91	
Text Utilities	38350
31/7/91	
TIFF I/O	49502
31/7/91	
UltraPaint I/O	3606
31/7/91	
*System 7 only	
Total (bytes) : 1,821,671	

Figure 2. User selectable tools available in Canvas 3.0.

of space here, so the following comments concentrate on those features that set Canvas apart from the run-of-the-mill drawing package. Also, keep in mind the limited scope of this article as pertains to actual use in engineering or architectural work. Most features were

tested, and found to work. Whether they will perform as an engineer, architect, or designer would like is up to the user.

State of the Art Drawing

Innovation has always been a hallmark of Canvas, and version 3.0 is

no exception. The best example of this is the Selection Manager, which allows the user to select objects in a drawing based upon multiple criteria. For example, if the user wanted to change all circles with a 1 point to .5 point line weight or to change all borders



from 2 points to 3 points, he could do so in the Selection Manager (see Figure 4).

There are also dialogs (some called "Managers") that allow the user to customize how tools work (parallel lines, grids, brushes, arrows) or the parameters of particular functions (duplication, object, color). Almost every object created with Canvas can be converted to or merged with another.

One of the areas of greatest improvement is text handling. Text can now be justified, leaded (inter-line spacing), kerned (inter-character spacing), wrapped around or inside an object, or bound to or inside an object, such as the sphere to the right. A text ruler is also available for setting tabs and margins. This frees designers from having to do their graphics in one package and text in another. Canvas 3.0 will also convert Type 1 Postscript fonts to outlines, so special effects are now possible with text.

For the engineer/architect there are the parallel line tool, the dimensioning tool, object-based hatch patterns, and smart mouse, which automatically finds centers, boundaries, and tangents. Another area that Canvas 2.1 supported but that was not fully implemented was Pantone colors.

(Pantone is a standard for color precision independent of computer or application.) Canvas 3.0 comes with four Pantone color palettes. The Pantone palette is separate from the standard color palette, and can be placed at the user's convenience. Most pop-out tool palettes can be torn off and resized to fit wherever there is room, and most windows (such as the Pantone palette) can be resized, too.

For those needing the ability to convert scans or bitmaps to draw objects there is an auto-trace feature that is unique in its implementation. With the autotrace manager (see Figure 5) you can modify all aspects of how Canvas will trace the scan(bitmap).

Canvas has always supported and been able to edit MacPaint documents (or bitmaps, to be more precise). Canvas 3.0 can now edit color as well as black & white bitmaps! So who needs any other graphics tool for their Macintosh? Auto-dimensioning is one of those terms that engineers and architects

love to drop at parties and gatherings of other engineers and architects. Canvas 3.0 adds this tool to its arsenal, if for no other reason than to step on Claris' toes (and their \$795 price tag for Claris CAD). All one has to do is draw an object and select the dimensioning tool from a pop-out menu. When scaled (see Figure 6) an object's dimensions change automatically—thus the moniker.

Import/Export

For those who need to either bring in graphics from foreign documents or even other platforms, Canvas 3.0 comes to the rescue with support for import/export of the following formats: EPSF, Illustrator 1.1/88, DXF, IGES, CGM, TIFF (uncompressed), PICT1/2, MacPaint, and read-only MacDraw I & II. I have only had the chance to try out PICT2, MacPaint, MacDraw II, TIFF, EPSF, and CGM. They all seem to work as advertised, with the exception of EPSF. For some reason, if you save a drawing from Canvas 3.0 to EPSF format, and then re-import it into Canvas itself, it comes

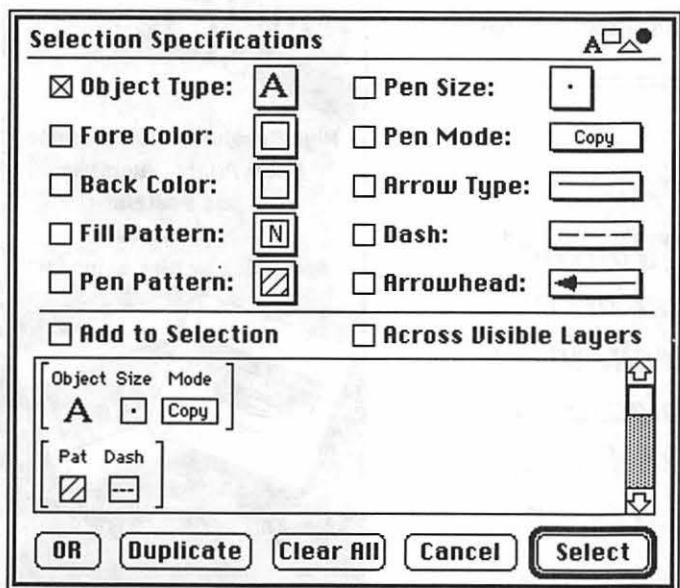


Figure 4. Selection Manager dialog box.

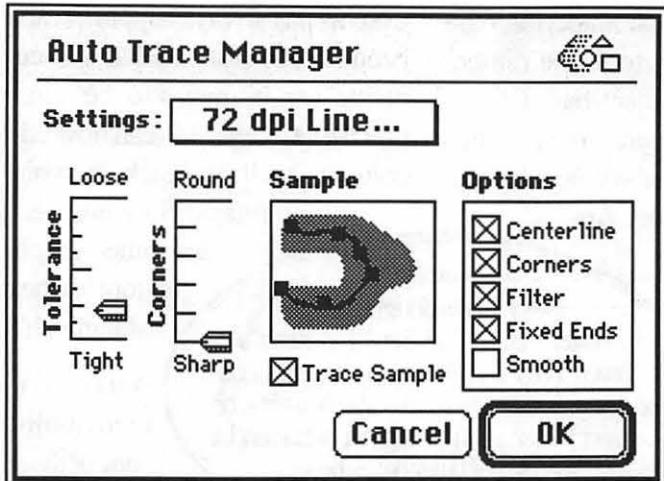


Figure 5.
Auto Trace Manager converts scanned in or bitmap objects to draw objects.

in as a box with an 'X' through it. But if you import/place it in a page-layout document, it comes in with a PICT attached! Most people won't run into this problem, but it is worth noting.

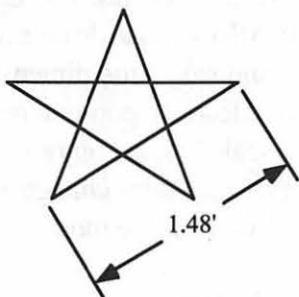


Figure 6. Autodimensioning makes Canvas 3.0 an affordable rival to Claris CAD.

There is apparently a *bug* in the EPSF save routine. If you're zoomed in on an object when you save it as EPSF, a chunk of the graphic will be overlaid on top of the original. To avoid this, just save your EPSF at 1:1 zoom. This is one of the few bugs that I have found with Canvas 3.0.

Conclusions

It would take several more pages to go into all the features of the new Canvas, and it will take about a year's use to really get comfortable with it. I have been using 3.0 for several months (in beta form), and I have a good feel for how it

compares with other high-end graphics packages. To sum up:

I don't like how slow Canvas has become. No matter how it's installed, configured, or packaged, it has become a leviathan.

I do like many of the new features, especially the text handling, import/export flexibility, color bitmap editing, and System 7 features .

The bottom line is this: If you're in the market for a powerful draw package that also happens to be able to edit paint documents (B&W and color), don't want to pay the big bucks, and have: 1) patience enough to put up with the slow operation on a 2MB Macintosh Classic, or 2) the horsepower to drive this beastie...then this is it! Wait no longer.

Bill Baldridge is a consultant and Director of Software Services for MacInOffice—a non-storefront Authorized Apple Dealer in Falls Church, VA. and the Canvas volunteer for the WAP Hotline.

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CalenDAr

A Timely Review

MACINTOSH

by Thomas Hoyt

"Time is an illusion, lunch time doubly so." The writer of that quote would have little use for CalenDAr, an enhanced alarm clock-type desk accessory by Psybron Systems, Inc. However, for the rest of us, time is no illusion. Like our paychecks and hairlines, time is a precious commodity that will slip away lest we intervene. It will also help those whose memory is smaller than their schedules.

The manual that comes with CalenDAr claims that it will help you to keep track of your time. Perhaps it will. However, CalenDAr is not a "scheduler," as such. It will not help you schedule appointments for an office of people or make sure that Mr. Big's 3:30 staff meeting will not conflict with Mr. Not-So-Big's marketing seminar in the same conference room. Also, it will not let you schedule or manage your time as a project management package would. You cannot "lay out" your monthly schedule graphically as you might on one of those laminated monthly planners available at office supply shops.

Basically, CalenDAr is the classic Alarm Clock DA taken to serious extremes. Like Apple's Alarm

Clock, CalenDAr can be set to "go off" at some point in order to remind you of some critically important thing you have to do. CalenDAr, though, can be set to "tickle" you for an arbitrary number of items that you need to remember. Each reminder has a date and time attached to it, as well as a short section of text which describes the critically important event.

After you set a reminder, CalenDAr will patiently wait until the appointed time arrives and then display a dialog box with the section of text you entered. It will also play a user-selected alarm sound.

In addition to the basic alarm clock function, CalenDAr offers a variety of variations on this punctual theme. CalenDAr will let you set automatic reminders to occur at regular intervals: every month,



Figure 1. Main CalenDAr window.

every day, every Monday, every second Wednesday of the month, at so forth. It will give you the option of getting an "Advance Notice" tickle of a previously set reminder at an arbitrary interval of time before that reminder is due. CalenDAr reminders can be set to repeat themselves at a user-defined intervals until you permanently delete them. There is even a "snooze" feature that optionally allows you to have your otherwise non-repeating reminder to come back to haunt you ten minutes or so after dismissing it.

The user interface is small and unobtrusive. On activating the desk accessory, the main CalenDAr window appears (fig. 1). It is small enough to be tucked permanently away somewhere on the desktop for those with a screen 13" or bigger. Clicking on any date brings up the reminder edit dialog box (fig. 2). This allows you to create a new reminder, setting the various options described above. Option-clicking on any day allows you to review all or a selection of your existing reminders (fig. 3). There are also areas in the main calendar window which allow you to set the day and time, to get help, and to access the CalenDAr sound manager. This is a utility which allows

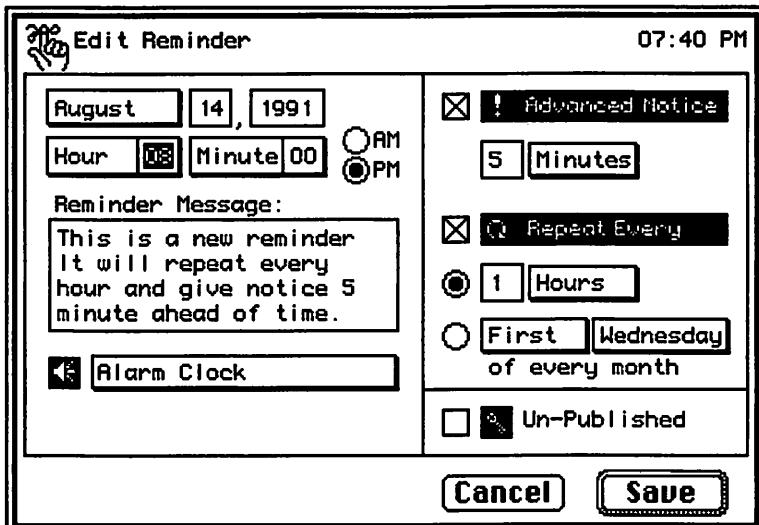


Figure 2. Reminder Edit dialog box.

you to copy any 'snd' resource into CalenDAR so that it can be used as a reminder sound. For those of you with Farallon's MacRecorder package, this utility will allow you to record your own reminder sounds on the fly.

The short manual that comes with the package is clear enough for the

beginner and concise enough to be worth reading all the way through. This documentation was fairly accurate, although it apparently did not describe some of the latest features of the package. Installation is simple enough. In addition to the desk accessory file, the package includes an INIT file and another document to be in-

stalled in the System Folder in order for CalenDAR to operate properly. This INIT will ensure that all pending reminders will be displayed on system startup. The other CalenDAR system document holds a backed-up copy of the reminders that you have set.

The desk accessory lists from Psybron for \$46, though I have seen it on sale from mail order houses for about \$25. This is about right for a piece of software of such limited horizons. In summary, CalenDAR is a well thought-out, extensive alarm clock for the absentminded professor in all of us. It will not schedule your life, but it can help. If you cannot afford to miss essential appointments or forget critical incidents, CalenDAR may be for you. It is definitely a good place to start.

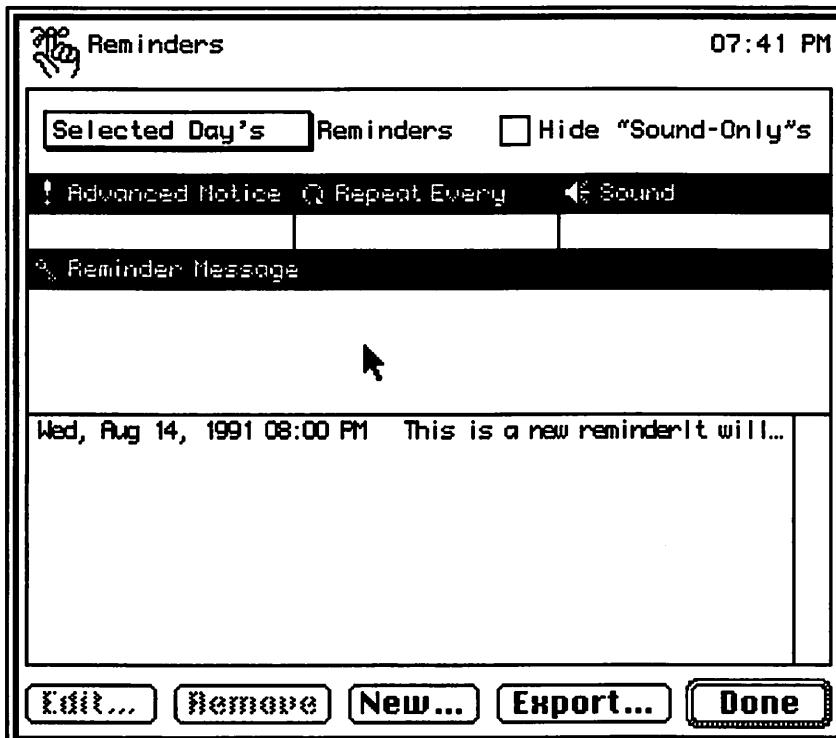


Figure 3. Review reminder box.

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SoftPC

MACINTOSH

Hello, I'd like to talk to you about...MS-DOS.

Now, I know this is a delicate topic for some, but we must accept the obvious. There are times when some of us must work with PC files or programs. Use of Apple File Exchange (written by Apple and included with the system software) is an option, but the translators do not always work as expected. Keeping a PC on your

desk for the times when MS-DOS must be used is both costly and space-consuming. It is much better, then, to simply "tuck" a PC inside your Mac. SoftPC, by Insignia Solutions provides a convenient, easy to use MS-DOS environment.

SoftPC was originally written for Mac II-series computers, and was useless with Mac Pluses or SE's. This year, however, a new version

was issued for use with the Classic, LC, Plus and Portable (conversely, this version will NOT work on the II, IIx, CX, CI, or FX). It emulates a PC compatible computer with 640 kilobytes of memory, a CGA graphics card (capable of displaying up to 16 colors at a time), the "enhanced" 101 keyboard, and a Microsoft Mouse. For the Mac II version, an upgrade is available to emulate an

by Chris Bastian

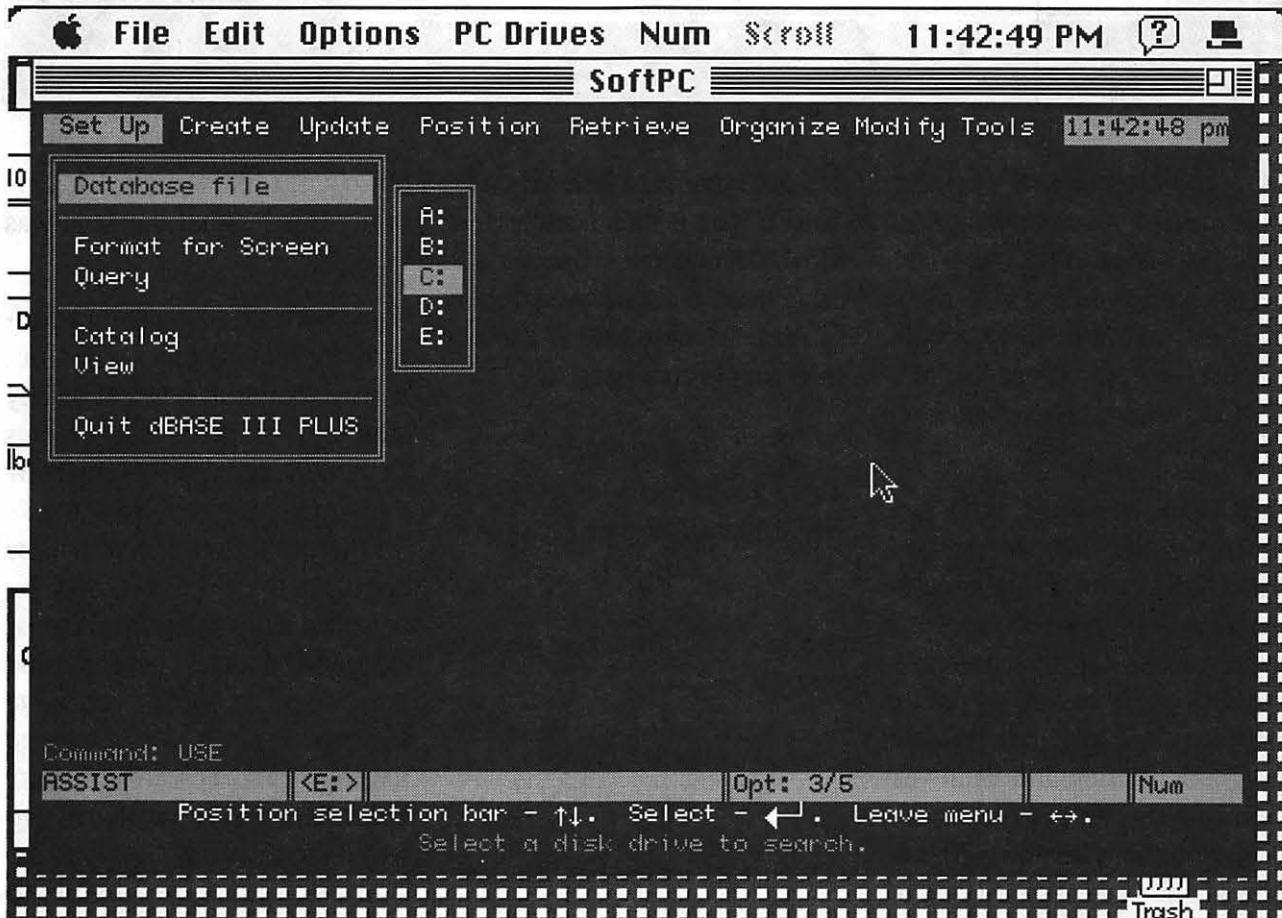


Figure 1.

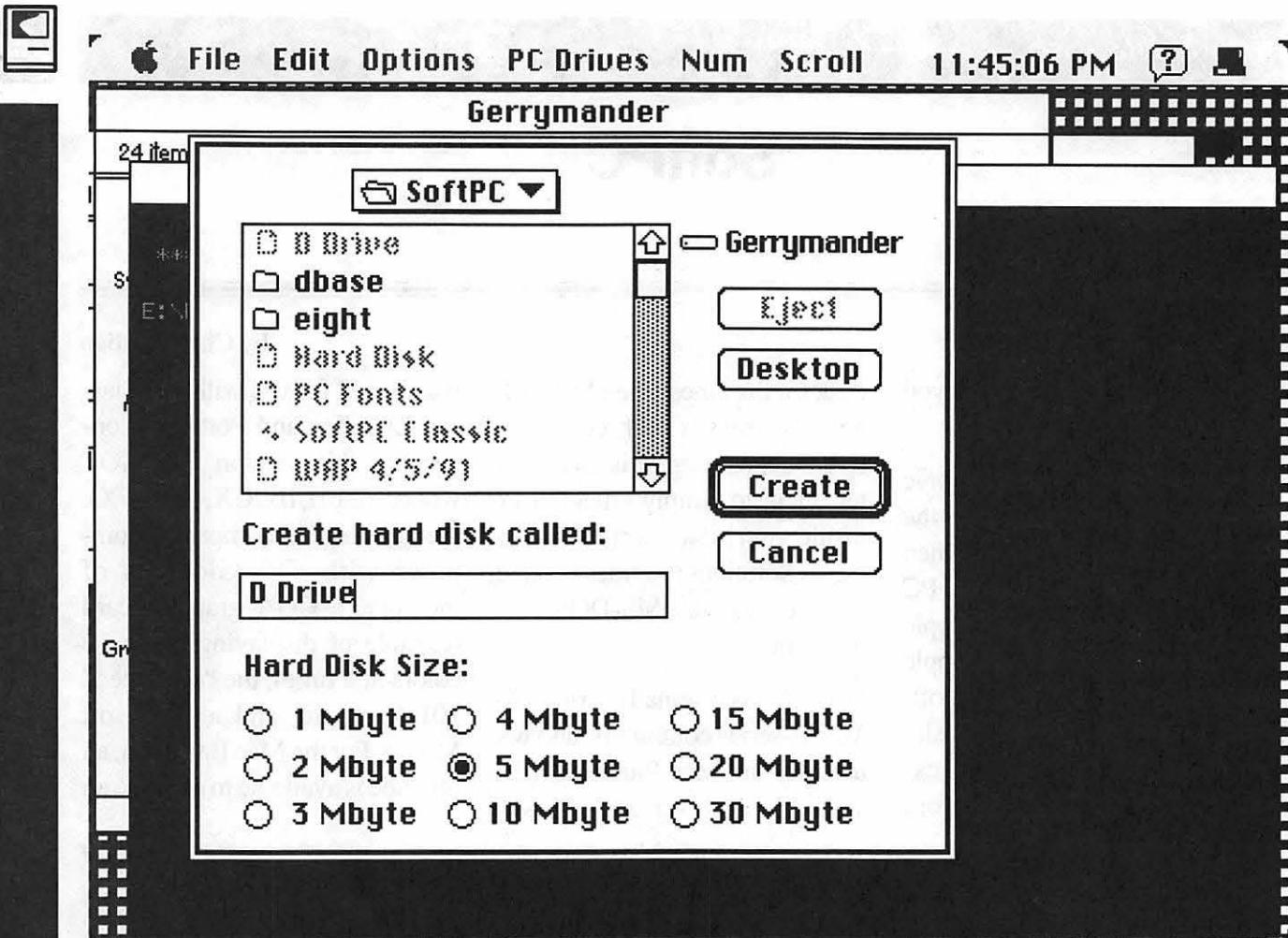


Figure 2

EGA color monitor (a VGA version is under development). Both versions take advantage of a connected hard disk, and will utilize any installed SuperDrives, Kennect or other compatible MS-DOS disk drives to read and write files.

Installation of SoftPC is, in fact, much simpler than setting up a MS-DOS computer (as anyone who has struggled with a PS/2 reference disk can attest). Double-clicking on the install icon of the setup disk will load the emulation program, utilities, and a full version of MS-DOS (the program was issued with version 3.30; Microsoft has since released version

5.0) onto your hard disk. When the SoftPC icon is then launched, an MS-DOS window is opened, and the C: prompt is displayed (Figure 1). You are now free to execute such simple commands as:

```
COPY[/A]/  
B|[D:][path]filename[.ext]/[A]/  
B|[D:][path]filename [.ext]/[A]/  
B]/[V]
```

to copy a file from one name to another, and

```
Prompt $e[35m[$D  
$T]$$_e[36m[$P$G]
```

(I won't tell you what this does,

but try it; I like the result). Certainly this is what the Mac was made for.

Since SoftPC is essentially a platform for running other programs, its own command structure is fairly simple. Disk drive assignments for A, C, D, and E drives are set by the PC Drives menu. Your Mac's 3.5" internal floppy disk will be considered the PC's A disk by default, but this designation can be assigned to any PC compatible drive (3.5" or 5.25") you have attached (The PC Drives menu screen will also let you eject disks). Hard disks may be created in two ways: the easiest is simply to assign the E drive designation to

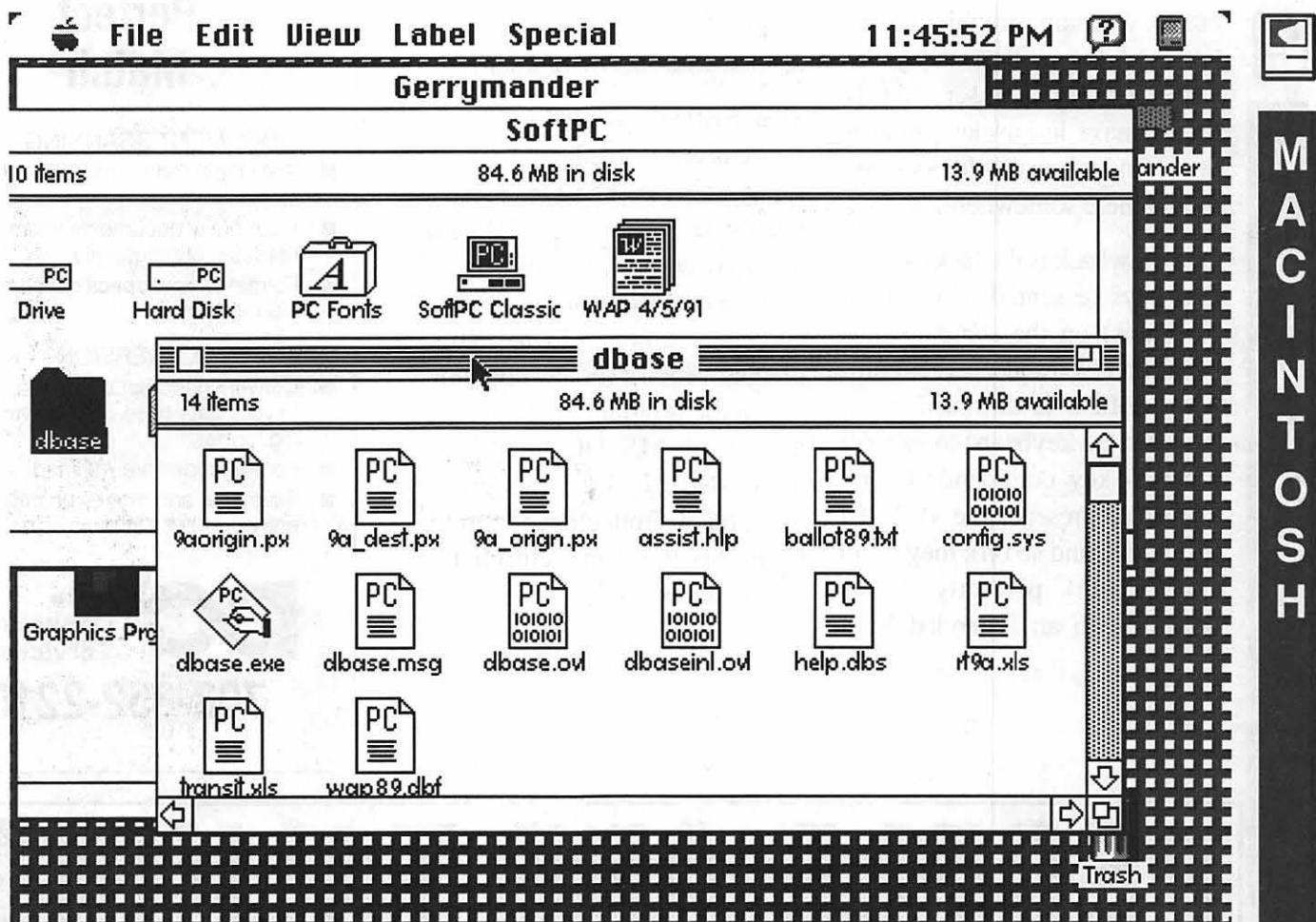


Figure 3

your Mac hard disk, which will allow you to take advantage of any available hard disk storage your Mac has available (SoftPC stores MS-DOS files and directories as Mac documents and folders). Some PC programs, however, (such as LOTUS 123) must be stored in a *C* or *D* drive, in which case you'll need to "format" one (essentially creating a large Mac file of from 1 to 30 megabytes in size into which you can copy files when in the PC environment - see *Figure 2*). The drawback of this method is that you need to assign a fixed amount of your disk space in advance, without always being sure how much you'll need.

The Options menu is used to configure your modem and printer ports to handle PC serial port assignments, and to set up your mouse to work with any PC program with a Microsoft Mouse driver (it's important to remember that when the mouse is in PC mode, it will not reach the Macintosh menus; press command-M to switch back). Printer options are controlled by the File menu. SoftPC will print to most printers your Mac is likely to be hooked to, including the StyleWriter and LaserWriter (PC programs should be configured to print to an Epson or compatible printer through the standard LPT1: port). Documents

can be set to print in their entirety once the application is quit, or with a 30 second lag while the program runs. The Edit menu controls cutting and pasting of data between Mac and PC environments.

SoftPC will load and run virtually any MS-DOS program, unless they have exotic hardware, memory or graphics requirements (game software often violates one of these rules). MS Word, WordPerfect, Lotus 123, Dbase III and Paradox all work without problems in extensive, though not systematic, testing. It is even possible to have your Mac emulate a PC emulating a Mac by running Windows 3.0,

but the atrocious graphics resolution and the endless delays required for the graphic screens to be drawn make it a useless application. I find a deep theological message in here somewhere.

One drawback is the lack of function keys (essential to most PC programs) on the standard keyboard that LCs and Classics come with. SoftPC is designed to re-map the keyboard to execute function key commands (Command-1 represents the PC's F1 command, and so on); they don't always work perfectly. Using SoftPC with an Extended Key-

board produces the desired FKey results, without any problems.

The SoftPC version for the LC+Classic is available in stores for about \$145. The Macintosh II version sells for about \$250, and an EGA add-on (for the Mac II version only) sells for \$125. The software comes with a helpful manual which explains both how to use the program, and the rudiments of MS-DOS (for the uninitiated). Technical support is available without charge from Insignia Solutions in California (a long distance call).

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Accountant, Inc., Professional

A Stereoscopic View

by Bonita Hatfield
& Freddi Galloway

The authors thought it would be interesting to check out Accountant, Inc. Professional and report on it from two different viewpoints in order to give a more comprehensive review of the program. Bonnie reports from the perspective of a full-charge bookkeeper with limited knowledge of the Mac; Freddi gives us the Mac savvy, little bookkeeping viewpoint.

For the Mac Novice

This program is tailor-made for a business like mine because it easily allows me to accommodate a varied clientele. Each of my customers has an individualized accounting system with different kinds of information to capture. One has an extensive inventory, requiring purchase orders to track the flow of material through her system; another bills his customers for ten different services, all at different hourly rates; one is a sole proprietor with no credit accounts (no liabilities either!); and still another has 25 people on payroll and monthly vendor charges of \$50,000. This program can address all their needs better than any small accounting program I've ever used. It is more comprehensive than a lot of big ones, too. I'm impressed.

Accountant, Inc. Professional has everything ever featured in compact accounting software and more, as well as all the old standbys of the larger systems—passwords, check printing with controls, batch invoice printing, pre-sale purchase order quotes, projected budgets, etc. There is, for all intents and purposes, an unlimited capacity for vendor and customer identification, great flexibility in the design of the chart of accounts, and a vast array of reports to analyze data. You don't often find such features in small accounting programs.

Actually, there are two items missing from this otherwise comprehensive menu—recurring entry and consolidated financial statement capabilities. It seems odd that these aren't included because the ability to do recurring entries seems to rate high on the wish lists of accounting software users, and consolidated financials should be standard fare. Perhaps, in the case of the consolidated statements, the program is just limited in its report designs. (I was surprised at how boring the balance sheet and income statement formats are. I look forward to an announcement from Softsync promising a better reports application, one that will truly allow you to customize forms.

The only other negatives I found were simply annoying attributes of this program; three worth mentioning: cumbersome deletes (a common problem with accounting programs, in general), dates which must be entered with slashes instead of as six digit numbers (it really cuts down on speed), and description boxes which only allow you to use about two-thirds of the space you'd think you'd have for a description.

For someone accustomed to working on IBM software, I'm having a ball with a Mac-approach to bookkeeping. *The Accountant's* setup allows you to add, delete, update, peruse and evaluate whenever you get the urge. Doing things the DOS way means backing out of whatever you're in and winding your way through a menu maze to get to a point in five minutes that was available to Mac users in five seconds.

This is an incredibly versatile package. Like many software manuals, *The Accountant's* documentation has limitations. The novice should practice with a mock-version of his/her company. Expecting to start off smoothly with the real thing can cause a great deal of frustration. Because some information cannot be changed until



the end of the fiscal year, the first run allows new users to feel their way around and learn what they need to tell the program while avoiding the risk of doing something incorrectly and having to rebuild the company from scratch. This is typical of accounting software.

For the Bookkeeping Novice

This program does everything that Bonnie said and probably a lot more. I definitely recommend it. There are a few features disconcerting for those who are accustomed to using a Mac, but these problems are, for the most part, fairly minor.

The manuals which come with the program—*Quick Start, Tutorial, and Reference*—are somewhat vague in some places, simply wrong in others. For example, the very first screen that appears is not the one shown in the manual. The picture of a pop-up menu did not properly show the menu as it appears on-screen. These kinds of things might confuse a new user. Software manuals often highlight warnings and/or shortcuts—the reference manual highlights neither, except to warn users not to lock themselves out of the password section. It's relatively easy to get locked out of your files. And, even though Softsync will help you out with your problems, it's a long-distance call that can last quite a while. It is easier, but less secure, to ignore the passwords, allowing anybody into your records. It can save headaches, but highlights the complexity of the password function.

You definitely need to know something about bookkeeping if you want to use this program because the manual never attempts to explain bookkeeping. I was disappointed because I had many bookkeeping questions that I hoped would be answered as I went through setting up a company.

The way the Return, Tab, and Enter keys work is odd. In most programs, the button with a extra-bold border around it is the default, responding to the Return key. In *The Accountant* that happens only if the word in the box corresponds exactly to the word on the key, rendering it useless in several instances. Having become accustomed to this departure from Mac conventions, I used the Enter key to move from place to place when I typed in the Payroll information using the numeric keypad and, in so doing, inadvertently (and permanently) closed down my fledgling company.

Actually, it was several tries before I was able to get my first company going because I occasionally closed myself out of necessary windows too soon. There are four screens that need to be completed before you can properly save the company, and they need to be closed properly, by clicking on the button, not the close box in the window's upper left.

"Customized forms" is a misnomer. The only things that can be changed on the forms are the fonts and font sizes. As a desktop publisher, this annoyed me. If you want a more personalized form—for bills and other kinds of state-

ments—you can request that only the information on the form be printed and use pre-printed forms. This is a poor work-around.

I agree with Bonnie in a hearty recommendation of this program. Several years ago I used two bookkeeping systems for the Mac, and I found one to be incomprehensible for someone at my level and the other extremely limited. Softsync seems to have an awareness of what is required and is filling a vital need for good and usable accounting software. Further, the folks at Softsync seem to be responsive to the needs of their customers. I hope they keep up the good work!

Installation can be tricky because the program does *not* recognize an external disk drive. Keep this in mind while choosing your software.

Once the program was installed, Bonnie took over my computer for several days and fell in love. She emerged only to ask me how much it would cost to set herself up with a Macintosh and a copy of this program. The program's suggested retail price is \$595; however, upon checking with mail order houses, I found out that some are pricing *Accountant, Inc. Professional* in the low \$300s. Other, similar programs are available in the same price range.

Bonnie Hatfield, owns Mt. Rainier Books and does the bookkeeping; Freddi Galloway describes himself as a MacChauvinist with only a little knowledge of bookkeeping.



WAP Training Classes for October

Take some time between football, pumpkin pie, and trick-or-treating to learn some new tricks with your Mac. Some of the treats we offer you this October are our usual three-part introductory Macintosh tutorial, along with some excellent sessions on System 7, telecommunications, and maintaining your Mac. Unless otherwise indicated, all class sessions are scheduled for three hours and will be held at the WAP office in Bethesda.

We urge you to bring your computer with you to the Introduction to the Macintosh classes, since we have none for you to use at the office. If you can't bring your own computer, you'll have to look over someone else's shoulder. For the much anticipated Introduction to Quark XPress classes, you may bring your Mac with Quark installed, or just come and benefit from the knowledge and enthusiasm of Robin Henry. (I have a Mac IIci, color monitor, etc. which are much too cumbersome to carry in to class; some of you have Macs at work, not available for evening or weekend tutorials. I empathize with those of you in similar situations. Many of our classes are just as enriching and rewarding without the individual hands-on dimension. There's more to

computing than merely keystrokes and mouse clicks.) Call me if you have a question about a particular class session at (703) 503-8591 or 5369. If I can't answer your question, I'll put you in touch with the instructor.

Occasionally, the WAP class schedule changes due to conflicts or other circumstances beyond our control. Even as I write this, we are making additions to the class schedule that will be completed after the Journal has gone to press. So please call Bob Morris at (301) 963-3129(h). Bob can answer any of your questions on the latest WAP class schedule, instructors, and the like. However, Bob cannot take your registration over the phone; for registration purposes, directions, and general information call the WAP office. Please call the office at least one business day before the class date to confirm that your class will be held as scheduled. We cannot call you! We sincerely regret any inconveniences that may arise due to scheduling changes.

Coming Attractions: We are rescheduling an interesting and useful session on the Dvorak keyboard with Mike Spevak this November. We also hope to have classes on

typography, Claris Filemaker, Hypercard, and Quark XPress (with the talented Robin Henry) during the next two months. We are looking forward to classes with Paula Shuck, a brilliant programmer and consultant who is an expert in Hypercard, Filemaker, and Excel. (You may know Paula from WAP's Hotline.)

Payment for Courses

The fees for each session are fifteen dollars (\$15) for members, twenty dollars (\$20) for non-members. Please register well in advance for the class or classes you wish to take by either sending in the registration form (which can be found in this or any recent issue of the Journal at the end of this article) or by phoning your registration into the office with a credit card. If you've signed up for a class and need to cancel, please do so two (2) business days before the class, otherwise we cannot refund your money.

Volunteers and Instructors

We need your ideas, comments, or suggestions. Please write to me, Keith Malkin, at 9505 Draycott Court, Burke, Virginia 22015-3253. We must have your



enthusiastic support and creativity to make the Washington Apple Pi Education & Training Program a success. Let us know:

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- Which subjects or software packages you want covered in a tutorial
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- What course, seminar, or workshop you would like to teach

We have reached an important stage in the WAP Education and Training program, and we really need your help. We cannot maintain and expand our program without instructors, seminar leaders, and teachers. We need Apple II-series instructors. And we need seminar leaders who can approach subjects of importance to the Macintosh community, such as:

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- An Introduction to Computer Graphics; Painting and Drawing with Your Macintosh
- A Writer's Guide to the Macintosh
- Macintosh Networking and Connectivity
- Desktop Video and Multimedia with the Macintosh

- Project Management on the Macintosh
- Computer Gaming, Macintosh Style
- A Survey of Macintosh Education Software for Parents and Teachers

Please! If you have the expertise in any area of Macintosh or Apple computing, your fellow users and WAP members need you! You don't have to be a computer jock or digital wizard. A working graphic artist or designer can share DTP or prepress secrets with desktop publishing novices; likewise, accountants, writers, artists, typographers, broadcasters and video producers, photographers, educators, lawyers, sales reps, business managers, musicians and composers, and enlightened parents have knowledge and perspective on computing that would benefit other members or the community. Teaching is fun, rewarding, and you get paid for it! Please call Bob Morris (or me) with any idea you have on teaching a class or seminar.

Many of you have asked for classes on the following software packages and applications:

- Claris FileMaker Pro
- Claris MacWrite II (a "Pro" version is forthcoming)
- Claris Hypercard 2. x
- Microsoft Works
- Timeworks Publish It Easy!
- Quark XPress 3. x
- Macintosh Programming, including Pascal and C.
- Aldus Freehand 3. x

- Aldus Pagemaker 4. x
- Aldus Persuasion
- Adobe Illustrator
- Adobe Photoshop
- Adobe Postscript, Postscript Level 2, and Postscript programming
- File Transfer and Translation (How to transfer files between Macs, Macs and PCs, Macs and other platforms.)

If you are knowledgeable in any of these areas, please consider instructing; your fellow members need you! If you have any subject or software package you would like to teach, please call Bob Morris at: (301) 963-3129 (hm) or (202) 501-7814 (wk). (Instructors are compensated for their time, effort, and expense.)

We must increase class registration to improve and expand our training program. We need to publicize and promote the wonderful, low-cost training we provide to WAP members and the community at large. If you are a graphic designer, commercial artist, illustrator, desktop publisher, editor, ad copywriter, or just an enthusiastic WAP member, please give us a hand with publicity. (This could be a wonderful opportunity for self-promotion, if you are a freelancer or entrepreneur.) We do not need a heavy time commitment, just a few hours each month. Call me at (703) 503-5369, (9AM—6PM) or (703) 503-8591.

Macintosh Tutorials

Introduction to Macintosh, Part I (Course # M101091). This class is



TUTORIALS

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

Materials required: Your Macintosh, external drive, startup disk, and an unformatted disk.

Course Date: Monday, October 14, 1991, 7:00 PM—10:00 PM.

Introduction to Macintosh, Part II (Course #M201091). This class is designed for the beginning user. You should go through the Guided Tour disk that came with your computer before you come to this class. You'll learn each of the components of your Macintosh, both hardware and software. You'll learn the finer points of the Menu Bar, various error messages, what the Clipboard and the Scrapbook are, various peripherals and how they are connected to your Macintosh, and, finally, you'll learn about command key () equivalents (keyboard shortcuts for Menu Bar commands).

Materials required: Your Macintosh, external drive, startup disk, and an unformatted disk.

Course Date: Monday, October 21, 1991, 7:00 PM—10:00 PM

Introduction to Macintosh, Part III (Course #M301091). This class is

designed for the beginning user. You should go through the Guided Tour disk that came with your computer before you come to this class. You'll learn which version of the System software you should be using; you'll learn how to update your system files; about the Set Startup command; how to use the Font/DA Mover; learn about MultiFinder; and finally, you'll learn about the various RAM configurations possible with each Macintosh.

Materials required: Your Macintosh, external drive or hard drive, startup disk, and an unformatted disk.

Course Date: Monday, October 28, 1991, 7:00 PM—10:00 PM.

Introduction to Quark XPress: Part 1, Text Handling and Typography (Course #QX11091). Robin Henry teaches an exciting two-part class designed for the beginning users of Quark. Topics include importing and exporting text, designing with text (frames, grids, and layouts), typography including tracking, kerning, leading, formatting, copyfitting, designing with type, runarounds, rotating type, and other related issues. (Watch for next month's Part 2, Graphics!)

Materials required: (optional) Your Macintosh, hard drive, and Quark XPress, preferably 3.x.

Course Date: Wed., Oct. 23, 1991, 7:00 PM—10:00 PM.

(Note: For those of us with larger Mac II-series boxes and/or large displays, this course will still be of

considerable benefit ! Come with or without your Mac and learn about the most powerful page make-up program currently available from an expert and enthusiastic teacher.)

Seminars

These classes do not require you to bring your computer.

All About Telecommunications (Course # TC201091). This class is intended for beginners and experienced Macintosh users alike. An overview of telecommunications will be provided, including how to make use of telecommunications, how to "upload" and "download" files, file transfer and translation, teleconferencing, protocols and how computers and modems "talk" to one another, electronic bulletin board systems (BBS), E-Mail, Macintosh hardware(including modems), software, and on-line services. Course Date: Saturday, October 5, 1991, 9:00 AM—12:00 NOON

Using System 7.0 (Course # OS201091). A discussion of the new Macintosh operating system, including how to install and use its features. Topics will include the installation process, checking for compatibility, System 7 "friendly" or "savvy" applications, memory management and virtual memory, multitasking, inter-application communication and how to "publish and subscribe" TrueType, font/DA management, sound resources, and other new features of System 7.

Course Date: Tuesday, October 7, 1991, 7:00 PM—10:00 PM.

Maintaining Your Macintosh (Course # OS301091). An excellent course on how to maintain and troubleshoot your Mac. Topics will include avoiding system crashes, how to decipher error messages, how to manage Inits and avoid conflicts, backups, viruses, hard disk management, memory management, the new challenges of System 7, and Macintosh housekeeping philosophies.

Course Date: Sat., 9AM—NOON, Oct. 12, 1991, 7 PM—10 PM

Other Educational Opportunities
We shall try to present other training opportunities for your information and consideration. For example, the Apple-American

Film Institute Computer Center for Film and Video makers opened last May 18 in Los Angeles with a sold-out enrollment for the hands-on computer class, Mac Fundamentals for Film and Video Professionals. Apple Computer and more than 35 other companies have donated computer, video and audio hardware and software to the Apple-AFI center. The center has already held dozens of classes, workshops, symposia, and seminars covering a broad range of interesting computer applications for screenwriting, motion picture and video production, independent film and video production, film score composition, desktop video, electronic visualization, interactive media, hypermedia, nonlinear editing, computer graphics and art, electronic story-boarding,

proposal and presentation production, corporate communications, broadcast graphics, and print graphics. To receive course descriptions and mailings from the center, which is located in Los Angeles, call (213) 856-7664. For info on joining the American Film Institute, call (800) 999-4AFI.

Eastman-Kodak has a center in Rochester, NY full of lightning-fast Mac IIfxs and lots of electronic photo and imaging equipment and software. If this piques your interest keep reading the Journal for more information in future installments. Keep watching the Journal pages for other training opportunities, especially those coordinated by the Desktop Publishing SIG, which is so ably chaired by Tom Piwowar.

Washington Apple Pi Tutorial Registration Form

Washington Apple Pi
7910 Woodmont Avenue, Suite 910
Bethesda, Maryland 20814
301-654-8060

Basic Information

Name _____

Address _____

City/State/Zip _____

Phone (day) _____ (Eve) _____

Member Number _____ Non-Member

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

Check/Money Order Credit Card Card Number _____

Card Expiration _____ Signature _____

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

Course Numbers

Please fill in the course number of the class you wish to take...

Class # 1 _____

Class # 2 _____

Class # 3 _____

Class # 4 _____

Class # 5 _____

Class # 6 _____

Apple II/III**Apple II****GENERAL**

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

ACCOUNTING PACKAGES

BPI Programs
 Jaxon Brown (301) 350-3283
BPI & Howardsoft (Tax)
 Otis Greever (615) 638-1525
Dollars & Sense
 Barry Fox (717) 566-6709
Home Accountant
 Leon Raesly (days; 9-5) (301) 220-3113
Quicken
 Gary Hayman (301) 345-3230
Apple SSC
 Bernie Benson (301) 951-5294
AppleWorks
 Ken DeVito (703) 960-0787
 Ray Settle (301) 647-9192
 Harry Erwin (before 10pm) (703) 758-9660
 Gary Hayman (301) 345-3230
 Leon Raesly (days; 9-5) (301) 220-3113
AppleWorks Database
 Morgan Jopling 1 (301) 721-7874
 Roger Burt (301) 424-6927

COMMUNICATIONS

ProTerm
 Alan Levy (301) 340-7839
 Ray Settle (301) 647-9192
Talk is Cheap/Pt. to Pt.
 Barry Fox (717) 566-6709
DataBases
DBMaster, Pro IIe
 Bob Sherman 1 (305) 944-2111
dBase II
 John Staples (703) 255-6955
dBase II&III, Data Perfect, Db Master-PRO
 Leon Raesly (days; 9-5) (301) 220-3113
Profiler 3.0
 Barry Fox (717) 566-6709

HARD DISKS

General
 Wayne Meckling (301) 463-2153
CMC (not CMS)
 Barry Fox (717) 566-6709
Corvus & Omnitel
 Tom Vier (12N-6PM) (703) 860-4810
Corvus
 Leon Raesly (days; 9-5) (301) 220-3113
Sider
 Jaxon Brown (301) 350-3283
 Otis Greever (615) 638-1525

LANGUAGES

Applesoft
 Louis Biggie (301) 967-3977
 Peter Combes (301) 251-6369
 Leon Raesly (days; 9-5) (301) 220-3113
 John Love (703) 569-2294
Integer Basic

John Wiegley after 2:15 (703) 437-1808
 John Love (703) 569-2294
Machine Pascal
 Michael Hartman (301) 445-1583
C and TML Pascal
 Harry Erwin (before 10pm) (703) 758-9660

OPERATING SYSTEMS

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

SPREADSHEETS

General
 Walt Francis (202) 966-5742
MagicCalc/SuperCalc 2.0
 Leon Raesly (days; 9-5) (301) 220-3113
Telecommunications
 Dale Smith (301) 762-5158
 Allan Levy (301) 340-7839
TimeOut Series
 Morgan Jopling 1 (301) 721-7874
Utilities: ProSel
 Barry Fox (717) 566-6709

WORD PROCESSORS

General
 Walt Francis (202) 966-5742
Apple Writer II
 Dianne Lorenz (301) 530-7881
 Leon Raesly (days; 9-5) (301) 220-0717
AppleWorks GS
 A.D. (Bill) Geiger (703) 237-3614
 Andy Gavin (703) 734-3049
Letter & Simply Perf
 Leon Raesly (days; 9-5) (301) 220-3113
Mouse Write
 Barry Fox (717) 566-6709
Publish It!
 Gary Hayman (301) 345-3230
 Ray Settle (301) 647-9192
ScreenWriter II
 Peter Combes (301) 251-6369
 Gene Carter (202) 363-2342
Word Perfect
 James Edwards (301) 585-3002
 Henry Donahoe (202) 298-9107
Word Star
 Art Wilson (301) 774-8043

Apple IIGS

Paul Tarantino (before 10pm) (703) 451-5608
 Neil Laubenthal (703) 691-1360
 A.D. (Bill) Geiger (703) 237-3614

GENERAL

Barry Fox (717) 566-6709
IIe Upgrade
 Morgan Jopling (301) 721-7874
APW
 Andy Gavin (703) 734-3049
 Leon Raesly (days; 9-5) (301) 220-3113
Deluxe Paint II
 Rich Sanders (703) 450-4371
GS BASIC
 Barry Fox (717) 566-6709

Multiscribe GS

Ray Settle (301) 647-9192
TELECOMMUNICATIONS
 Dale Smith (301) 762-5158
 Allan Levy (301) 340-7839
 Bob Sherman (305) 944-2111

MouseTalk

Dale Smith (301) 762-5158
 Ray Settle (301) 647-9192
TimeOut Series & Utilities: ProSel

Ray Settle (301) 647-9192
 Barry Fox (717) 566-6709
816 Paint/Writ'r's Ch.El

Andy Gavin (703) 734-3049
Apple II Hardware Epson printers, hard drives,

Guy Durant (202) 363-0366
Wayne Meckling (301) 263-4053

Apple II printing
 Bob Sherman (1305) 944-2111
Apple III

GENERAL (APPLE III)

Jim Jutzin (703) 790-1509
 Dave Ottalini (301) 681-6136
3 Easy Pieces
 Robert Howe (916) 626-8198
 David Jernigan before 9 pm (703) 822-5137
Word Juggler
 Tom Linders (408) 741-1001
 Charlene Ryan (703) 822-5137
Pascal
 Charles Sykora (912) 729-2968
Apple Speller
 Dave Ottalini (301) 681-6136

Beagle Buddies**MARYLAND**

Ray Settle (Annapolis) (301) 647-9192
 Scott Galbraith (Frederick) (301) 865-3035
 W. T. Cook (Columbia) (301) 995-0352
 Gary Hayman (Greenbelt) (301) 345-3230
 Lee Raesly (Adelphi) (301) 220-3113
 Allan Levy (North Potomac) (301) 340-7839
 David Page (301) 599-7630
 Don Avery (Bethesda/DC) (202) 362-1783

VIRGINIA

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

OCTOBER

2 Wednesday	7:30 PM dPub SIGPEPCO
7:30 PM	Mac Programmersoffice
3 Thursday	7:00 PM Columbia SliceColumbia
7:30 PM	GameSIGoffice
5 Saturday	9:00 AM Seminar (Telecommunications)office
7 Monday	7:00 PM PI-SIGcall
8 Tuesday	7:00 PM Seminar (Using System 7)office
9 Wednesday	7:30 PM Board of Directors Mtng.office
7:00 PM	Telecomm SIGoffice
7:15 PM	Mac Databases SIGISS, Inc (Fairfax)
10 Thursday	8:00 PM StockSIGoffice
12 Saturday	9:00 AM Annapolis SliceSeverna Park
9:00 AM	Seminar (Mac Maintenance)office
9:30 AM	Frederick SliceFrederick
14 Monday	7:00 PM Tutorial (Mac Intro. I)office
16 Wednesday	7:30 PM Excel SIGoffice
7:30 PM	Fed SIGcall
7:30 PM	HyperTALK SIGArlington
17 Thursday	7:30 PM AV SIGoffice
21 Monday	7:00 PM Tutorial (Mac Intro II)office
23 Wednesday	7:00 PM Workshop (Quark Xpress)office
24 Thursday	7:30 PM Writers' Deadline—December Issue Ad Space Deadline—December Issue Ed SIGcall office
26 Saturday	8:00 AM AppleWorks SIGbefore WAP Mtng.
9:00 AM	WAP General Mtng.Holiday Inn
28 Monday	7:00 PM Apple IIGS SIGBethesda (call) 7:00 PM Tutorial (Mac Intro III)office

The October meeting will be held in the Regency and Halpine Rooms of the Holiday Inn, Crowne Plaza, located at 1750 Rockville Pike, Rockville, MD Time: 9:00 AM.

Peter Cook is our new Calendar Editor. If you wish to announce meeting times, special events, or schedule changes, you may contact Peter at 301-386-6476 (daytime).

WAP General Meetings

Monthly General Meetings are generally held on the 4th Saturday. We are still looking for a semi-permanent "home" for the General Meetings. Requirements are: two meeting rooms, one holding approx. 50 people and the other approx. 250 people. Anyone with suggestions please contact Nancy Pochecko at the WAP office (301-654-8060 in Bethesda).

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

Meeting Notices

Annapolis Slice —2nd Saturday; Severna Park Library on McKinsey Road (off Rt. 2) Severna Park, MD, 9:00 AM.

Apple IIGS SIG —normally the Monday after the regular WAP meeting; alternates between Dolley Madison Library in McLean and (NEW) NIH (Building 31, C Wing, 6th Floor, Conference Room 9) in Bethesda at 7:00 PM. Call Gary Hayman, (301) 345-3230, for information.

Apple III SIG —Meets informally quarterly; please call SIG chair for details

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

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

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

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

Ed SIG (Educational programs) —4th Thursday; WAP office, 7:30 PM.

October

SU	MO	TU	W	TH	FR	SA
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31		

Meeting Notices

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, VA, 7:30 PM. Call Jim Manley, (703) 490-1034, to confirm location.

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

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

HyperCard SIG—currently dormant.

HyperTALK SIG—3rd Wednesday; at the Fairlington Community Center, 3300 South Stafford Street, Arlington, VA at 7:30 PM.

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

Macintosh Databases SIG—Second Wednesday each month of 1991, 7:15 PM start (until about 9:30 or 10:15 PM); at the demonstration room of Innovative Systems Solutions, Inc., Suite 300, 3702 Pender Drive, Fairfax, Virginia; just around the corner from the interchange of U.S. Route 50 and U.S. Interstate 66; absolutely free parking.

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

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

Telecomm SIG—2nd Wednesday, WAP office, 7:00 PM.

Notice: Anyone having information on changes to the WAP calendar is requested to call the Calendar Editor, Andy Shaw, at home (301) 595-2539, in Beltsville, MD, or Nancy Pochecko at the WAP office, (301) 654-8060, in Bethesda, MD. E-mail can be left at: Andy Shaw, Twilight Clone BBS in Silver Spring, MD.

NOVEMBER

4 Monday	7:00 PM	PI-SIG	office
6 Wednesday	7:30 PM	dPub SIG	PEPCO
	7:30 PM	Mac Programmers	office
7 Thursday	7:00 PM	Columbia Slice	Mt. Hebron HS
	7:30 PM	GameSIG	office
9 Saturday	9:00 AM	Annapolis Slice	Severna Park
	10:00 AM	Frederick Slice	Frederick
13 Wednesday	7:30 PM	Board of Directors Meeting	office
	7:00 PM	Telecomm SIG	office
	7:15 PM	Mac Databases SIG	ISS, Inc. (Fairfax)
14 Thursday	8:00 PM	Stock SIG	office
20 Wednesday	7:30 PM	Excel SIG	office
	7:30 PM	Fed SIG	call
	7:30 PM	HyperTalk SIG	Arlington
21 Thursday	7:30 PM	AV SIG	office
22 Friday	Writers' Deadline—January Issue Ad Space Deadline—January Issue		
23 Saturday	8:00 AM	AppleWorks SIG	call
	9:00 AM	WAP General Meeting	call office
25 Monday	7:00 PM	Apple IIGS SIG	call
28 Thursday	7:30 PM	Ed SIG	office

November

SU	MO	TU	W	TH	FR	SA
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30

Macintosh**GENERAL**

Jeff Alpher to midnight (301) 630-2036
 Shabtai Klein (301) 270-2250
Art & Video
 Nancy Seferian (202) 333-0126

Borland Products

Doug Ferris day only (800) 826-4768

DATABASE PROGRAMS**Fourth Dimension**

Bob Pulgino (301) 474-0634
 Peter Yared (301) 564-1560

FileMaker Pro

Tom Parrish (301) 654-8784
 Mort Greene (703) 522-8743
 Paula Shuck bef. 10pm (301) 621-5549

Helix

Jim Barry to midnight (703) 662-0640
 Harvey Levine (301) 299-9380

Double Helix

Paula Shuck bef. 10pm (301) 621-5549

MS-File

John Love (703) 569-2294
 John Spencer (301) 730-1084
 Mort Greene (703) 522-8743

Omnis 3 & 3+

Jeff Alpher to midnight (301) 630-2036

OverVue

J.T. Tom DeMay, Jr. (301) 461-1798
 Tom Parrish (301) 654-8784

Pro-Cite

Elizabeth Mangan (703) 750-2710

DESKTOP PUBLISHING**General**

Jay Rohr (301) 655-0875
 Freddi Galloway (V/TTY) (703) 768-5315

ReadySetGo

Jim Graham (703) 370-5737
 Marty Milrod (301) 464-5981
 Freddi Galloway (V/TTY) (703) 768-5315

PageMaker

Mort Greene (703) 522-8743

Quark Xpress

Ron Mann (202) 333-3409

GRAPHICS**General**

Bill Baldridge (301) 779-8271
 Jay Rohr (301) 655-0875

Adobe Illustrator

Ling Wong (703) 378-5102
 Canvas

Bill Baldridge (301) 779-8271
 Tom Parrish (301) 654-8784

MacDraw

Tom Berilla (301) 434-3256
 Tom Parrish (301) 654-8784
 John Spencer (301) 730-1084
 Shabtai Klein (301) 270-2250

ImageStudio

Mort Greene (703) 522-8743
Studio/1

Jamie Kirschenbaum (eves.) (703) 437-3921

SuperPaint 2.0

Mort Greene (703) 522-8743
VideoWorks

Mort Greene (703) 522-8743
Inside Mac

Jon Hardis (301) 330-1422
 John Love (703) 569-2294

LANGUAGES

Pascal
 Michael Hartman (301) 445-1583

MS BASIC
 John Love (703) 569-2294

SPREADSHEETS & CHARTS

General
 David Morganstein (301) 972-4263

Bob Pulgino (301) 474-0634
 Tom Cavanaugh (301) 627-8889

Excel
 David Morganstein (301) 972-4263

Mark Pankin (703) 524-0937
 Jim Graham (703) 370-5737

Dick & Nancy Byrd (703) 978-3440
 Bob Pulgino (301) 474-0634

Tom Cavanaugh (301) 627-8889
 Paula Shuck bef. 10pm (301) 621-5549

Kirsten Sitnick (301) 750-7206
 Mort Greene (703) 522-8743

WingZ
 Kirsten Sitnick (301) 750-7206

MultiPlan
 John Love (703) 569-2294

TELECOMMUNICATIONS

General
 Allan Levy (301) 340-7839

CompuServe
 Michael Subelsky (301) 949-0203

WORD PROCESSORS

Microsoft Word
 Marty Milrod (301) 464-5981

Harris Silverstone (301) 435-3582
 Tom Cavanaugh (301) 627-8889

Freddi Galloway (V/TTY) (703) 768-5315
 Kirsten Sitnick (301) 750-7206

ThinkTank-More
 Jim Graham (703) 370-5737

Tom Parrish (301) 654-8784

Hebrew Word Processing

Tim Childers (301) 997-9317
WriteNow

Bill Baldridge (301) 779-8271

WordPerfect—Mac

Curt Harpold (202) 547-8272
Microsoft Works

Amy Billingsley (301) 622-2203
MISCELLANEOUS

MacProject
 Jay Lucas (703) 751-3332

Norbert Pink (703) 759-9243
HyperCard

Rick Chapman (301) 989-9708
HyperTalk

John O'Reilly (703) 824-8371
File Transfer

Mort Greene (703) 522-8743
Backfax

Mort Greene (703) 522-8743
HyperCard Scripting

Jamie Kirschenbaum (eves.) (703) 437-3921
SoundEdit

Jamie Kirschenbaum (eves.) (703) 437-3921

General**Games-Apple II**

Charles Don Hall (703) 356-4229

John Wiegley after 2:15 (703) 437-1808

IBM

Leon Raesly (301) 220-0717

Math-OR Applns

Mark Pankin (703) 524-0937

Modems-General

Allan Levy (301) 340-7839

Hayes Smartmodem

Bernie Benson (301) 951-5294

Practical Peripherals

Allan Levy (301) 340-7839

Printers-General

Walt Francis (202) 966-5742

Leon Raesly (301) 220-0717

MX-80

Jeff Dillon (301) 662-2070

Stat Packages

David Morganstein (301) 972-4263

Stock Market

Robert Wood (703) 893-9591

MS/DOS

Tom Cavanaugh (703) 627-8889

Dvorak Keyboard

Ginny & Michael Spevak (202) 244-8644

Frederick Apple Core Help Line

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

Oscar Fisher (Frederick)	694-9237 Apple II, GS
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

Byts and Pyces

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II

This is a regular monthly column which includes Apple II hints, techniques, suggestions, helps, information, news, etc. Information which may not, in itself, warrant a separate article in the Journal but would, nevertheless, be of interest to Apple II readers. You are asked to submit your hints, ideas and suggestions to me for monthly organization and publishing. You may do it via the TCS or direct mail to me at 8255 Canning Terrace, Greenbelt, Maryland 20770. Telephone calls to (301) 345-3230. Please note that this column is often submitted for publication 45 to 75 days prior to its appearance in print.

Programmer's Dilemma

by Don Lester, Vancouver, BC as reported in Orange Bytes

I sit before my PC; the screen is cold and black.

I push the keys I think will work, But nothing's coming back.

I know it's not the RAM or ROM Since they were both just tested. Maybe it's hung up in some deep loop I'd nested?

The floppy drives sit silently. Their little lights are out. I search the screen for any clue To what it's all about. Could it be a vicious virus deep

down is the root? All else fails, I push the button; Go for a re-boot. But nothing works! Is there no cure? I must seek out this bug! That's when I look down and see That someone pulled the plug!

Double Density vs. High Density

This interesting piece comes from the MEI/Micro Center Catalog.

Many computer users are confused about the difference between double density and high density diskettes. The basic difference is in the size of the magnetic particles. The differences in particle size applies to both 5.25" and 3.5" diskettes.

The magnetic particles used in the coating of high density media are smaller than those found in the double density media. The smaller particles are what allow the high density disk to have a higher capacity to hold data. Since the particles are smaller they emit a lower voltage or signal strength. To compensate for this smaller voltage, the read/write head used on a high density drive is more sensitive so that it can read the signals accurately.

by Gary Hayman

On a double density diskette the magnetic particles are larger. These larger particles will send out a stronger voltage or signal strength. The read/write head used in a double density disk drive is less sensitive than those found in a high density drive. The double density and high density sensitivities are different so that they can clearly read the signal being sent.

Interchanging high density and low density disks will often cause data errors because the read/write heads will either be too weak or too strong to read the signals clearly. This can also result in problems retrieving data and/or the inability to format a diskette.

Warning

Jim Hood writing in Orange Bytes (WA) shares this sage advice: "Don't install or change add-in circuit boards or cards within your computer with the power on. And be extremely careful about static electricity. Try to briefly touch a metal ground, such as a lamp or metal window frame to discharge stray static electricity before you touch the inside of the PC. Static electricity discharges can blow out one or several integrated circuit chips and leave you with a repair

bill of \$300 or more." [Touching the power supply of your Apple II also supplies you with a ground to discharge static electricity. There are also anti-static pads that you can purchase which you touch before even typing at your computer.-GH]

ImageWriter Lore

Rich Sanders shares some ImageWriter information. He tells us: "If you take the ribbon [out of an ImageWriter II] you will see a small rectangular hole near the front of the platen that holds the ribbon. In that hole is a small metal spring that makes contact when it is pushed down. A black (or single color) ribbon has a much larger opening where the ribbon is. Actually, you don't have to remove the ribbon if it is a black one. However, if it is a four colored one then the hole is much smaller. And if you look on the underside you will see a small protrusion which presses down on the spring and causes it to keep in contact with the metal. You can cause this to happen by removing the clear portion of the lid, and holding the metal spring down with a pencil eraser, and then selecting 'print.'"

Memory, Memory

David Weitzberg was experiencing a little problem printing with AWGS on his ImageWriter II. He felt that he had plenty of memory available. KimBrennan thinks differently and explains: "I would say that you are experiencing low memory. 300K is nothing, especially in AWGS.

Remember the document you load in (even if it is small) will call for one of the AWGS modules to load into memory. So suddenly you will have lost 100K or more of memory space. When you try to print, you will lose more space because the printer drivers need memory space, both to load into and also to set up the document to be printed.

"One page of a word processed document will need approximately 250K of memory to set up the page IF you are using the best printer resolution (this is assuming you are printing on an ImageWriter II — a Laser printer or other printer with higher resolution will require vastly more amounts of memory). If you are using only standard quality on the ImageWriter you will still need about 60K of memory to set up the page."

Barnes' Letter To Apple II Developers

I am reporting parts of Robert Barnes' (Evangelist Apple II Business Unit) recent letter to Apple II Developer because it contains some information of interest to Apple II readers:

"Apple Computer, Inc. was founded 14 years ago based on one product, the Apple II personal computer. The Apple II and IIGS contribute to our continued success. It also challenges us as a computer company.

"It is important to us that you understand the motivation and vision which drives us to release new and improved products for

the Apple II family. We hope to afford you a new opportunity to profit and grow with us.

"We welcome and encourage your participation in the upcoming seeding programs and urge your constructive feedback on our newest Apple II products.

"We believe that the mission of the Apple II Business Unit is three fold:

1. Continue to fulfill demand for affordable computers with a large software spectrum and hardware support. There remains a large market for color computers in the consumer and education price range. The Apple IIe and Apple IIGS continue to show strong demand.
2. Enhance and improve the user experience of those who have previously invested in the Apple II family. How? By providing solutions that address obstacles to many customers, i.e., such as networking, throughput, and storage options.
3. Our key focus is shifting to consumers, while our support for education remains constant.

"We continue to invest significant resources in achieving our goals.

"We have all enjoyed the evolution of the product line from the original Apple II to the II Plus, IIe, IIe enhanced, IIC, IIGS (01), IIC Plus, and IIGS (03). Apple II evolution has not stopped. As many of you have heard, we are currently

working on new enhancements and options. No seeding has taken place at this time. This letter is your invitation to continue the journey.

"Over the next few months we will be seeding a number of new products that answer the needs of our market. Upcoming products provide advances in storage media options. Networking will get a boost. The IIe card for the LC will gain network, fileserver and hard disk support. Another product will answer the requests for improved speed, more consistent user interface performance, and a host of user features that enhance the Apple IIGS experience.

"As developers, you have already made an intellectual and financial investment in products for the Apple II Family. Your investment can generate improved incremental revenue. By making the relatively small investment in time and energy necessary to support these newest enhancements you will be expanding your market and allow us to include you in the promotional materials we produce. All this adds up to new marketing potential that demands your consideration.

"Even more important is our renewed focus on consumer business. New marketing opportunities are upon us. Those who address the needs of the individual user may expect renewed emphasis from our team in this area.

"Someone you care about is using an Apple II computer right now.

Your involvement with furthering the adventure can benefit everyone."

[GH: I've read many statements from Apple personnel similar to this before. I have my fingers crossed.]

Achtung and Drive Fast

Dave Harvey was kind enough to furnish some comments by Martin Georg of Frankfurt, Germany which appeared on the NetNews/Info.Apple board of Pro-Novapple (a BBS run by Novapple). Georg is discussing a Megaboard and writes, "Yes, the Megaboard is a ST-506 Controller that was originally designed and distributed by a German company, *Frank & Britting*, named after the Inventor and designer of the board, Mr. Britting. Mr. Britting stopped development on that board about three years ago, but he's still here in Germany (somewhere near Mannheim) and very helpful when it comes to solving problems for the existing user base.

"However, there's another person here in Germany who's also involved in hard disk adapters for MS DOS style hard drives. He currently has two controller types for sale, one of which is a redesign of the original Megaboard controller. It's called 'Hard Port FaST-506' and allows data transfer rates of up to 220KB per second, which is much faster than the original Megaboard (100KB/s) or the Apple Rev. C card (80KB/s). Included with the FaST-506 is a slot specific EPROM and a special GS/OS driver for optimal

performance.

"The other controller is brand new and is called "RAMFAST IDE." It is a hard disk controller for AT-Bus hard disks like those now commonly used in MS DOS machines. This board also carries a slot specific EPROM and comes with a special GS/OS driver. The board has, like the FAST-506, 16-bit data transfer, and, in addition, an 8-KB cache buffer. It is not much slower than a RAMFAST SCSI [Ed—and this should not be confused with it] from CV Technologies, but it is much cheaper.

"The full package includes: hard disk controller (either RAMFAST IDE or FaST-506) hard disk cables, complete manual, and diskette containing: *The content of all slot specific EPROMs; The GS/OS driver for all slots; A hard disk formatting and preparation utility; Utilities for bad block scans and remapping, speed tests and much more.*

"Both controllers work in every Apple II+ (64KB), IIe (even unenhanced) and Apple IIGS (System Software 5.x is highly recommended!) You have to specify your machine type and disk size!!!

"And now the price: RAMFAST IDE, as described above: 170 Deutsche Mark [\$97]; MegaBoard FaST-506, as described above: 140 DM [\$80]. You need to include shipping and handling, but I'm uncertain of the current rates. For more information, write the following address: Mr. Joachim



Lange, Schoenstrasse 80a, D-8000 Muenchen 90, or telephone: Germany 89 6515150 (12:00 am - 4:00 pm Eastern time only, please!).

"I can highly recommend Mr. Lange and his boards. He's a long time member of my Apple IIGS users' group and is very helpful and friendly when it comes to providing assistance for its products. And the prices can't be beat - compare it to SCSI drives and the RAMFAST SCSI."

Cajun Computer Repair- Hot Stuff

Stan Palen writes about his experience with a Louisiana computer repair company: "Just a short note - My GS failed about three weeks ago. I elected to get a new mother board from Shreve Systems. They shipped me a repaired board 'Blue Label' at my expense. They charged me \$395, plus shipping. I could not get any of the internal slots to work, so I requested another. I shipped two bad boards back to them, and they shipped me another repaired board. The second worked fine. I got the first board in two days, which if it had worked would have had me back online in two days. By the way, you get \$110 for the bad board when they get it back. I felt this was much better than going to DC twice (60 miles each way), paying my friendly Apple dealer \$300 or so, and waiting a minimum of three days. I was very pleased with Shreve Systems.

"While I was checking out my

systems, I plugged my RAMFAST card into another system and disaster resulted. I had an old Transwarp card, not DMA compatible. DO NOT DO IT. I trashed my hard disk - nothing recoverable. Because the card was not DMA compatible, it wrote trash to the disk during boot up. Be very careful in this arena."

Pre-size Your Print Shop Graphics

Lee Raesly was working on a project using Print Shop graphics in *Publish.It*. I wrote him a note that may be of interest to you, too. I have found that if you sized your empty graphic in *Publish.It* as .750 x .736 you will get an accurate 'cut'. If you want to do an enlargement, then use the formula .981 x W = H. This will produce the best looking pixel representation and keep the aspect ratio the same.

If you have a Print Shop Picture (we're speaking of original PS here) that you plan to cut and use in *Publish.It*, set the graphic box at .750 x .736 before you capture it (no adjusting on the graphic screen needs to be done - just press Return to capture the icon). Move the graphic to where you want it. You may decide that you want the graphic to be enlarged to two inches on the paper. Double click the graphic (PI4) or OA-M (PI3) and set the width to two inches and the height to 1.962 (two times .736) and the aspect ratio will be correct. This is more important when there are circles or smooth curves in the

graphic.

More on Graphics

Steve Schulman wrote: "I'm confused about converting graphics files. I have *DPII*, *Publish.It 2*, *PSGS*, as well as some *DOS 3.3* clip art. I don't know how to get *DPII* creations into a form where they can be used by *Publish.It* or *PSGS*; nor how to use *PSGS* graphics (color) in *Publish.It* (B&W). Are there public domain solutions?"

I know that *the Graphics Exchange* will convert *PSGS* graphics. *Publish.It 4* now allows the importation of New Print Shop graphics. So the first thing that you should do is upgrade to *Publish It 4*. Next, you'll need to be able to use *PSGS* in *Publish.It*. A conversion program is needed to get the pictures into NPS format — probably *The Graphics Exchange*.

Graphics are not printed in color in *Publish.It*. They are imported in color. You might even select color in the printing, but they come out in black and white (with a black ribbon, of course.) You can't put a multi-color ribbon in your IW and get a multi-color graphic. The color aspect of *Publish.It* is only for the text and some algorithms that process the color imports to black and white.

Seriously, with the thousands (I have at least four thousand) of PS DOS 3.3 pictures available at little or no cost, it is still best to import them into *Publish.It* when needed. They can easily be cataloged with P.L.U.S. for a ready reference file.

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If you want, you can convert them to New Print Shop format with a utility on the New Print Shop disk. Then you can import them with *Publish It.* 4. You will then have them in ProDOS format. Unfortunately, you are still limited to having only 85 pictures in a directory, but you could have several directories on a disk. This way you could have more pictures on a 3.5 ProDOS disk.

Lee Raesly has taken yet a different approach. He is converting his PS DOS 3.3 graphics to DHR and placing them 20 to a DHR graphic. He then catalogs them (on paper), printing three DHR graphics to a page (giving 60 PS graphics per printed page). As he had mentioned, he is presently sorting his graphics into topics so that he can easily find what he wants. When he needs a graphic, he refers to this catalog, finds what he wants, imports a DHR graphic into *Publish It.*, cuts the one that he wants from among the 20 that appear, and he is in business.

With quick figuring, I feel that he will be able to put about 47 DHR graphics on a disk ($47 \times 33 = 1551$). Since each DHR graphic will contain 20 icons, he will have a total of 940 PS icons on a disk — pretty good. Then, with just seven or eight disks, he could have his entire collection available to him.

Not in the Buff-er

More sage advice from Kim Brennan as he answers a statement made by an individual who suggested that getting a larger buffer for your printer would speed

up graphic printing. "Not so!" cried Kim, "When printing in graphics mode, you will rarely, if ever, have need of a buffer because the computer...even a zipped IIe or GS is not sufficient to the task of outputting the data as fast the printer can take it. There is too much computing going on that is not directly involved with sending data to the printer. The computer has to first generate the data to be transmitted and *only then* can it send it to the printer."

"Even on a zipped IIe or GS, there is almost always a pause between each printed raster (on an ImageWriter). This is most apparent when printing in the higher quality modes (depending on which program you are using). On the GS the newest ImageWriter printer drivers are a vast improvement on the old ones (where there was a significant pause between actual movement of the printhead)."

Beside Himself

Dave Harvey reports: "A friend of mine just bought an older model Sider hard disk and when he boots from it, it goes to the original Sider menu that lets you select what partition to boot into. I have a Sider also, but it was modified long ago to make it all ProDOS, and it boots directly into ProDOS. Short of getting the new ROMS that make it all ProDOS, what's involved in making it do directly to the ProDOS partition? I assume the selection menu is written in BASIC and all I would have to do is modify the program to select the

ProDOS partition automatically. Does the Sider boot into DOS 3.3 first and run the menu? Is the ROM still available to make it all ProDOS?"

NIGEL BRODER answered, "Dave, there is a utility program that First Class provides that will allow you to boot directly into ProDOS without going through the partition menu, it's called ProDOS.BOOTER and is on the Support Utilities for Apple ProDOS disk (Side B). It has been a long time since I installed this on mine, but it is painless to do. Works like a champ."

"There is no need to modify the DOS menu program - the ProDOS.BOOTER patches the boot track. You can also define a key to hit while booting that will make the Sider boot to the DOS 3.3 partition menu if you need to. My problem with that is that with an 8 Mhz Zip Chip, you gotta be fast hitting that key!"

"I don't recall the name of the outfit that made the ROMs for converting to all ProDOS operation, and I don't know if they are still in business. If they are not and your friend wants to run ProDOS only, he can re-format the drive and allocate the minimum space for DOS 3.3, CPM and Pascal. He will lose some of the disk, but not a lot. Geez - I hope he got the software and the manual that went with the thing!"

Bill Wydro adds some advice: "An alternative is to make a start-up disk with ProSel (or other program selector), and have it access a



ProSel (or other) menu on the hard drive. I used that method to temporarily hook up an old 20 meg Sider to my GS. It was a minor inconvenience since I made a 5.25" start-up disk, and rarely use the 5.25" drive on the GS, so it just always stayed there (Boot set for slot 6). Just an extra key-press or two!"

Double Digit Fonts

Pleased as punch, Nigel Broder writes: "Gary, I got my *Publish.It* 4 on Tuesday and hope to have time to play with it this weekend. I did install it on my hard drive and noticed that even on a IIe, installing the fonts in a subdirectory called / SYSTEM/FONTS enabled *Publish.It* 4 to find them there. As an added bonus, I moved all my Appleworks Superfonts to the same place and changed the default in Superfonts. *Publish.It* 4 recognizes those fonts, also. (I know, you knew that.)

"Tip - Although *Publish.It* 4 will recognize Superfonts (GS style fonts), it does not like single digit font sizes. Times.10 is fine, but Times.9 is not. If you rename Times.9 to Times.09, *Publish It* will now recognize and load it. Superfonts appears to be happy using the font with the 09 on the end of it so everything is O.K."

We are always glad to receive tips from our readers, Nigel. Thanks.

California Dreaming

Room fades into dream sequence. Camera focuses on John Sculley, zooms in on his face for a close-

up, and then zooms out to get his nose back in the picture. Sculley smacks his lips in an effort to remove the white tooth polish, applied to his teeth in order to reverse the yellowing effect that years of Pepsi-drinking has created. He smiles, that grin of grins, right off the front cover of The Grinch Who Stole Christmas. He inhales, and speaks:

Hello. I'm Apple's CEO, John Sculley. As you know, Apple has been accused lately of poor support for the Apple II line of computers. Its customers have complained and whined, although teachers have come to accept the necessary and proper evolutionary transition to the Macintosh LC. Well, our offices have been stormed by tens of thousands of letters, all poorly typed with some cheapo text-based word processor - AppleWriter, or whatever the latest advance in Apple II word processor technology is - and, frankly, we cannot afford to pay the trashmen and people in the Apple II Business Unit to carry them all to the nuclear dump site outside of our offices, where we store the Apple IIs before shipment. It costs a lot to pay executives like Jane Lee and Ralph Russo to dump trash, especially when they're not used to such hard, demanding work. Anyway, the Apple II.

The Apple II has been a part of Apple Computer, Inc. (TM) (R) (C) Patent Pending since its inception by two young entrepreneurs in some cruddy, hippy garage in 1978 well over thirteen years ago. Gives me the

willies just thinking about it. The Apple II has continued to evolve as much as it could over the past thirteen years, until we just couldn't give the old horse anymore crutches and uppers to continue. Sometimes you just have to shoot the old thing, no matter how much you love it. So, that brings us to a decision.

The Apple II is built on aging, 8-bit, 6502 technology. (Laughs uncontrollably for a few seconds when that last word crosses his mind.) There's only so much we can do for it. We've given you a DMA SCSI Controller Card (TM) (R) (C) Too Old For A Patent, But We'll Still Sue You If You Try To Copy Us TSAFMAR, soon an EtherNet card, and tried to throw every last controller port that should have been built into the machine in the first place at the machine, but the thing will bust if it has anymore cards put inside it. So, we've come to a tough decision.

At great expense and loss to the generous folks here at Apple Computer, Inc. (TM) (R) (C) Patent Approved By The Time We're Done Typing All The Legal Malarky, we've decided to offer our friends a most handsome rebate. For each Apple II (TM) (R) (C) Patent Withdrawn Who Cares About Ancient Technology that you return to Apple Headquarters (IBM Already Patented), or which is destroyed at an Authorized Nevada Nuclear Dump site with the presence of a trained United Nations representative, we will send you a rebate check for the amount of \$5, good towards the

purchase of any Macintosh (R) (TM) (C) Call Us For Licensing Information We're Desperate, Damn You, Bill Gates. Now, hold on a second. I know you all are thinking, "Wow! Gosh! How could Apple Computer, Inc. (R) (TM) (C) I Could Never Copy Such A Name 'cause I Know Apple Would Sue Me Half-way To Brazil, do such a kind-hearted, generous, charitable thing?" But hold on. That ain't the half of it.

"As part of our commitment to Education (R), Apple will offer \$10 per Apple II returned to Apple Computer, Inc. (C) 1991, IBM for proper burial, or destroyed by the aforementioned provisions discussed in Paragraph 1 Line 3 Part 5 of Agreement A, signed by you when you didn't realize you were actually agreeing to a microscopically printed contract on the first page of that Free Apple II Guide Request Order Form, printed by, of course, our affordable home computer, the Macintosh IIFX with 94 MHz parallel processor added, and LaserWriter IIINTX with Quark Page and liquid nitrogen-cooled 100 Terre-a-byte 10 microsecond anti-static RAM storage system."

(Pauses for a second to collect breath. Oxygen tank brought in to resupply hot air expended in last sentence/novel/mini-series.)

"Why is Apple being so generous, and downright spending more than the Democrats did in the past ten years? Simple. We want you, our customers, to be happy. Even though we can get only \$4 per recycled and compressed Apple

II, we're taking a \$1 and \$6 loss on these machines, just to make you, the consumers, happy, with the Blessing of Macintosh. But, wait! Not to worry! For those of you older folks, senile enough to use an Apple II, Apple has included a special feature in all its Apple IIs since, eh, well I'd say about... 1983, which greatly facilitates this process. Good ol' plan ahead, foresighted Apple put in this little nifty command in all the above described Apple II CPUs. Simply hit Control-Reset when your Apple II boots, to go into Official Apple Dealer Mode (You know, the one with the little sliding Apple, and the words "Check startup device!"?). Now, type the following command: "Apple II Forever." Hit Return. Now, at the "Destruct Code" prompt, type "Operation Sculley." All right. Still with me? I know you Apple II folks sometimes have a hard time keeping up with the fast-changing times. But that's why we're here to help! (Crosses fingers and thrusts hands forward in George Bush motion.)

"OK. Now, stand back! Remember, Apple Computer, Inc. (C), 1991 Bill Gates assumes no responsibility for damage to property or loss of life or limb to anyone standing within the vicinity of 10 miles of the exploding computer. Boom! There ya' go! See, that wasn't so hard. Quick and painless, just the way we like it at Apple Computer (C), 1991 inCider/A+/Byte/PC Computing/C om p u t e r /C h o c o l a t e Connoisseurs Magazine. That is, if 'youse' don't mess with us, or

my family.

"Well, we sincerely hope that in this brief 20 minute (minus the three months-worth of legalese) broadcast, we have helped clarify Apple's position on the Apple II. So stop sending those damn letters! Save the rain forests! See, we care about the environment, too. Well, I've gotta get back to my stockholders meeting. I hold 1 million shares in the National Safe Disposal of Nuclear Waste Company. Ciao!"

[from Andy Stein, reporting on Sculley's 20-minute broadcast on the Apple II]

Canon Shoots StyleWriter

John Link of SuperPatch (and others) fame reports: "The new Apple StyleWriter does not currently work on any II series computer. It may, someday, work for GS/OS applications if someone writes a driver for it, but even then, it will not work for 8-bit programs. The output is superb, fairly quick, and at 300 dots per inch—same as a LaserWriter [ED—actually it is 360 DPI, greater than a LaserWriter]. It uses the new Canon bubble jet engine, which allows it to have a very small footprint, in addition to a remarkable, perhaps revolutionary, design for a printer anyway."

"Until yesterday, I regarded the StyleWriter as just another reason Apple provides to get a Mac. While that feeling has not changed, I found a substitute that is cheaper, works just as well, and which will breathe new life into the



AppleWorks community. It is the Canon BJ-10e.

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"Although the BJ-10e retails for less than the Apple StyleWriter, it includes an Epson Emulator, sheet feeder, and canvas carrying case. Most importantly, it uses the exact same print engine. The only drawback is that it offers only a parallel port, so Apple owners without parallel cards will have to get one to use it. The full retail price for the printer, sheet feeder, and carrying case appears to be \$499.00. The full service store I visited has them for \$419.00."

"Epson mode offers italics, graphics, and proportional fonts, as well as a variety of mono-spaced fonts. The fonts are attractive, but there is no way that a font based on one found in a nine pin printer can aesthetically compete with an

Adobe Type 1 font, such as Times, and those in the BJ-ray. With the "special codes" feature of AW 3.0, this would open up a whole new area of formatting and presenting information."

"I did not buy one, because I have a true-blue LaserWriter, so I cannot make any claim based on experience, except to say that I ran a test page from the printer to see the built in fonts. They looked good."

Prejudiced

ULTRA.SYSTEM(UltraMacros) is prejudiced. Don't believe me? Then do this. If you have UltraMacros 3.1 installed (and you should) then:

- 1) boot AppleWorks 3.0
- 2) open up a new word

processing file, name it anything you want

- 3) press Option-0(Solid Apple-0) [that's a zero]
- 4) see for yourself

WARNING! If you are thin skinned, you may turn red with anger.

The author is currently Chairman of both the AppleWorks and Apple IIGS Special Interests Groups. He is published frequently in the Journal of the Washington Apple Pi. He is also a Beagle Buddy and a Seven Hills Partner for the WAP. Professionally, he is a certified hypnotherapist in private practice in McLean, Virginia and does part-time Apple II family computer application programs consulting and teaching.

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Service—The Cornerstone of Our Success

Apple IIe's Help Psychology Researchers Unlock the Mysteries of the Human Mind

by Phil Shapiro

Apple IIe computers have long been a favorite of experimental psychology researchers. It's easy to write short Applesoft BASIC computer programs to present information in a random fashion. And you can use the IIe's eight slots to hook up all sorts of external electronic devices. (The external devices can either be controlled by the Apple IIe, or the IIe can gather and analyze data generated by the apparatus.)

A team of researchers at the Max Planck Institute for Human Development in Berlin, Germany used Apple IIe's last year in an experiment examining how older people experience a decline in their memory skills. The experiment specifically examined how a group of older persons could apply mnemonic strategies in helping them remember a list of 30 concrete nouns.

The average age of the subjects in the experiment was 72. The control group consisted of persons in their twenties with an average age of 24 which also learned the same memory tasks.

Both groups were informed about the mnemonic technique called the Method of Loci. This age-old mnemonic technique, first described by the ancient Greeks, gets

people to pair a list of objects they want to remember with different rooms in a house, or different well-known landmarks. In this study, the researchers had the subjects pair the concrete objects in random list with well-known landmarks around the city of Berlin.

Before the experiment began, all the members of both groups had to memorize the list of landmarks. The list of landmarks was presented in a logical geographical order so that anyone familiar with the city of Berlin could travel around the city in an easy path to recall the landmarks. Once everyone could recite the 30 landmarks in under 30 seconds, the actual experiment began.

The computer randomly presented the name of a concrete noun with the name of a well-known landmark. The subjects were given about 20 seconds to form a vivid mental image linking the object with the landmark. Then the next object/landmark pair was displayed on the computer.

Once all thirty objects were displayed, the subjects were asked to recall as many of the objects as possible. (Using the Method of Loci, the person could then sequentially travel around to the landmarks in the city, conjuring up the

vivid images they had created during the computer-controlled presentation.) In some cases the subjects were asked to recall the list after a one hour, five hour, or two day interval.

This type of memory task, a "serial word recall," is common in many memory experiments. Without using mnemonic devices, it's almost impossible to remember thirty random objects. But using the Method of Loci, it's not difficult to remember 20, 25 or even 30 of the objects.

The result of the experiment was not altogether a surprise. The younger persons were better able to compose the sorts of vivid images that allow the Method of Loci to work.

The group of older persons still benefitted a lot by using the mnemonic strategies. But the performance of the older group was substantially below the performance of the younger group.

People in the Apple II using community don't hear much about the many uses of Apple II's by scientific researchers. The software the researchers use is usually custom made for their experiment. And the results are published in academic journals that are not widely read.



But even in the 1990's, the Apple II remains a favorite tool for many types of scientific research. It's an inexpensive computer that's easy to program. Leafing through back issues of many academic journals, it's still common to see the phrase: "Apparatus used: Apple II computers."

While some experimental psychology work is shifting to MS/DOS and Macintosh computers, the installed base of Apple II's in college research labs ensures that Apple II will still remain in use for sometime. Who knows what other

mysteries of the mind will be revealed in the near future?

(The author can be contacted at 5201 Chevy Chase Parkway, NW, Washington, D.C. 20015-1747. (202) 244-2223. GEnie address: P.Shapiro1. He's interested in hearing from anyone doing work in the field of computer-assisted cognitive research.)

References:

"On the Locus and Process of Magnification of Age Differences During Mnemonic Training," De-

velopmental Psychology, Nov. 1990.

For persons interested in further reading on the topic of computer-assisted psychological research, there's a journal dedicated exclusively to this specific subject. The journal *Behavior Research Methods, Instruments, and Computers* is published quarterly by: Psychonomics Society Publications, 1710 Fortview Rd., Austin, TX 78704. Individual subscriptions are \$40/year.

Germantown Community Library to Offer Public Access to Apple IIGS for Kids

by Phil Shapiro

In the past ten years a growing number of libraries across the nation have installed public access microcomputers for the general public to use. These computers are set up for two basic purposes: 1) word processing and other creative/research tasks, and, 2) giving children free access to educational software in a library setting.

Three years ago the Germantown Community Library set up several public access MS/DOS computers for adult patrons of the library to use. Early success with these "adult-use" computers encouraged Head Librarian Lillian Snyder to

move forward on plans to set up public access computers for "child-use." Since the majority of computers in elementary schools in Montgomery County are Apple IIe's and Apple IIGS's, the library decided to purchase an Apple IIGS for this project.

A few months ago the library purchased a new Apple IIGS, along with an ImageWriter II printer. The Friends of the Library, Germantown Chapter, donated further funds for the purchase of educational software and a hard disk drive.

Setting up a public access Apple II with a hard drive is a bit unusual. The reason for choosing to use a hard drive with this computer is to minimize the involvement of library staff in distributing and collecting the educational software. As children's librarian Diane Monnier puts it, "Our intention is to make the computer as much 'self-service' as possible. Such a policy helps foster independence, while acknowledging that the library staff can't afford to hand-hold each child who comes in to use the computer."

Volunteer computer-whiz Bill McDonald is helping to set up the



hard drive so that various programs can be conveniently accessed from a main menu screen. After quitting any particular program, the hard drive will return to the main menu screen, giving the next child a choice of programs to choose from.

Another reason for choosing to buy a hard drive is to allow children to use HyperStudio stacks. While it's possible to use HyperStudio stacks with a floppy-based system, it's far more convenient (and speedy) to launch the stacks from a hard drive.

The procedures for using the computer are still being finalized, but the general rules are as follows:

- 1) Only children in grades K-6 may use the Apple IIGS. (This computer is being set up especially for their needs.)
- 2) Children under 8 years of age need to be accompanied by a parent or responsible caregiver, age 16 or older.
- 3) No more than two children should be at the keyboard at one time.
- 4) Library staff cannot provide assistance.
- 5) While use of the computer is free, a \$1 donation per visit for purchase of paper, ribbons, and other computer supplies would be greatly appreciated.
- 6) Children may sign up for half-hour sessions, up to one hour per week. Walk-

in sign-ups are possible if the computer is not otherwise in use.

The computer will be available for use whenever the library is open. Currently the library is open 56 hours each week.

Depending on how the Apple IIGS project works out, future plans include setting up a Mac LC computer with a CD-ROM drive. The primary purpose of such a computer will be "knowledge dissemination" through the CD-ROM medium (rather than using the Mac as a creativity tool for desktop publishing or other purposes.)

Head Librarian Lillian Snyder explained that the primary aim of these public access computers is to give children greater access to educational technology. Those children who don't have a computer at home, or who get limited computer time in school, can use the public access computer at their own leisure. Computers can also serve as a powerful motivator for reluctant readers.

In some ways public access computers can help serve as a magnet, pulling children to the library who

otherwise wouldn't visit the library regularly. If they end up using all the other resources the library has to offer, so much the better.

Supporting the Project:

If you're interested in helping to support this project, Ms. Snyder lists several ways you can help. Donated hardware and software is always appreciated. If these donated materials are not used in the project itself, they'll be sold at one of the Friends' book sales, to raise funds for purchase of newer materials.

Joining the Friends of the Library group itself helps support the project. (Family membership is \$25 a year.)

And participation on the Apple Computer Advisory Committee is also encouraged. Currently this committee is comprised of several library staff members and community volunteers.

(The writer can be reached at Balloons Software, (202) 244-2223, or by electronic mail on GEnie at: P.Shapiro1)

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PC World Forum '91

Notes from Moscow

[*Pavel Cherencov, a recent graduate from "School 45" high school in Moscow, works as a professional software developer on both Apple II and IBM platforms. This article is another in a continuing series of articles he's writing about microcomputers in the Soviet Union. This past year Pavel has been working on software that is used in an environmental pollution device (a detection instrument), connected to a Bulgarian made "Pravetz" Apple II clone.*]

International exhibitions are no surprise in Moscow nowadays. The time of the "iron curtain" seems to have passed forever and people don't queue up just to take a look at a thing labeled "Made in the USA."

This year's Moscow PC World Forum didn't cause any fuss in the media and was not even mentioned on the TV news. The fact that I learned about the Forum from my friend could be regarded as fortuitous if I didn't know for sure (from Lenin's definition of "fortuitous") it was a non-realized necessity: rumors used to spread around the computer community a great deal faster than electronic mail.

The first stand (booth) I passed by was Hewlett Packard's. A small crowd of people gathered around a

bunch of laser printers and copiers, reading the specifications and trying to figure possible Soviet market prices for the hardware. I knew one thing: those prices (in rubles) were so astronomically high that I'd better move on to the next stand.

A South Korean firm offered the Soviet market IBM-PC based machines starting with 286 AT clones and up to a Prime Computer model which was a 25/33 MHZ 486 machine with a 330 MB hard drive. I wondered how soon the 486 machine could be seen being sold in computer stores over here and what its price would be compared to the 150,000 rubles 386 computer. I had been watching those 386's exhibited in a store near my office for more than a year and assumed they weren't selling well enough because the price kept dropping. The best selling Soviet microcomputer is still the IBM PC/AT clone, with EGA display and an Epson compatible printer. (This system is known as: "the formula for happiness" in the Soviet PC magazines.) The price for this "happiness" is one-third the price of a 386 machine.

Next were the stands of the Soviet joint ventures and small enter-

By Pavel Cherencov

prises. A widely advertised firm, Elias, offered PC users a package of copy protection software speculating on the nationwide piracy and the absence of copyright law in the USSR. This company also offered a program protecting hard disk drives from unauthorized access. The programs of that kind are pretty popular here in the USSR where one office PC is mostly used by more than five employees (not to mention computer centers in colleges). Every year new modifications are introduced because the old versions get cracked by some second-year college students and the anti-protection programs become available elsewhere. Among other products Elias advertised were a couple of antivirus utilities.

Anti-virus utilities are very popular over here. I don't know any PC that has never been infected with a virus, so everyone wishes to protect himself with an anti-virus utility. Not long ago the results of the "Best Anti-viruses Contest" were published, and the best such winning program in the USSR is *AIDSTEST*, by Lozinsky (Moscow). *AIDSTEST* has been "in the hits" (award-winning) for a long time, and the number of viruses the latest version can determine



and destroy is close to 120. The best thing about this program is that once your PC gets infected with an unknown virus (which AIDSTEST cannot diagnose), you can always call Lozinsky and get some tech help.

Next came a few firms and small enterprises selling the "formula of happiness" packages (42,000 - 45,000 rubles) and miscellaneous options such as network adaptors, connectors, and printer ribbons. The famous Symantec products like Norton Commander 3.0 and Norton Utilities 5.0 were sold by the authorized dealers. Norton Commander is the de-facto for an MS-DOS shell in the Soviet Union. Whenever I see a blue IBM-PC screen I can bet it is Norton Commander, not any other shell. What I can also bet is the copy of Commander is pirated. People prefer to copy Norton Commander and buy its user manual in the nearest bookstore rather than paying over 1,000 rubles for the legal product. The same reasons can be applied to the copying of most of other unprotected famous foreign software.

As I approached, I looked over a stand of the Soviet computers that I needed to explore in order to bring the valuable information for the small enterprise which I mentioned at the beginning of this article. I took a look at the Soviet IBM-PC compatible Iskra's, but I didn't find them cheap enough. The cheapest were the Z-80A based computers (less than 1,000 rubles) most of which were 8-bit ones running at 10MHz. The thing that I didn't like about these ma-

chines were that they used tape-recorders as storage devices. And as my friends told me buying such a computer takes much courage because no one can guarantee that they will work for long. One would better make sure he would be able to repair his own Z-80 machine. So, I assumed that Z-80-based Spectrum's were for the adventurous people.

As I was passing by, I noticed almost every stand had a PC running a commercial. Some of them were really funny. One in particular of a firm advertising its software for interconnecting computers of various types made a nice cartoon showing two computers failing to understand each other. The computers showed funny faces to each other and kept flashing with question marks until they got connected by the advertised product. One of the computers in the cartoon was the Soviet: it was pictured as a shabby wooden box with a display looking like a trash can. It had a label saying, "Made in the USSR," in thick black letters.

A melody coming from behind the corner attracted my attention. Somebody seemed to be playing back a very popular song, "The Lemon Orchard," by the Soviet group Dyoonaah. I like the song myself so I walked to the direction of the melody. I saw a 386 machine running a program called "Tape Recorder," which played the song using a big dynamic speaker plugged into the PC. The quality of the sound wasn't very good, but a guy at the stand as-

sured me it was just because the cassette they recorded "The Lemon Orchard" on wasn't in good shape. I left the stand followed by the words of the song, "... but I won't give it to you and don't you blame me!"

I blamed nobody that I didn't have the Tape Recorder program and the 386 PC.

A crowd of people gathered around the stand where Microsoft introduced their russified version of MS-Works. Twenty or fewer people sat in a small room near the stand where an overhead projector showed information on MS-Works, MS-Windows, and MS-DOS 5.0. The room wasn't very comfortable so I decided not to take a seat. Suddenly a line started queuing up somewhere in the stand nearby. The line happened to be caused by plastic bags with a picture of a PC being given away. As soon as the bags were gone, the line disappeared.

The IBM's stand didn't gather as many people as Microsoft's did. I looked at a row of PS/2's wondering if they brought an IBM PS/1 here too. They did not. I started watching IBM's commercial. The commercial was no cartoon. It was a video clip, and not a very interesting one. I was amazed to see live video on a computer, though. Beside the row of PS/2's stood the camera hooked up to the equipment. The whole thing was supposed to be used for security systems. Sometimes the guy at the stand froze the screen and took color pictures out from a printer



connected to the PS/2. I asked the guy if the PS/2's could handle live TV like Macs (which I learned from an article in the WAP Journal by Lynn Trusall.) The IBM rep seemed to be a little bit annoyed by the reminder of the Mac and started insisting they did have multimedia too, pointing to the screen with the commercial. He told me, "Look at the screen over there. It's got

video!" At the end he declared he was not authorized to discuss Macs and hurried away to answer some other person's questions. "I'd better not mention the Macs again to him," I thought leaving the IBM stand.

On the way to the exit I suddenly saw a really good-looking screen. It took me a moment to realize it

was a Mac IIfx running Mathematica. These were the graphics, this was the quality, these were the windows that I was looking for! In other words, that was Apple Computer. I felt better now when I found a Mac in the Moscow PC World Forum. I left the Forum three hours after I entered it being sure I hadn't wasted the time.

IN SEARCH OF

The WAP Journal is looking for someone to serve as Editor for the Apple II portion of its monthly publication.

If you are interested--and we don't see why anyone wouldn't be--then please contact Rick Zeman at (301)-604-0939 for a full and exhaustive listing of the job requirements.

We look forward to working with you and feel confident that you will enjoy working with the WAP membership, as well.

ON THE TRAIL OF THE APPLE //

DISK DRIVE SPEED

One of the more frustrating moments operating an Apple // can come when you get the dreaded "Device dependent error #34, see Manufacturer's documentation." What that means is that your Disk // drive is too fast. And that means your drive can't read or write information properly.

//er Dale Stancil had that problem recently and asked for some help on CompuServe's Apple // board on MAUG (Micro-networked Apple Users Group). As usual, there were a number of replies, including this one from On Three's Bob Consorti:

"My favorite method requires taking the bottom 4 screws off of the base of the Disk // and removing the bottom plastic assembly. With that off you will see a small flywheel with a pattern on the bottom. On the back bottom of the right edge of the Disk // is the speed adjustment pot.

With the drive upside down and with a diskette in it—**Important!** Boot up the System Utilities and go to the device handling commands menu and verify the disk. The idea is to keep the disk spinning so you can see the flywheel moving. Note that the pattern on the flywheel will appear

to rotate slowly in one direction (or quite fast if the speed is really off). Use your fingernail or a small screwdriver to turn the speed adjustment pot in one direction and note the change in the speed of the moving pattern. When the speed is correct the pattern should only be moving very slowly, if at all.

You should be able to then format the disk without speed problems. This works best in an area with fluorescent lighting but, if you have trouble seeing the pattern moving, try adjusting the position and/or angle of the drive with respect to the lighting until you see it."

NEW BBS

//er J. Carey McGleish has started a new BBS, "The Briar Patch." Not sure how much Apple // material will be available, but you might enjoy giving it a try. One thing he does plan to offer is a "Dear Abbey" style forum. Let's see ... My Apple // left me and the kids and.... The number is: (313) 332-2307.

NEW DONATION

A voice from the WAP // SIG past called me in mid-August with an offer I couldn't refuse. An Apple //, a disk drive, and a ton of software for our // donation program. The

by David Ottalini

donor, Bill Hershey, helped lead our // SIG in 1984. As my history of the WAP // SIG (WAP Journal, December, 1988) states:

"By May of (1984)...Bill Hershey had been elevated to SIG Chairman, the first *official* leader of the SIG. In July, Hershey reported that the SIG now had 73 members! He also reported that an Apple Rep assured the members of Apple's continuing commitment to the //."

Bill couldn't do anything about Apple's "continuing commitment" but his own commitment has resulted in his donation of eight boxes of // programs as well as manuals and other materials. Some will find their way into our hard copy library, some into our growing "Apple // Software Library" and some will go to those whom we donate //s to, or to // SIGers whose own versions of programs have crashed.

Bill's machine, by the way, is a bit sick as of this writing, so we'll have to do some work on this end to get it up to speed (or at least our good friend Tom Linders in California will!).

256K UPGRADE

//er Tim McWhorter recently got a 256K memory card from Co-

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Chairman Jim Jutzin and tried to install it in a 128K Apple ///. It didn't work! The reason? The 256K card is 5 volts. The 128K card is 12 volts. Luckily, nothing was harmed when the power was thrown on. The 128K card was replaced, and all was well.

But how to upgrade? I won't take the time to go into it here. Instead, I would direct you to PD disk 3INF-07, "The Best of ///'s Company" for an excellent tutorial. In short, it requires not only a 5v 256K card, but 2 new PROM chips and a small amount of surgery on your ///'s mother board.

On Three sells a 256k upgrade kit, by the way, for just \$99. It includes everything you'll need: installation instructions and a full one year warranty. The number is 1-206-334-8001.

By way of comparison, the original 256k upgrade offered by Apple in 1981 or so was \$750.00 during a 90 day introductory period plus \$50.00 dealer installation fee (considered a minimum fee). After 90 days, the price went up to \$950!

The "Apple Three" Newsletter I have in my collection also notes that Apple intended to sell the 256k Apple /// system for \$4295. That was \$800 more than the 128k machine. Cost per Kilobyte of memory was \$6 back then. The authors said that compared favorably to the cost per kilobyte for the IBM PC, which came in at \$8.44. And the author also noted that to increase from 64k to 256 on a PC cost \$1620!

PD LIBRARY

As noted in the following article, two news disks are being introduced into the PD this month. I've been working on quite a few new disks but also need your help. One of the disks will be a program that Sun Remarketing has put into the PD called InfoNet. I've got the program but need someone to transcribe the manual. The volunteer gets a free copy of the program and (of course) a copy of the manual too. Please call if you are interested.

I've been trying out Inwords on my GSto transfer some other Apple /// manuals and information onto disk, but it's slow going. I think the program will be extremely helpful to us. I am still in a learning curve, so it will take a while to get things fully up to speed. I understand that a new version of the program will be out soon (perhaps by the time you read this) that addresses some current problems. Stay tuned.

Be on the lookout for more ATUNC disks, our first "How Do I?" disk, Powerkeys DM+ Source Code files, more Al Bloom disks and some new Shareware .

FINAL TRIVIA

Q: What was Apple's sales goal for Apple ///s in 1982?

A: 60,000 machines.

(A total of 100,00 or so were sold over the ///'s lifespan of some 4 years).

David Ottalini is the Apple /// SIG Co-Chairman

Apple // PD Library

We are happy to offer two PD disks this month. 3UTL-35, "A3IBM" is another great utility from Dr. Al Bloom. This Pascal-based program is designed to make it easier for you to transfer files between the Apple /// and MS DOS worlds. Unfortunately, it is not fully documented. Side One has the actual self-booting program. Side Two has the source code and an article by Dr. Bloom on ASCII transfers between SOS and MS DOS that may provide some additional help.

3INF-25 is another in our series of "Best of ATUNC" disks, as put together by Robert Howe. This disk has a lot of great information about 3EZ Pieces, Apple /// Hardware, Other Apple /// Users, etc. Here's a complete listing:

Side One

EZPIECES

EZP.512.UPGRADE: Will the 512K expansion board offered by OnThree be utilized by 3EZPieces or is it limited to the 256K ram?

EZP.ADVANTAGE: What is the advantage of buying 3EZ Pieces?

EZP.APPLEWORKS : Similarities and differences between 3EZPieces and AppleWorks

EZP.CALC.FIELDS : Mathematical properties of the 3EZP's Data Base Module.

EZP.CUST.PTR.2: How to set up a Custom Printer in 3EZ Pieces.

EZP.CUSTOM.PRNT: Getting the most out of the Printer Setup Utility.

EZP.DATA.IMPORT : Importing data into 3EZ Pieces.

EZP.DATABAS.BUG: 3EZ Pieces "Erase a Format" bug and how to get



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around it.

EZP.DATE.FORM: Using the DATE and TIME formats under 3EZ Pieces.

EZP.DESKTOP.PUB : The Apple /// can't do "DTP", but it can do parts of it.

EZP.FINANCES: New FINANCES Checkbook templates in ATUNC PD Library.

EZP.GROUP.TOT: Group Totals in 3EZ Pieces.

EZP.LOCKUPS: Hints for dealing with lockups under 3EZ Pieces.

EZP.MAIL.MERGE: Mail Merge from 3 EZ Pieces to Word Juggler

EZP.PRNR.CODE: Printer Control Codes in 3 EZP word processor.

EZP.PSF.TRANSFR: Transfer PFS Files to 3EZPieces data base files.

EZP.PSF.TRANS2: PFS: File data transfers to 3EZ Pieces.

EZP.RECORDCOUNT : How to count the number of records in a particular report.

EZP.REVIEW: Positive review of 3EZ Pieces.

EZP.RIGHT.JUST: Right justification with the 3EZ Pieces word processor.

EZP.RIGHT.JUS2: 3EZP will give you right justification by hitting Open Apple O, then JU. (May not work on all printers.)

Side Two

EZPIECES

EZP.SPELLCHK: What can be used as a Spelling Checker with 3EZPieces?

EZP.SYS.FAIL.06: Another way to encounter a system failure in a 3EZ operation.

EZP.TEMPLATE: CheckAids 3EZ Pieces checkbook templates.

EZP.TEMPLATES: Application Templates for AppleWorks/3EZ Pieces.

EZP.W.CATALYST: Put 3 EZ Pieces on a hard disk under Catalyst.

EZP.WORD.JUGGLR : Problems loading Word Juggler files into 3EZ Pieces.

EZP.ROWS.INVERS: Switching columns and rows in the 3EZ Pieces spreadsheet.

HARDWARE.MISC

BARCODE.READER: Cauzin Softstrip barcode reader for the Apple ///.

CLOCK.MAKE.OWN: Where to find clock kits for your Apple ///

SERIAL.CABLE: Can I use the same cable with my serial printer that I use with my modem?

SIDER.HARD.DISK: Sider 10/20 MB Hard Disks can work with the ///.

HOW.I.USE.A3

HOW.I.USE.A3.BD: Barry Downes Explains How he uses his Apple ///s.

HOW.I.USE.A3.BS: Bill Stone Explains How he uses his Apple ///.

HOW.I.USE.A3.CK: Clyde Kirline Explains How he uses his Apple ///.

HOW.I.USE.A3.CS: Charles Sykora Explains How he uses his Apple ///.

HOW.I.USE.A3.GG: Gerald Glaser Explains How he uses his Apple ///.

HOW.I.USE.A3.3: Wendy Coleman, Kip Reiner and Ralph Dennard Explain How they use their Apple ///s.

MAC.IMITATION

MACSTUF.N.FONTS : Information about Font Generator ///.

MACSTUFF.DEMO : Description of demos for Font Generator and Macstuff.

MACSTUFF.PSCL : Product announcement for Font Generator and Macstuff.

MICROSCI.DRIVE

A143.AND.CATLST: MicroSci A143 as the large storage device with Catalyst.

A143.DCB.INFO: The correct DCB values for a MicroSci A143 drive.

A143.DRV.ALIGN : How to align the A143 MicroSci Drive.

A143.INSTALL: Installing the MicroSci A-143 Driver.

A143.MAINT.INFO : Maintaining and Repairing the MicroSci A-143 Drive.

A143.MAINT.PT2: Part 2 on Maintaining and Repairing the A-143 Drive.

MICROSCI.143: Repairing destroyed volumes on the MicroSci A-143.

MISC.A3.INFO

A3.FOR.COLLEGE : The A/// as a college computer.

A3.FOREVER : Positive experiences after one year's ownership.

A3.IN.EUROPE : Experiences with the Apple /// by European users.

A3.MANIFESTO : Declaration of Apple /// Independence.

A3.PUBLIC.DOM : Apple Employee hands over Apple///software to ATUNC.

A3.STORIES : Three Cheers for the Apple ///!

A3.TO.IBM.TRANS : Moving Data from an Apple /// to an IBM

.A3.USES : Is the Apple /// a good choice for WP/DB/SS/College?

GAMES.A3.MODE : Where to find games in native mode for the Apple ///.

HIFI.SOUND.ON3 : How to get Hi-Fi Quality Sound from your ///.

MINIMUM.A3.SYS : The minimum Apple /// system.

MOST.USED.PGMS : What Apple /// programs do most people use?

WOZNIAK.ON.A3 : Just what did Steve Wozniak say about the ///?

XMAS.FOR.A3ERS : Great Christmas Gifts for Apple //ers.

Letters to the Editor

Looking to the Future

I have been a member, volunteer, Hotliner, TCS Sysop and Journal author for the past ten years. Through those efforts and by serving as a twice-elected Director, I hope to repay some small part of the invaluable help that I have received from my fellow members since I first used an Apple a decade ago. We now face a window of opportunity to finish this century stronger than we have ever been, with a clear sense of direction and commitment to user advocacy.

I still find the continuing exchange of knowledge and help between so many Pi members to be heartwarming and fun. I also pledge to continue the not-always-fun work of being your Director. We need yearly budgets, Annual Reports, formal disclosures by office holders, periodic audits and other hallmarks of fiscal responsibility. It is my responsibility to assure that the Pi is run in a business-like manner

so that your fun is never hampered.

Washington Apple Pi represents, through the excellence of its members, a resource that is unmatched and irreplaceable. I stand committed to continuing to work towards not only its survival, but its flourishing.

If you have questions, concerns or offers of volunteer help, please contact me. I assure you that I will act on them. Finally, to invest in the future of the Pi and to further enhance the depth and breadth of the utility of membership, I challenge everyone introduce new members to our user group. I see no reason that we cannot once again have 5,000 members by next spring. Spread the fun!

Thomas Vier, Sr.

Director-at-Large

Washington Apple Pi represents, through the excellence of its members, a resource that is unmatched and irreplaceable.-Tom Vier



HyperMover

APPLEWARE

Moving stacks from the Mac to the GS...and from the GS to Mac.

When Apple released HyperMover, I thought, "Good. Now developers will have no excuse for not releasing stacks on both the GS and the Macintosh." Unfortunately, there has not been a great rush of newly converted stacks.

My first experience with HyperMover was not a good one. Our Macintosh IIIs had come with HyperCard and a number of nifty stacks I wanted to convert. So, cheerfully, I started up HyperMover and tried to convert my first stack. Instead of being able to convert it, I was faced with the message: "HyperMover requires HyperCard 1.25, HyperCard 2.0v2 or a later version." (See Figure 1.)

Having neither, I put my conversion plans on hold. I asked my Dad for a copy of HyperCard 1.2.5 (It was easier to get.) and waited. About a week

ago, he found a copy, and I started experimenting.

My first conversion was a GS to Mac conversion. I had this large (45-card) genealogy stack (an extensively modified version of Hypertree) that I wanted to expand. It was slow on the GS, and would be even slower with my planned additions. I wanted to be able to use it without watching too many beachballs.

I didn't expect HyperMover GS to be so slow. Luckily, I wasn't writing directly to the Macintosh

fileserver when another program running on the fileserver crashed. It would have been an even longer wait.

It took about a minute for HyperMover GS to dismantle each card in the 45-card stack. It took HyperMover Mac five minutes to reconstruct the entire stack. Even though I had to completely redo the background, it was a relatively painless (but slow) conversion.

After that fiasco, I decided to stick to converting small stacks. For the



Figure 1

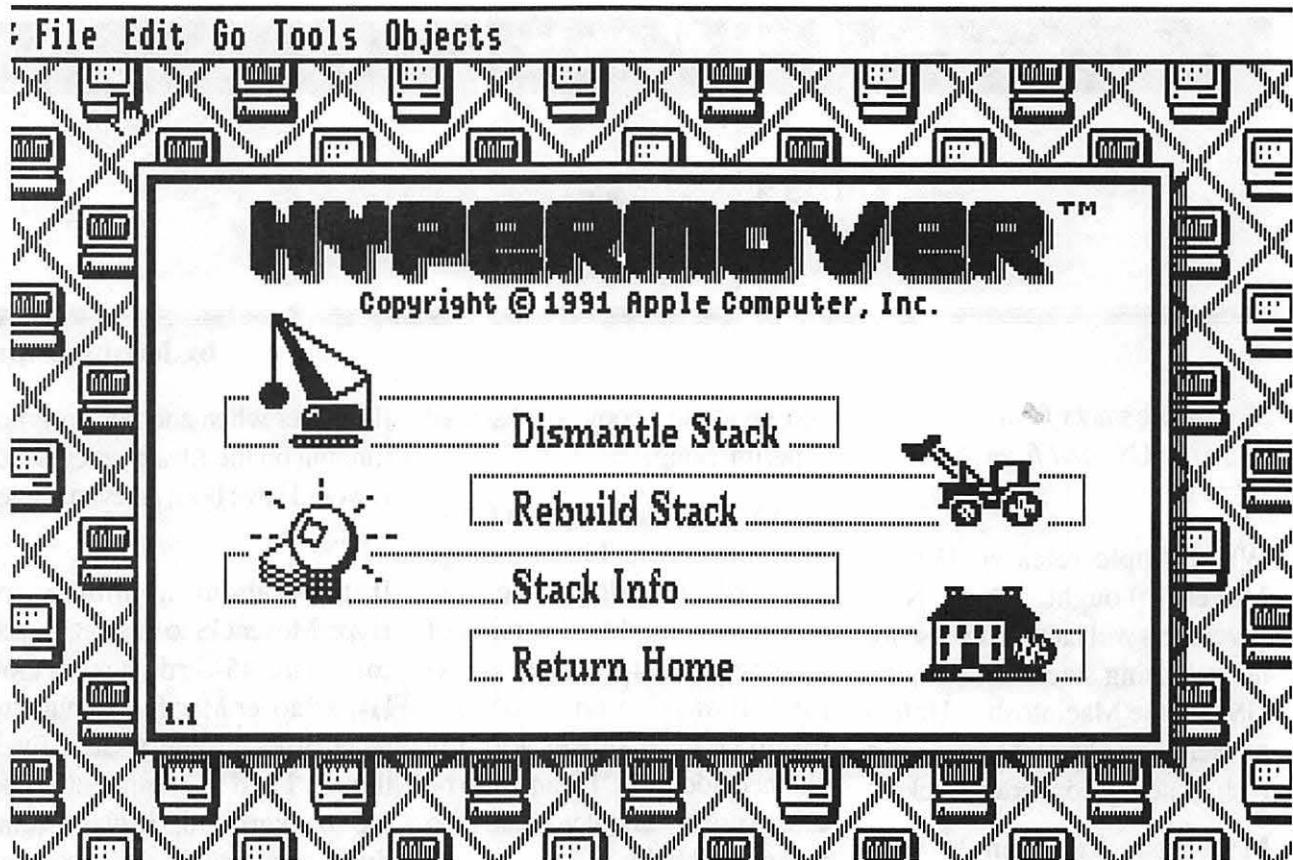


Figure 2

Mac to GS side of the conversion, I chose the "Quotations" stack, a small eight-card stack that came with HyperCard. It took about two to three minutes to convert the entire stack, and once I transferred it from a file server, it took about eight minutes to reconstruct the stack on the GS.

All times are approximate.

There are a few limitations to HyperMover:

1. It is unable to convert XCMDs
2. GS to Mac Color translations are horrid, but Mac to GS conversions are slightly better.
3. It requires either a network and fileservers, or Apple file exchange.

4. It cannot convert stacks reliably if they refer to specific screen co-ordinates.

Converting a stack:

1. If possible, fine tune the stack—get rid of any extraneous blank cards, clean up the scripts, and move common script segments to background scripts or to the stack script. The less data on the average card, the faster the move.
2. Start up HyperCard and HyperMover on either machine and Figure 2 will appear on the Apple IIgs screen and a similar image appears on the Mac.
3. Select "Dismantle Stack." You get the image in Figure 3 or Figure 4 on your screen.
4. Leave all the switches on the options card *on* for now. You may want to play with the graphic modes, but I've found grayscale to be decent.
5. Select "Dismantle a stack."
6. The program will now ask you which stack to dismantle. Select a favorite short stack to convert.
7. HyperMover GS will then ask you where to put the dismantled stack. HyperMover Mac will simply place it in a folder called (*Stackname*).f.
8. Wait.

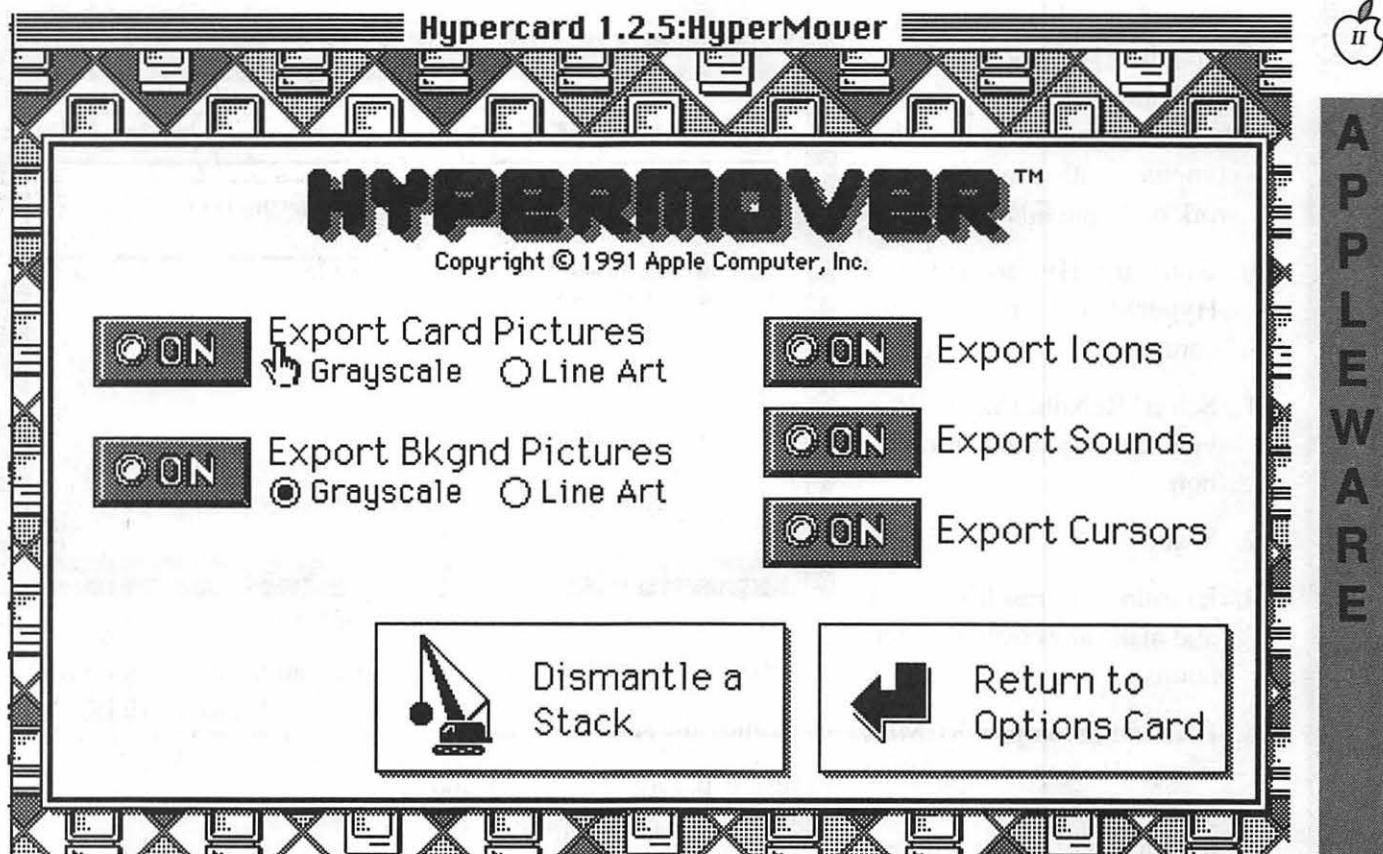


Figure 3. Macintosh Screen.

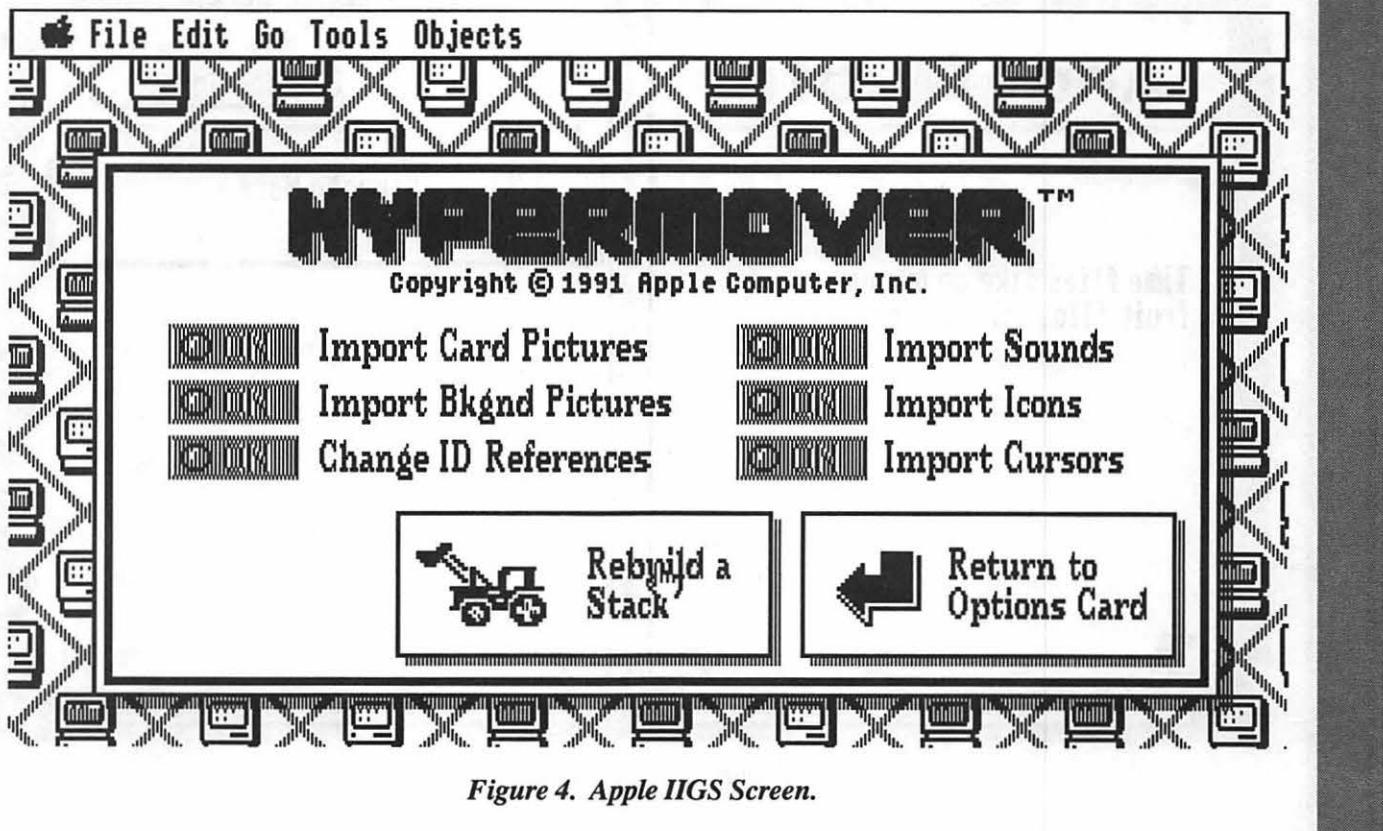


Figure 4. Apple IIGS Screen.



9. After HyperMover beeps and responds "The stack has been dismantled successfully," move the folder contents to the other computer with a modem network or Apple File Exchange.
10. Start up HyperCard and HyperMover on the other computer.
11. Select "Rebuild a Stack." Provide the requested information.
12. Wait.
13. Examine the resulting stack and make any cosmetic alterations.
14. Port and recompile XCMDS if any. (Porting is easier than you might think, and will be the subject of a later article.)

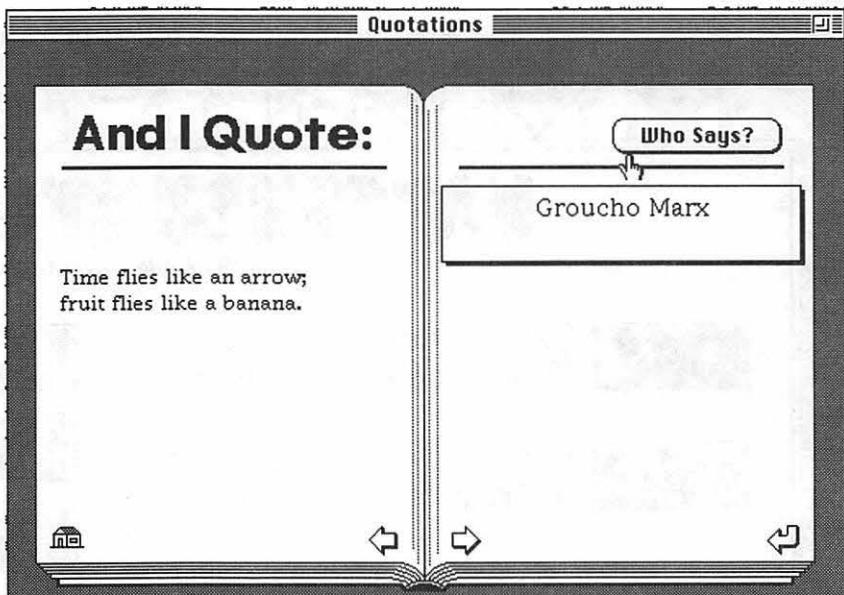


Figure 5. Before Conversion.

15. Redo ID numbers, if needed.
16. Enjoy the stack!

same card from a stack converted from the Mac to the IIgs.

Here are before (*Figure 5*) and after (*Figure 6*) samples of the

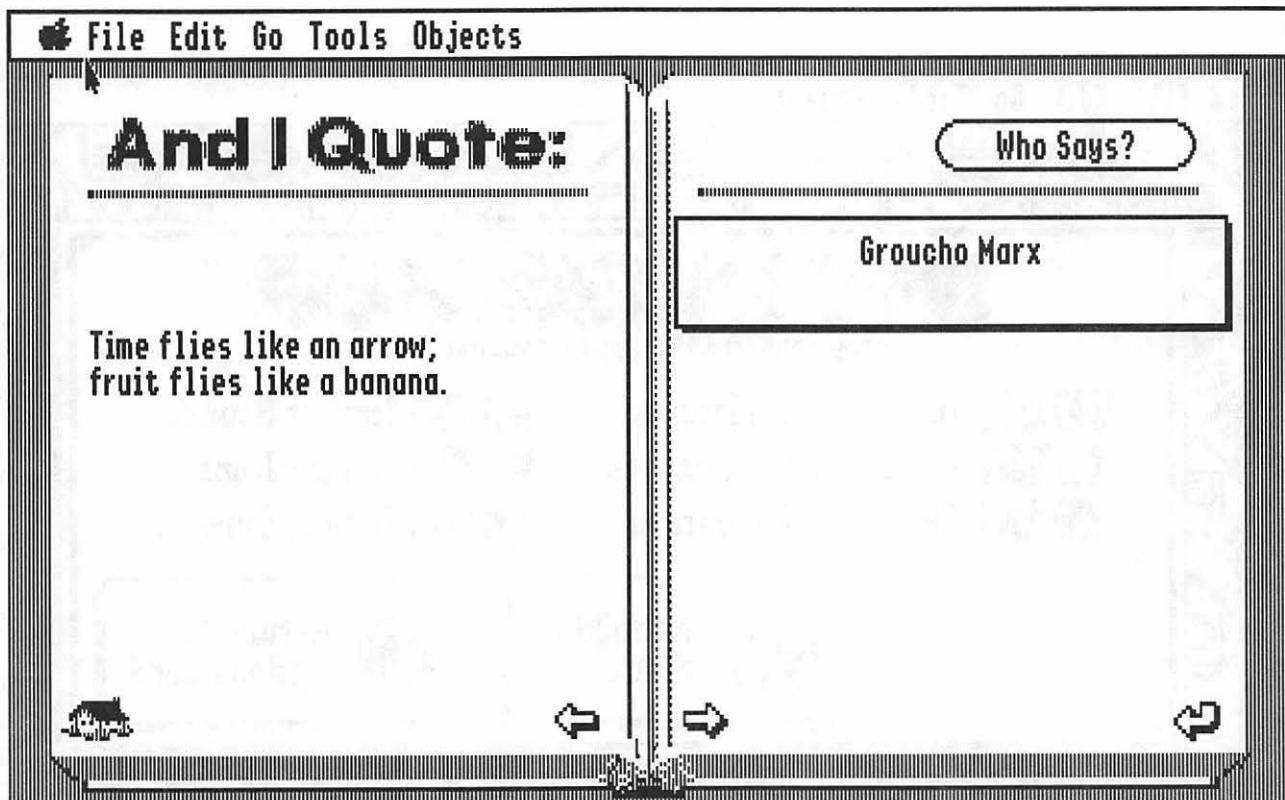


Figure 6. After Conversion.



ProSel 16 Fancy Screens

Oh, What You Can Do With It...

If you have ProSel 16 and are adventurous, you have probably discovered, as I have, that this program is a treasure chest full of features - if you can find them and figure out (even with the help of the manual) how to use them.

The screens feature has a design mode that comes with a "construction set" of little framing pieces for surrounding customized menus with several different kinds of boxes. That's only partially what this article is about. As David Wood (last year's Apple II VP) demonstrated at one of the Apple II general meetings, the "construction set," with some experimenting, can be used to create large letters (or other designs) that make unique and interesting menus. For this article I have done my best to use Glen Bredon's terms for various parts of ProSel in order to be consistent with the manual, and I have added a further explanation whenever I thought a term would be confusing.

I had two major reasons for making this type of menu. First, I liked ProSel and was determined to figure out how to use and design screens. Second, I wanted simple menus ("why not use the Finder?"

is another story) to encourage other "computer wary" family members that the GS could be as simple to operate as booting a disk on our IIe - in spite of them watching my struggles to expand my command of the machine. My wife was accustomed to instant access to AppleWorks from the RamKeeper and Zip chip on our IIe, and uses other 8-bit programs. So the first step was to have the GS boot into ProSel 16 to avoid waiting unnecessarily for GS/OS to load and to present very basic selections to the Sider hard drive and disk drives:

- IIgs Programs
- IIe Programs
- Boot 3.5" disk
- Boot 5.25" disk

- Menu Help
- ProSel Editor

If "IIgs Programs" is selected, then GS/OS is loaded, and the menu similar to Figure 1 appears. Well, except it's in color:

- Background - black
- GS - pink
- Box Frame - deep blue
- Letters - white
- Border - little apples (pink, white, and blue)

The words "SPECIAL," "GAMES," "UTILITIES," "IIe

by Bill Wydro

(with kibitzing by David Wood)

stuff," "S5," and "S6" turn pink when selected. The other words can't be highlighted (on purpose) from the keyboard, although they can with the mouse. The giant "G-S" letters are smoothed off using triangular framing pieces. "SPECIAL," "GAMES," and "UTILITIES" lead to menu screens that have those titles in 1.5" tall letters with program selections listed in columns underneath.

So, let's prepare for making this type of screen so that you can get busy customizing your own. (By the way - I would be interested in seeing your creations - just send them to the WAP office in care of Bill Wydro, and I will return them to you.)

For the "Jump in with Both Feet" Type, SKIP TO THE SIXTH STEP.

First, have a spare, bootable copy of ProSel. You don't want to find yourself (as David and I have) with a temporarily inaccessible hard drive. Trouble-shooting in a state of panic or fear takes the fun out of exploring something new. You should have a bootable ProSel volume on floppy in case ProSel hangs.

A
P
P
L
E
W
A
R
E



[First-and-a-half, make sure there's something selectable on the screen! Remember what Bill said about selected items being highlighted on the screen in a different color? And remember what he said about using the mouse button to select something if nothing is currently selected?]

When you first open a screen, or if nothing is selected and you click the mouse button, ProSel looks for something to highlight. It starts looking at its current location, goes down the column, and starts at the top of the next column. When it reaches the bottom right, it starts over again at the upper left.

And therein lies the rub: If there are no selectable items, ProSel enters an infinite loop, looking for something to highlight and not waiting for any user input. Thus, the system hangs. The only way out of this is to use your bootable floppy from step 1 to modify or delete the screen.

So make sure you have something selectable on screen, and you'll solve 95% of your problems in advance. -David]

Second, save the Main Screen as a screen. (Main Screen is Bredon's term for the original start-up menu, or program selector). This will illustrate, and at this point it is helpful for you to know, that ProSel screens are saved in two different file types. One, like the demo screens that came on the original disk, and your "Origin.Menu" (explained in a moment), and your other working screens (in the process of being designed) are of the

file type "EXE" (executable). If you are consistent, they should all be in the existing SCREENS folder (or sub-directory). The Main Screen is named "ProSel.Specs" (it MUST be named this to be the Main Screen) and is the file type "BIN" (binary). It is the only "BIN" screen, unless you have made additional screens to use with the Exchange Screens feature (called the "cycler" in ProSel 8). So - to save a copy of your Main Screen as an "ordinary" screen, do this:

- 1) Press <ESC> or <OA-E>, which presents the Main Menu (Bredon term). Select "E - Editor". The Main Screen will reappear again, but with some editor information at the bottom.
- 2) You are now in the ProSel Screen Editor. Press <ESC> again, which presents the Editor Menu. Select "S - Save a screen."
- 3) A suggested path name will appear: "/PROSEL/PROSEL.16/SCREENS/" Go to the end of the path name, and add a name, like "ORIGIN.MENU," and press <RTN>. The Main Screen (BIN) will remain intact, and a copy of it will be saved as a screen (EXE) in the "SCREENS" folder (sub-directory). The Main Screen will appear again (you are still in the editor).
- 4) Press <ESC>, and select the default "A - Abort". Yes, you really want to do this. Your Main Screen

will then reappear and be active. You can verify that it was also saved as an "EXE" screen by using the ProSel Utilities and selecting "catalog" to examine the "Screens" folder.

Third, explore the demo screens. Select "Screens Demonstration" from the main menu. (If you deleted this entry when customizing your own Main Screen, consult your original disk.) Look for ideas of what you want to do, and look especially at the lines that make up the frames (boxes). These (and their inverses) are what you will be working with. By the way, choosing "X - Exchange screens" from the Main Menu will not work to examine the demo screens. This command is for screens saved in the root directory, of the BIN file type.

Whatever screen you are working on, try hard to put in some option (that works!) for exiting. Although <ESC> and some <OA> commands are supposed to allow you to exit any screen, in fact they don't always (as David explained).

Fourth, create a new Application Specification in your Main Screen to access screen (EXE) files. This will allow you to easily select "working copies" of screens not yet completed, or with bugs to be worked out. From the editor, press <RTN> on a blank line, select "M" (manual), and enter the following:

Screen Title: Screens
Prefix: ?PROSEL.16
Application path: SCREENS



Start-up: [blank]

This will present you with a selectable list of screens. Alternately, you can use "L - Load a Screen" from the editor menu (from your Main Menu, or any other screen), but you must know its exact path name to do so.

Fifth, prepare a screen to design. Display your "Origin.Menu" screen, (or any other expendable one). At this point, you should have at least some vague idea of what to create. You need to delete everything on the screen or everything that you don't want. To start with a completely empty screen, press <ESC> and select "C - Clear Screen" from the main menu. If there are some things on the screen that you want to save, you'll have to move things around to make a working space. There are two different ways to do the deleting - in the "E - Editor" mode, or the "D - Design" mode. I prefer the former.

1) Editor Mode : Place the cursor ("highlighted" bar) on an item and press the <DELETE> key. To get a blank screen, you just do this over and over.

2) Design Mode: Place the cursor ("highlighted" bar) on an item and hold down the <SPACE BAR>. Over, and over.

If you're not worn out from all the previous steps, you might consider saving some extra blank screens once you make one, by changing its name each time you save it (Blank.1, Blank.2, etc.).

Whatever you do, though, don't try to execute them!

Whew! That was a lot of preparation to get to this point, but now the fun begins!

BTW - It is not necessary in PS-16 as in PS-8 to make sure you include the PS Editor on each screen to be able to modify it. That is, once the designing is complete. When any screen (with at least one selectable item!) is displayed, pressing <ESC> or <OA-E> will allow you to enter the editor for that screen.

On to designing a screen....

Sixth, design a screen. You should now have a screen displayed that has been prepared for your experimentation. If you are not in the Design Mode, press <ESC> or <OA-D>, and select "D - Design". You are presented with a screen that is cluttered on both sides and the bottom with all kinds of strange special Mousetext characters, and a color bar with other command helps in the lower right. What are they, and how do you use them?

Mousetext Characters: Each Mousetext character (MTC) has a corresponding keyboard key. On the left and right borders, the key is followed by the MTC. On the bottom, there are two pairs of rows. The MTC appears below its corresponding key.

[Note also that there are also twice as many MTCs as in the standard Apple Mousetext set. Glen Bredon, that clever perfectionist, wanted more MTCs, so he wrote them directly into ProSel! -David]

Inverse Characters: Press the "*" on the upper right of your keypad (Shift-8 will not work!). If you continue to press the keypad "*", and examine what happens to the MTCs, you will notice that switching produces the MTC's inverse. Bredon created these MTCs to make a variety of styles of boxes to frame menu items. I found several of them useless. You may find some creative reason to use them.

If you begin pressing keys, you will get normal letters. To activate the MTCs, press <0> on the keypad (not the main keyboard!). Anyway, you can now experiment with making large letters out of these pieces, or make some abstract design, or whatever. This part is tedious, but as you get familiar with how the MTCs can combine, and their limitations, your creations will go faster. If you are a good Tetris player, you have an advantage! The cluster of MTCs around keys 4-9 (on the keyboard only) are especially useful for rounding the corners of large letters. I was able to create decent looking letters a minimum of 5 by 8 spaces size (for fat letters like "U", and larger. An often used key is the <SPACEBAR>. It's MTC is a blank space, and its inverse a solid rectangle. The giant "G-S" letters represented in Figure 1 are 12 by 20 spaces. I used the MTCs for "a,b,c,d", and their inverses to "smooth out" these giant letters. A special MTC is the @ key—it produces a small striped apple. MTC Colors: At the bottom right of the screen are the numbers 1-9 with colored rectangles underneath. These are KEYPAD



Figure 1. Keyboard representation of a screen made with "framing" pieces.

numbers, and will change the MTC's colors correspondingly.

Alternate Color Palettes: This was not an easy one for me to figure out, or to explain, even though the directions appear on-screen. To choose an alternate Palette, you must go to the Main Menu, and select "M - Modify Parameters". If you have visited this utility before, you know that you are then given several screens of questions to answer. However, by pressing <TAB>, you can skip directly to the color selector (Thank you, Glen!). Once you have modified the colors to your desire (or limited to your patience) press <RTN>. You hear the dreaded "Bonk" that signals that you may have just been dumped into the monitor, but not to worry. You will now be given the choice of making the color selection temporary or permanent. If you choose temporary, the color change lasts only until you leave ProSel - the

original Palette will be restored upon your return. (With the exception explained somewhere below.)

General principles (as near as I can figure) about colors: In the Modify Parameters utility, once you make a permanent Palette change, the colors on all your screens will change. You can't choose a separate Palette for each screen this way. However, in the design mode, using the keypad numbers, Screen's colors. A good way to automate the return to the original Screen's colors. A good way to automate the return to the original colors is to have an item in the screen which does a refresh, i.e., an item with any prefix and the single character "R" as application.

Tips on Alternate Palettes in Modify Params mode:

- 1) There are two major ways of setting color choices. One is with the keypad number

keys, which also alter the border color. The other is with the arrow keys and selecting Red, Green, or Blue ranges (for each "color mode") in combination with the keypad "+" and "-" keys.

- 2) Continually pressing the keypad "+" or "-" key will cycle you through the color range for that mode. As you experiment, you will see that the Red, Green and Blue choices can be combined to produce many different colors, not just red, green and blue.

- 3) Key to color mode:

Background: the screen inside the border

Highlight #1: the color of the word (or characters) that the cursor is on

Highlight #2: the color of things not highlightable with the cursor (such as the bot-



tom 4 lines of every screen (defeatable with <CTL-B>, another story).

Normal text: the color of words (or characters) when the cursor is not on them.

Keep in mind that once you are in the design mode, all of these except background color, are further alterable with the keypad numbers.

4) Holding down <Open Apple> in combination with the keypad numbers will change the border only.

5) When experimenting with the Mod Parm color combinations, the keypad "*" will return you to the original Palette. Once you have made a permanent Palette change, using the * will then return you to your latest permanent change, not the "virgin" color Palette.

6) I haven't discovered any difference in choosing any of the <OPTION-CTL-LTR> (LTR=letter choices listed on-screen) choices from the color selection directions at the top of the ModParm colorscreen. My theory is that they apply to certain special menus only, which are listed in the manual under the section "Graphic display". Also, if you use the <OA> instead of <OPTION> by mistake, you will crash. If you use the correct key combination, the screen may go black. If that happens, press

the keypad "" to brighten the colors so they are visible. You may also notice that some or all of the "Color Mode" selections seem to have disappeared. They haven't. Their colors are just identical to the background color. You kind of have to use the arrow keys blindly, and press the keypad "+" or "-" key to get them to show up.

7) Some REALLY ugly, garish, and offensive color combinations are possible! Ughhhh!

8) If you have a "prankster" bent, you can make whatever selection the cursor is on disappear by making Highlight#1 the same as the Background color. Or alternately, "secret" applications that are only visible when selected.

Seventh, save your newly designed and field tested screen as a ProSel.Specs Main Screen. If you have only one designer screen that you want to use, no problem. If, as I do, you have more than one designer screen, you now face another choice. (Sigh.... another explanation!) On your new Main Designer Screen (BIN), you can create an Application Specification that selects another screen (EXE). If you do this, when you launch a program and then quit from it, you are returned to the Main Designer Screen. Not good enough for me. When I am in an alternate screen, and quit a program, I want to remain in that same

screen. This can be done by saving the alternate screens as BIN files in the root directory, by going to the editor and selecting "N - New path name for P command" and naming them "ProSel.Specs.2", "ProSel.Specs.3", etc. Bredon does a pretty good job of explaining this procedure under the "Exchange screens" section of the manual. NOTE: if you are in the editor of any ProSel.Specs.x screen (with a number), and choose "P - Save new ProSel.Specs" you will not be overwriting the original ProSel.Specs, but modifying the currently active (.x) screen. CAUTION: IF YOU ARE IN AN "EXE" SCREENEDITOR, AND CHOOSE "P - SAVE NEW PROSEL.SPECS" YOU WILL OVERWRITE (AND DESTROY) WHATEVER MAIN SCREEN WAS CURRENTLY "PROSEL.SPECS". I discovered that through a rather unpleasant experience! To modify and save an "EXE" screen, choose "S - Save a screen."

In Bredon terminology, every screen of the BIN type is a Main Screen. What makes this even more confusing is that the currently active ProSel.Specs screen is renamed by ProSel as PROSEL.SPECS. The previous ProSel.Specs is temporarily renamed PROSEL.SPECS.1 (Thus, when numbering Main Screens, never use .1, begin with .2). Let me give an example. Suppose you have 3 Main Screens - a Main Menu (MM), a Games Menu (GM), and a Special programs Menu (SM) with these file names:



MM = ProSel.Specs

GM = ProSel.Specs.2

SM = ProSel.Specs.3

If MM is on the monitor, the other two are numbered as above.

If GM is on the monitor, the following re-naming takes place:

MM = ProSel.Specs.1

GM = ProSel.Specs

SM = ProSel.Specs.3

If SM is on the monitor, the renaming is thus:

MM = ProSel.Specs.1

GM = ProSel.Specs.2

SM = ProSel.Specs

If you're still with me, there remains one minor glitch to everything working perfectly. When you quit ProSel, the last Main Screen to be on the monitor will be named ProSel.Specs, and will therefore be the first Main Screen to appear when you start up again.

But I wanted the Main Menu to always appear upon starting up. There are two solutions to this. The simple one is to always return to the Main Menu before quitting. Did I choose the simple one? Noooooooo! The other solution takes us into a realm I thought I would never want to explore - the Command Shell. This solution (thank you, David, for assisting me with this!) involves writing a small program for the GM and one for the SM, from the sample above. When leaving ProSel with this method, you would select "Shutdown" from the menu of the current screen. Here goes:

For GM (ProSel.Specs.2): From any screen, press <ESC> or <OA-

S> and select "S - Shell command". At the colon prompt, type "edit." At the blinking bar cursor, write the following renaming commands, using the correct path name for your root directory (the space between path names is important):
rename /H1/ProSel.Specs /H1/
ProSel.Specs.2
rename /H1/ProSel.Specs.1 /H1/
ProSel.Specs

Shutdown

Now press <OA-S> and a Save box will appear. At the cursor, name your little program, such as "FIX.2" Press <RTN>.

Go to the GM screen, enter the editor, and write this Application Specification:

Screen title: Shutdown
Prefix: ?PROSEL.16/
COMMANDS
Application path: FIX.2
Start-up: [blank]

This is what the program and Application would look like for the SM screen for FIX.3:

Program-
rename /H1/ProSel.Specs /H1/
ProSel.Specs.3
rename /H1/ProSel.Specs.1 /H1/
ProSel.Specs

Shutdown

Application
Screen title: Shutdown
Prefix: ?PROSEL.16/COM-
MANDS
Application path: FIX.3
Start-up: [blank]

One added touch. To make it easy to return to the MM screen from GM or SM, add the following

Application to each of those two screens (same for both):

Screen title: GO BACK

Prefix: ?

Application Path: X[special ProSel command]

Start-up: 1 [MM at this juncture is ProSel.Specs.1]

Think by now we have exhausted all there is to know about screens? Nope. If you carefully read the manual, you will find, especially under the Application section and the Screens section, all kinds of little gems for inverting screen titles, hiding title characters, using Mousetext characters in titles, extending menus into the last four lines of the screen, and other stuff.

Happy hunting!

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The programs in this disk series are an eclectic mixture; some are "oldies" that have withstood the test of time and others are newer than System 7.0. Most will work with all of Apple's recent System Software releases and any Mac Plus or later. A few will operate only when run in conjunction with System 6.0.7 or earlier. A few others are System 7.X specific; they are designed to work with or take advantage of the features of Apple's newest System

Mac disks #25.01 through #25.10 include approximately 17 Megabyte of material. (Wait a minute folks, how can we get over 20

disks worth of stuff on 10 disks? Answer—Compactor Pro was used to compress the files.)

To decompress them, copy the CptExpand 1.0.f (on the first disk) to your hard disk along with any ".cpt" files you want to decompress. Then double click each ".cpt" file and it will automatically be restored to its original configuration. You will be asked if you want to delete or save the archive (.cpt file); you should probably delete it since you will still have the original ".cpt" files on the floppy disk collection. You can also decompress most of these files by moving them to a blank floppy along with CptExpand. This is a little more trouble than our usual Disketeria fare but think of the value—two for one.

Mac Disk Catalog

Mac Disketeria Catalogs are available at the office, at the monthly meetings and by mail order. Price is \$3.00; add \$1.50 to cover postage and handling if you order by mail. The catalog covers all Macintosh disks issued through July 1991.

This catalog includes only disk descriptions; alphabetical lists of programs and files were dropped

from the catalog due to lack of space. We have added Mac Disk #00.01 to the library; it includes a delimited text file which lists all files in the Mac Disketeria. You may import the text file into the database of your choice for viewing and further manipulation. Additionally, a printed list arranged alphabetically by file name is available at the office for viewing or copying at the standard copy rate.

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DISK #00.01 — C 1

THE MAC CATALOG

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



DISK #25.01 — PI 1

THE BEST OF THE PI

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

20 BeepSounds f: **Beep #1 through Beep #20:** This collection of short sound files may be used to replace the "beep" that your Mac makes. The sounds in this folder are all interesting or unusual. They range from castanets, chords, chimes, hammer, notes, shouts, shots, and others too peculiar to describe.

3D Tic Tac Toe: This Desk Accessory is a game just as the name says.

A Sumo Wrestler, Kunisada 1835 — A MacPaint format Japanese Ukiyo-e painting of a wrestler done around 1835.

Address Book DA 3.0.1 f: **Address Book DA 3.0.1 and Address Book 2.5 :** By Jim Leitch. This is a phone list and dialer in DA and application formats which permit viewing of 66 names (length limited to 40 characters) in three columns per page. Select a name and double click to open each record and then choose one of three telephone numbers to dial automatically. Several pages of help; MultiFinder compatible. Files can be exported. **ADBK Manual MacWrite** and **Read me** are in MacWrite and text formats respectively. **Sample_Addr_list** is a sample address list. **Shareware — \$20.**

Albatross TT f: **Albatross:** By LORVAD™ (formerly Printers Devil). A TrueType body text font with a moderately short x-height. The relative point size is a bit small, i.e., 14 point is closer to what most people would consider 12 point. It contains all the regular characters and many special characters. **Read Me First-LORVAD.txt** is in text format. **Shareware — \$10.**

AmortDA.acc.: By Roger V. Mitchell. This DA calculates various elements of a typical loan and prints an amortization schedule.

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

on copies of applications. Does not work on all applications. Please use this utility for legitimate purposes only.

AppDisk 1.2 f: **AppDisk 1.2:** By Mark Adams. A RAM disk that lets you use part of your ram as a fast disk drive, without restarting your Mac. It is System 7.0 dependent. It has the ability to save its contents to provide some protection against loss of data due to system crashes. **AppDisk 1.2 Read ME!** is in text format. **Shareware — \$15.**

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

Arctic f: **Arctic:** By Sam Wang. A PostScript Type 1 brushscript font from the Dover book on Solotype fonts. It is complete with upper and lowercase letters, as well as numbers, punctuation etc. **ReadMe** is in text format. **Free but \$5 donation cheerfully accepted.**

Artisto+ 2.01 f: **Artisto+ 2.01:** By Tom Taylor. A Desk Accessory that allows you to open up a MacPaint or FullPaint document from inside any program that supports Desk Accessories and select any portion of the image and copy it into the Clipboard. This is all described in the **Artisto+ 2.01 Instructions.** **Shareware — \$5 or \$10.**

ASCII Chart 4.0 f: **ASCII Chart 4.0:** By Jon Wind. The DA chart shows all 256 ASCII characters and their decimal and hex equivalents. A menu selection permits changes to displayed font and size (9, 10 and 12 point). **ASCII Chart 3.2 Docs** is in text format. **Shareware — \$10.**

AUTHOR IW: By Joseph W. Miller, one of our own Washington Apple Pi members. This plain typewriter-style font for the ImageWriter was created because of the lack of a font for the Macintosh that looked like a familiar typeface. In Joe's words, "It has the virtue of being peculiar in no particular way." With a very limited number of optional characters, Author takes less space in your System file than other fonts. For example, Author 12-point requires 2382 bytes, compared to 2892 bytes for Geneva and 3864 for Boston.

Author LW f: **Author:** By FontBank, Inc. A classic cursive script in a heavy weight for headline use. This is a commercial

PostScript Type 1 font (not shareware or public domain) that is offered without cost as a sample. See the **Special Offer 10/19** in text format for details on ordering the collection at a reduced price.

Beverly Hills IW f: **Beverly Hills:** By Alan D. Hayman. One of the "superfonts". An outstanding business font for the ImageWriter printer. It is available in sizes of 9, 10, 12, 14, 18, 20, 24, 28, 36, and 48 points. Not only does it look good in the standard 12-point size, but it also prints very well-formed characters in the larger "headline" type sizes such as 18 points. Like Palencia, Beverly Hills prints real fractions and other special characters. Also available is the separate Beverly Hills Large typeface, in 36 and 72 points, which can be used within MacPaint or MacDraw. **Read This First!** is the MacWrite file that contains the shareware notice and instructions for printing the rest of the documentation. The **BH Disc Configure** MacWrite document provides helpful instructions for installing the Beverly Hills fonts in your System file. Using **Beverly Hills MacWrite** document provides detailed information on the Beverly Hills fonts. **Shareware — \$10.**

BezierDA f: **BezierDA:** By C. Heilman. A modest painting program with a special talent. Like a French curve drafting tool, it helps you construct smooth curves as described in **AboutBezier.**

Big Ben II: By Riccardo Etorre. An analog clock with the face of the historic tower clock of Westminster, London. (Trivia note: Big Ben is the bell, not the clock.) Like the original, this has no second hand.

Blackout f (v1.21): **Blackout:** By Andrew Welsh. A screen blanker Control Panel Device (cdev), configured from the Control Panel, which displays a moving field of stars. For 512KE and later. **Blackout Docs** is a double clickable application. **Shareware — \$5.**

DISK #25.02 — PI 2

THE BEST OF THE PI

Bill the Cat Acck! The Meadow Party candidate for president in MacPaint format?

BlackForest TT f: **BlackForest:** By LORVAD™ (formerly Printers Devil). A TrueType font with an old world German feel with intricate upper case letters. Designed without any curves it is best at larger sizes. **Read Me First!!** is in text format. **Shareware — \$10.**



BlackJack1.76 f: **BlackJack1.76:** By Brad Slutsky. A Blackjack game DA where one player plays the house. **BlackJack Manual** is the comprehensive MacWrite document describing the program. **Shareware - \$20.**

Boaster INIT f(v1.0): **Boaster INIT:** For all of you who want to impress co-workers or friends with lots of icons showing at start-up. Boaster INIT does nothing useful except for displaying all icons it finds inside Boaster INIT. It may be customized using ResEdit. **About Boaster 1.0** is in TeachText text format.

BODIDLYBold TT f: **BODIDLYBold:** By LORVAD™ (formerly Printers Devil). A TrueType font that looks great in small or large sizes. This one can readily pass for Poster Bodoni at a fraction of the cost. **Read Me First!** is in text format. **Shareware - \$10.**

BootMan 1.1: By Bill Steinberg. Use this handy utility to set the System Heap Size, Maximum Number of Open Files and Maximum Number of Operating System Events. This is a handy alternative to Heap Tool and Heap Fixer.

Boston II IW f: **Boston II:** By Charles E. Maurer. Simply one of the best word processing fonts available for the ImageWriter printer. Font sets are available for New York, MacWrite and Word. **READ ME FIRST!** tells how to install the font and print the Manual. To understand all that Boston II can do, print out the manual in high quality after having installed one of these fonts. **Manual/512K** is the very comprehensive MacWrite manual for 512K and later Macs. The RAM disk mentioned in the documentation has been removed as it does not work with most Macs. If you want to use a RAM disk, see RAM Disk + in the System Utilities series.

BroadCast f(1.2): **BroadCast:** By Joachim Lindenberg. A Chooser Document used to send short messages between Macs on a network. **Shareware - \$25 a machine or \$100 a network.**

Cal 3.02 f: **Cal 3.02:** By David Oster. A Desk Accessory calendar and agenda pad for your appointments; it is suitable for solo use or for shared use over a network. **Calendar Tools** can convert calendar files from the author's earlier "Calendar" program. It can also pack an entire calendar database into a single text file for maintenance. **Cal Intro** is in text format.

Shareware - \$15, reduced per copy price for multiple nodes.

CartWright TT f: **CartWright:** By LORVAD™ (formerly Printers Devil). A TrueType font inspired by the Adobe wood type Ponderosa font. Just the font for designing those old west wanted posters. **Read Me First!!** is in text format. **Shareware - \$10.**

Cat•Mac™ f: **Cat•Mac:** By Andrew Worth, Paul Bailey, & John Moreno. A "TeaseWare" version of a good cataloging utility. Cat•Mac will catalog the files on all your disks, creating listings showing type of file, file name, volume name, modification date and time, and file size. The program allows sorting by the various categories, as well as rearrangement of the columns of information. You can save the listings as a text file (with data separated by spaces, tabs, or commas) so that the catalog information can be exported to your favorite data base or word processing program. The "Level 1" version of the program provided here is limited to 1,000 files. Level 2 allows 10,000+ files and includes other features not found in Level 1. The \$10 "TeaseWare" registration fee gives you a credit toward purchase of the Level 2 program. **Cat•Log™** is a demo catalog listing and **Scrapbook File** is accessible within the Cat•Mac application that contains information on some "Hidden Cat•Mac Power Tools" and on how to register (including a mailing label, so you'll have no excuses for not paying your fees). **"TeaseWare" - \$10.**

Cheetah is a striking facial close-up of this fast cat. It's done in MacPaint format.

Chime4.0.1 f: **Chime:** By Robert Flickinger. This Control Panel Device (cdev) plays up to 4 snd. resources on the hour, half-hour, and quarter hours. A coo-coo clock chime is included. **Read Me** is in MacWrite format. **Shareware - \$10.**

ChooseCDEV™ f: **ChooseCDEV™:** By CE Software. The Control Panel orders the cdev files in alphabetical order except for the General screen, which is first. This little application lets the icons be placed in any order desired by the user, so that it isn't necessary to scroll to find those frequently used. **About ChooseCDEV™** is in text format.

Clairvaux IW f(v. III): **Clairvaux:** By J.W. Leedom. One of the four "superfonts". Available in sizes of 9, 10, 12, 14, 18, 20, 24, 28, 36, 40, 48 and 72 points, Clairvaux is a proportionately spaced, variable-width

font with straight serifs and dense and angled letters. It blends elements from Palatino and Post Medieval Light and is designed to be both stylish and legible. Clairvaux includes many special characters, including mathematical symbols and fractions. Clairvaux Caps, which is available in 14, 18, 24, 28, 36, and 48 points, includes only capital letters and is designed for creating large initial letters to delineate sections of a document. **Docs.McWrt** is an excellent MacWrite document that describes the Clairvaux font in words and pictures. For proper spacing, install Clairvaux in your System before printing the manual. **Text Introduction** is the instructions. **Shareware - \$10.**

Compact Pro 1.30 f: **Compact Pro 1.30:** (Previously called Compactor.) By Bill Goodman. Lets you reduce the size of many of the files on your computer by "compressing" the data in the files. Also supports "archives" which are collections of files and folders combined into a single unit. You can simplify the storage of large amounts of data by grouping related items into an archive. **Compact Pro User's Guide** is in MacWrite format. **Shareware - \$25.**

Cube: A cube à la Rubick's in Desk Accessory format. Much more challenging than the puzzle.

Curlers f(v1.0): **Curlers:** By Tom Phoenix. An INIT that causes the typing of the appropriate open or closed (" and ") quotation marks (and single quotes) instead of straight quotes. **Curlers manual** is the text documentation.

DISK #25.03 — PI 3

THE BEST OF THE PI

Convert f: **Convert:** By JAM Technologies. A small DA calculator that also provides a large variety of English and metric conversions. **Install Convert** takes the place of Font/DA Mover to install Convert and **About Convert** is the very brief text file. **Shareware - \$15.**

CRAY5A.BIN f: **CRAY5A.BIN:** By DesktopCAD Inc. This full featured scientific and programmer's DA calculator has many functions. The scientific features include exponential, power and root, trigonometric and coordinate transformation functions. Programmer's features include base selection and conversion (in binary, octal, decimal and hexadecimal),



logical operations (such as and, or, xor, etc.), register rotate and shift and an ASCII table with Apple's extensions. **CRAY5P.BIN** is the stand-alone application version and the comprehensive User's Manual describes how to use it. **Shareware - \$8 for use, \$19.95 for license and updates.**

DD Expand™ 3.7 f: DDExpand™ 3.7: By Lloyd Chambers & Terry Morse, Salient Software, Inc. DiskDoubler is a commercial file compression program available for the Macintosh. DDExpand, which is provided free of charge to individuals, is an expand-only version of DiskDoubler. The **About DDExpand.old** in TeachText format is from an older version; for some reason, a newer version was not included with the download.

Desktop Mgr: By Apple Computer, Inc. An INIT which, when placed in the System folder, improves the way the Mac keeps track of files. Essential for improved Finder performance for disks with large numbers of files. Part of AppleShare server software and usable with any recent System software but works best with Finder 6.1.4 or later. This function is embedded in System 7.X.

Disinfectant 2.5.1: By John Norstad. Detects and repairs files infected by all of the currently known viruses including Scores, nVIR (A & B), INIT 29, ANTI (A & B), WDEF (A & B), CDEF, ZUC (A, B & C), MDEF A (Garfield), MDEF B (Top Cat), MDEF C and MDEF D, MacMag (Drew, Brandow, Aldus or Peace) and Frankie. Like Virus Detective, it operates under your control and can scan a succession of floppy disks and create a log file of the results. Check out the About Disinfectant under the Apple menu; it's a gas! Requires System Software 6.0 or later and Mac 512KE or later.

DiskCopy 4.2 f: DiskCopy 4.2: By Steve Christensen, Apple Computer, Inc. Duplicate 3.5" floppy disks from a single master disk. It performs checksums of the master disk to assure a reliable duplication. Copies 800K Apple and 720K and 1440K MFM disk formats. Requires a double sided disk drive. **MountImage 1.1b3** permits you to view and use disk images just as if they were disks. **Apple DiskCopy** documentation is in MacWrite format and **Disk Image Directions** is in text format.

DiskTimerII.a f: DiskTimerII.a: By Steve Brecher. The classic program to bench-

mark hard disk performance. It monitors the disk read and write calls to determine times required for these actions. **Notes on DiskTimer II** is the MacWrite document listing performance times for a number of hard drive.

DiskTop 1.2: By Gil Beecher. An evaluation copy of CE Software's DA utility which will find HFS files, copy, delete, and move files, folders, and more, all from within any document or application. The commercial version is much more capable and is an invaluable aid in preparing the WAP disks and catalogs.

Display2 TT f: By David Rakowski. A collection of display fonts. **Read me Display TT fonts 2** is in TeachText format and includes pictorial samples of the fonts. **Shareware - \$3.99 for each font (except Zaleski \$.99) to Columbia University.**

Polo Semiscript: A brushstroke font with plenty of swashes. It makes a good specialty font for advertisements when an informal feel is desired.

Pixie: A Type font that roughly looks like Bodoni must look like after ten or more beers — an uneven, hand-drawn serif font with a wide variation of thicks and thins. It makes a good specialty font for advertisements when an informal feel is desired or when you want to recreate generic 1950's advertisements from BoysLife or Mechanix Illustrated. **Read me Pixie** is in text format.

Rudelsberg: The font is in the Art Nouveau vein (turn of the century Germany in this case) and may be thought of as a second cousin to Adobe's Arnold Boecklin font, in that the lower case letters are a little similar, although the upper case characters lack the swashes of Adobe's font. Rudelsberg contains the full set of upper- and lower-case characters, numbers, and some punctuation, but no diacritics.

Zaleski Caps: A font named for Jean Zaleski, the New York painter who is, among other things, short. It is modeled on an Art Deco typeface called Ashley Crawford. It is bold and brash and serifed. Numbers and punctuation are also in the font.

DOCMAker v3.72 f: DOCMAker v3.72: By Mark S. Wall, Green Mountain Software. This program was formerly named "The DOCter." Allows you to create standalone documents that do not need a word processor to open them. **DOCMAker**

Shareware Doc is double clickable. **Shareware - \$25 with disk.**

Document Builder f: Document Builder: By Andrew Welch. Allows you to create stand-alone documents which include text and graphics. Since Document Builder documents are applications, the reader does not need a word processor to show them on the screen or to print them. **Document Builder Docs** describes the application. **Shareware - \$20.**

Drop Menus 1.2 f: Drop Menus 1.2: By Richard Outerbridge. This INIT drops menus down and keeps them there when you click the mouse in the menu area. Select any menu item by clicking on it. **Drop Menus Read Me** is in text format.

Dubiel TT f: Dubiel and Dubiel Italic. By David Rakowski. These TrueType fonts are modeled on the Torino and Torino Italic fonts which are similar to a condensed Bodoni except with lighter strokes. They work well as either text or display fonts. Since the FOND resources have not been merged you must select the italic font from the font menu rather than selecting the Dubiel font and giving it an italic style. **Read me Dubiel fonts/TT** is in TeachText format and includes samples of the font. **Shareware -\$14.99 to Columbia University.**

Extractor 1.20: By Bill Goodman. Extracts files from archives created by Compact Pro and Stuffit 1.5.1. Just double click the archive file or open the archive from within Extractor.

DISK #25.04 — PI 4 THE BEST OF THE PI

Easy Envelopes+ 2.0.2 f: Easy Envelopes+ 2.0.2: By Andrew Welsh. This DA or application lets you print envelopes with a return address, up to 99 stored addresses, and an optional endorsement line. **Easy Envelopes Plus 2.0.2** is the documentation in application format. **2.0.2 Update Notes** is in text format. **Shareware - \$15.**

Electric Dvorak f: Electric Dvorak: By Tom Phoenix. Lets you use the Dvorak keyboard. **Dvorak Installer** removes or installs the Electric Dvorak and the "switching by Keyboard" option. **Dvorak Start-up** and **QWERTY Startup** are INIT files for the Systems Folder. **Read Me about Dvorak** contains the instructions. **Electric Dvorak QuickRef** is a keyboard layout document. An optional **Membership Application** is included for



the International Dvorak Organization. This application modifies the System file with a resource; backup your System file first and then reinstall if necessary to return to your original configuration. *Shareware – but you pay for it if you don't use it or pass it along.*

Eradicat'Em 1.2 f: **Eradicat'Em 1.2:** By Dave Platt. The sole purpose of this INIT program is to monitor and remove the WDEF virus; it does this quite effectively. It scans all inserted disks for WDEF in the invisible Desktop file after it is installed in the System folder and your Mac is rebooted. **Eradicat'Em 1.2 release notes** are in TeachText format. Requires Mac 512KE or later.

Eyeballs & BigFoot f: **Eyeballs and BigFoot:** By Ben Haller. The INITs Eyeballs and BigFoot gives your menubar eyes and creates a pair of feet that walk around your desktop. **Critters Docs** is in text format.

F1-F4 f: **F1-F4:** By Erny Tontlinger. This INIT translates the F1 through F4 keys on an extended keyboard to command-Z (undo), command-X (cut), command-C (copy) and command-V (paste) keystrokes normally associated with these functions. **F1-F4.des** is in text format.

FastEnvelope 2.0.1sw f: **FastEnvelope 2.0.1sw:** By Henry Carstens, Vertical Solutions. This demo Desk Accessory prints envelopes of various sizes and postcards with address, return address, bar code, message (for example—FirstClass), Icons and Pictures. After 10 days, the word Demo is printed on the envelope. **FastEnvelope 2.0 Manual.text**, **QuickStart!** and **What's New** are in text format. Folks, this is a super value, so ante up. *Commercial – \$10, see license for ordering information.*

FastLabel 3.0 f: **FastLabel 3.0:** By Henry Carstens, Vertical Solutions. Permits you to print a variety of labels quickly and easily. Includes standard templates for mailing, disks, VCR, and other label formats for LaserWriter, ImageWriter and DeskWriter printers. You may also create your own templates and save them for later use. This program is worth at least five times the shareware price. FastFix Documentation is in text format. *Commercial – \$10, see license for ordering information.*

Finder Sounds f (v1.3): **Finder Sounds:** By Greg Smith. With System Software version 6.0.4 or later, the Finder can play sounds corresponding to various events.

The **Finder Sounds Config** cdev permits you to select sounds for these events include opening and closing windows, creating and deleting files, and even modifying windows. **Finder Sounds.teach** is the TeachText format documentation.

FKEY Collector 4.1: By Jim Moore. Lets any selected file of FKeys be sampled or installed as FKeys. Contains an assortment of FKey examples.

Flash-It 2.2b1 f: **Flash-It:** By Nobu Toge. A cdev that defines three (3) hot-keys to: capture all or a selected part of the screen image, save it to the clipboard or to a disk file, and print it. **FI22b1.DOC (MW)** is in MacWrite format. *Shareware – \$15.*

FlashWrite][1.02 f: **FlashWrite][1.02:** By Andrew Welch. A super notepad DA which may have multiple pages, each with its own name and each containing up to 32,000 characters in any font face, size and style. It can import and export text and you may select your favorite word processor in a preferences setting. The DA also has a find function and counts characters, words, sentences and paragraphs. **FlashWrite][Docs** is in double clickable application format. *Shareware – \$15.*

GateKeeper f (v 1.2.1.1): **GateKeeper** and **GateKeeper Aid:** By Chris Johnson. These INITs and associated Control Panel Device (cdev) are placed in your system folder (Systems earlier than 7.0) and are then accessible via the Control Panel after booting. For System 7.0 and later installation, see the documentation. GateKeeper monitors the types of action that viruses take and limits the system response to prevent infection. GateKeeper creates a log file for later analysis and diagnosis of virus attacks. GateKeeper Aid looks for WDEF, CDEF and MDEF viruses and their variants and eradicates them. **GateKeeper Introduction** and **GateKeeper Aid Introduction**, in MacWrite format, describe the use of the programs. For Mac 512KE and System 4.1 or later. *Send a postcard.*

DISK #25.05 — PI 5

THE BEST OF THE PI

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

FreeTerm 3.0 f: **FreeTerm 3.0:** By William Bond. This simple terminal emulator supports ASCII file transfers. The XModem protocol is supported as is the Macintosh MacBinary II format. It will work on asynchronous communications devices that support data transfer rates from 300 to 57600 baud. If you have a Hayes-compatible modem, there is support for auto-dialing and hang up commands. The **FreeTerm 2.0 Doc** describes all of its features and lists a number of the XModem error messages.

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

HAL1 f: These sounds are part of the collection of sounds from the Stanley Kubrick movie version of Arthur C. Clark's space novel, 2001.

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

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

Dave, stop (HAL) “Dave, stop ...”

HAL 2 f: More sounds from the demented computer.

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

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

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

HAL 3 f:

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

Human error (HAL): “Human error.”

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

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



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

HeapTool 1.4 f: HeapTool: By Kerry Clendinning. If you use System 6.0.7 and earlier with MultiFinder and more than a few INITs, you may experience frequent bombs as the "System Heap" runs out of memory. The system heap is an area of Mac memory set aside for use by the Mac operating system and other system software. INITs use space in the system heap during startup, and many of them stay loaded as long as your Mac stays running. Fonts and Desk Accessories also require space in the system heap, but their use of the heap tends to be *dynamic*, meaning that the amount of space needed changes according to what the user is doing. Just drop the Heap Tool cdev into the system folder, and it will expand your system heap the next time you reboot. **Manual 1.4-mw** is in MacWrite format. **Shareware - \$13.50.**

Helium 1.0: By Robert L. Mathews. This Control Panel document permits you to select Balloon Help in System 7.0 without going to the Help menu and back to toggle it on and off. Just the thing for the occasional need to see a help item.

Help Meister f: Help Meister: By Robert John Churchill. Whenever you want to see balloon help for something, point at it with the mouse and press control-Help. This will toggle balloon help on and off. This INIT requires System 7.0 and extended ADB keyboard with a "Help" key. **About Help Meister** is in text format. **Shareware - \$5; \$20 for disk with source code.**

IconWrap f (v1.2): IconWrap: By Ken McLeod. An INIT that will "wrap" INIT and cdev icons around the Mac screen on startup to begin a new row when the edge of the screen has been reached. Doesn't work with nonstandard icons or color icons (cicn resources); must load before icons reach right side of screen. **IconWrap.doc** is the text format documentation.

DISK #25.06 — PI 6 THE BEST OF THE PI

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

Icon Colorizer 1.6 f: Icon Colorizer: By Robert P. Munafo. This cdev displays a replacement set of multi-color icons for a variety of programs on the Desktop. Icons can be modified in ResEdit following the instructions in the documentation. **Icon Colorizer 1.6 Doc** is the MacWrite format documentation; it includes an excellent description of the types of color icons. For color or gray scale Macs.

Informal Oblique TT f: Informal Oblique: By Phil Noguchi. This is a fully functional slanted TrueType font useful for informal correspondence and note taking. It replaces the PostScript shareware font Slant Informal in public distribution; this is a complimentary ProtoType™ font. **Informal Oblique 21 April 1991** and **Wd Informal Oblique 21 April 1991** are in text and Word formats respectively.

Init cdev 3.0 f: init cdev 3.0: By John Rotenstein. 'init cdev' will provide a list of all the INIT (Start-up), cdev (Control Panel) and rdev (Chooser) files in your System Folder and let you turn them on and off. This free cdev performs a similar function as the commercial Aask! and INITPicker. **About init cdev 3.0** is the documentation in text format. **Shareware - Picture postcard of your hometown.**

INIT Tracker f (v1.0): INIT Tracker: By Andrew Welch. Monitors all INITs that load after itself to determine the technical changes performed by each INIT. It then writes this information to disk for later analysis. **INIT Tracker Docs** is in double clickable application format. **Shareware - \$10.**

Just Click 1.0 f: JustClick: By Luis Bardi. Under System 7.0, this INIT permits you to click at the top right hand corner of your screen to switch from application to application (just like MultiFinder in earlier Systems). **JustClick Info** is in text format.

Kastellar f: Kastellar: James M. Harris. A PostScript Type 1 (ATM-compatible) display typeface in uppercase characters only (no lowercase or numerals) created with Letraset's FontStudio. It is a very elegant open-face-styled design that until this offering, was only available in hot metal. **READ ME FIRST!** is in text format. **Shareware - \$20.**

Kiwi Envelopes!™ 2.05: By Kiwi Software, Inc. A DA to print envelopes on LaserWriters or compatibles. **Shareware - \$8 for registration and documentation.**

Laser"Quotes" f: Laser "Quotes"™: By Deneba Systems, Inc.. An INIT that generates left and right quotes (""), apostrophes, and the Chicago font symbols for the command key, check, diamond, and apple. **Laser"Quotes" Docs** is the MacWrite format documentation.

Layout 1.9: By Michael C. O'Conner. The popular utility that allows customizing the desktop by specifying spacing between icons, list view sizes and formats, new folder views and size, etc. This version includes color for the Mac II family.

LockOUT™ f (v2.0): LockOUT™: By Beyond™ Inc. A Control Panel configurable medium-security password protection system for the Mac. When enabled, requires the entry of a password to log on. **LockOUT™ 2.0 DA** and **LockOUT™ 2.0 FKey** can be used to protect the system without shutting it off. **LockOUT 2.0 Release Notes 2** is the TeachText format documentation.

Mac's Bar v2 f: Mac's Bar: By Mike Warren. It allows you to keep track of your favorite bar recipes (or any other recipes for that matter). Mac's Bar has with it over 100 drink recipes already entered with room for about 300 more. You may also keep a very simple inventory of the drink ingredients that you have on your bar and Mac's Bar will search out all the drinks that you can make. Mac's Bar is also capable of searching out all the drinks that contain a particular ingredient. **Mac's Bar Docs** is the documentation in great detail. **Bar1** and **Bar2** are start-up bars; however you can create your own.

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

Macify 2.8 f: Macify 2.8: By Eric Celeste. Converts a plain text document into a useful one by removing hard carriage returns, lower 32 ASCII characters (all the "control" characters) and generally cleaning up things. It also lets you modify the appearance of a document by using ligatures (the little "fl" and "fi" items seen so often in booktype) and inserting proper "open" and "close" quote marks. This is a most useful program and performs a real service if you do much file transferring. **About Macify Stack** is the users manual in HyperCard format. **Shareware - \$10.**



MacIntalk for 6.0.7 f: MacIntalk: By Apple Computer, Inc. The latest version of the system file that allows the Mac to "talk". Place it in the System folder to permit programs like Talking Moose to talk.

MakeScreen: By Jerry Whitnell. For customized startup screens, run Make Screen on any MacPaint file selecting the part of the painting to be used for the start up screen. Save the file with the name exactly as StartUpScreen. Quit MakeScreen and place the StartUpScreen file in the system folder. The new picture will appear on the next boot.

Manhattan TT f: By David Rakowski. A TrueType conversion of earlier Type 1 Postscript fonts. **Readme Manhattan TrueType** is in TeachText format and includes samples of the fonts. **Shareware - donation to Columbia University as indicated.**

Upper East Side: An art deco style that works well in both text and display applications. It contains a full set of characters, including diacritics, and has 477 kerning pairs. It resembles the well known Parisian display font. **\$9.99.**

Upper West Side1: This font is the font which is used for the logo of the NEW YORKER magazine and which is also used for headings throughout each issue. It contains a full set of upper- and lower-case characters, punctuation, and numbers. And several characters are filled with the image of the New Yorker's famous FOP. **\$9.99.**

Lower East Side: A font modeled on an Art Deco typeface called Astur. It looks like bold, 3-D brush strokes forming the characters with deep shadows — it also tends to look like bent pieces of plywood with shadows. It is kerned, and ought to be used for display text only at sizes 72 points and larger. **\$2.99.**

Lower West Side: A font created with Fontographer 3.1. It contains a full upper- and lower-case alphabet, numbers and punctuation — no diacritics. It is based on the typeface "Shatter" and looks much like the famous signs saying things like "STRESSED OUT?" or "ARE YOUR EYES BAD??" Obviously the typeface is of limited use, except for calculated irritation. **\$2.99.**

McSink DA V7.0A f: McSink DA V7.0A: By Dave McWherter. A general-purpose text editing DA multi-window memory-based editor. Use up to 16 windows, with the amount of text in each window limited

only by the amount of available memory. McSink also provides a number of special purpose editing and file access commands. **VCMDs folder** includes external commands ASCII Codes, Catalog, Compare Files, Copy Icon Grabber, Curly Quotes, Delete Files, File Munger, Hex Icon Grabber, Join Files, Open Files, Sloppy Compare, Sloppy Search and Straight Quotes. **McSink V7.0 Changes** is in text format. **Shareware - \$45.**

MiniScreen 1.4 f: MiniScreen: By Morgan Davis. MiniScreen cdev changes your color monitor's desktop size to that of a dinky, nine-inch monitor. Now you may easily use that expensive tube to design applications for smaller nine-inch screen Macs. **About MiniScreen...** is in text format.

Open-wide-2.0 f: Open-wide 2.0: By James W. Walker. This Control Panel Device widens the Open and Save dialogs so that you can see longer file names. **Open-wide help text** is in TeachText format.

DISK #25.07 — PI 7 THE BEST OF THE PI

miniWRITER1.71 f: miniWRITER 1.71: By David Dunham. A text editor with features such as font face and style selection and a find command. **miniWRITER.doc** is in MacWrite format and the supporting files **mWRT update** and **Read Me First (mWRT 1.71)** are in text format. **Shareware - \$12.**

Møire 3.22 f: Møire 3.22: By John Lim. A color Møire cdev screensaver with a built-in menu clock. The program **Møire cdev => INIT** makes it a smaller startup document, not configurable from the Control Panel. **After Dark Module** lets you install the Møire pattern in the After Dark screen saver. **Moire Docs(MacWrite)** is the documentation in MacWrite II format. **Shareware - \$10.**

Mug Shot Lite™ 1.20: By James K. Miles. Creates a "rap sheet" of information about your computer and the programs on it. The rap sheet may be copied to the clipboard or saved as a text file for later formatting in your favorite word processor. Designed to facilitate collecting information about your system when you need to report suspected bugs in programs.

Palencia 2.3: By Andrew Welch. One of the "Superfonts". A very high quality typeface that produces beautiful print on the

ImageWriter. To get started with Palencia, double-click on the Palencia v2.3 suitcase icon. You can read or print the excellent manual in Palencia typeface without having to install the font in your System file. Note that the actual Palencia fonts, which are available in sizes of 9, 10, 12, 14, 18, 20, 24, 28, 36, and 48 points, are not accessible to the Font/DA Mover until they have been "extracted" by means of the Extract command under the File menu. **Shareware - \$12.**

Pcal 2.11 f: Pcal 2.11: By Joseph F. Buchanan. A handy appointments calendar with a variety of presentation formats including day, week, month and year. **PCal docs (text-only)** is the documentation and **Sample Events** is the sample file containing user defined events; both are in text format. The **MiniWriter DA** referred to in the documentation is available in the DA series.

PhoneBook DA 2.5 f: PhoneBook DA 2.5: By Tim Herzog. It handles long lists of names and addresses usually managed by a Rolodex, HyperCard, or some other tool. It sports a slick interface, extensive phone dialing features, envelope printing, and a robust phone call timer. A utility program for printing reports and converting files to PhoneBook format is included in **PhoneBook Plus f. PhoneBook 2.5 Notes** and **PhoneBook Plus Notes** are in text format. **Shareware - \$20 for DA, \$10 for PhoneBook Plus; \$25 for both.**

PM 4 ShortCuts 1.0 f: PM4 ShortCuts: By Mark Teranishi and Paul Sorrick. This DA lists all of PageMaker's keyboard shortcuts as well as some undocumented features. **READ ME** is in Word format. **Shareware - \$10.**

PopIt!1.72 f: PopIt!1.72: By Pete Helme. A popup menu that copies the menu bar for use anywhere on the screen. **PopIt! v1.72 dox.macwrite** is the documentation. **Shareware - \$10.93.**

Popup 1.0 f: Popup: By Robert Stromberg. A Desk Accessory that allows access to the menu bar from anywhere on the screen as described in **About Popup**. It will work with (probably) any menu in most any application. **Shareware - \$10 (\$25 for code.)**

PostScript Vaccine 1.0.3 f: Postscript Vaccine 1.0.3: By Jon D. Clauson. Modifies the Apple Laser Prep file to install a vaccine against Postscript Trojan horses that modify the printer's server password. For Systems 6.0 and later with LaserWriter



drivers 5.2, 6.0 and 6.0.1. **Shareware – donation to American Cancer Society.**

PowerStation™ / E (v 2.3) f:

PowerStation™ E: By Steve Brecher, Software Supply. A Macintosh “software control center” that lets you organize your frequently-used applications, documents, and desk accessories in a way that is suited to your working habits, independently of the way they are organized under the file system. And, PowerStation lets you move among applications quickly – much more quickly than is possible with the Finder. **Open PowerStation™** is the small file to be kept on the desktop to facilitate opening PowerStation if you don’t use PowerStation as your startup application. This evaluation copy of PowerStation is limited in its capability; the full version is available commercially. **PowerStation™ Orientation** is the documentation.

PrintAid 1.4 f: **PrintAid 1.4:** By James W. Walker. Permits printing in the background under MultiFinder (or Finder with System 7.0) without causing other background applications to stop. Requires System 6.0.4 or later. **PrintAid help** is in TeachText format.

Public Folder f (v1.01): Public Folder: By Michael Peirce, Claris Corporation. This Chooser document enables a network file transfer and file sharing system that allows anyone to make files and folders of files available to other users attached to an AppleTalk network. Any files and folders stored in the special folder called the Public folder can be seen and fetched by anyone on the AppleTalk network that is also using Public Folder. Access is via the Chooser. **PF1.01 ReleaseNotes and Release Notes TEXT** are in MacWrite II and TeachText format.

Quote Init 2.2 f: Quote Init 2.2: By Lincoln D. Stein. Replaces neutral double quotes (“”) with quote pairs (“”) and neutral single quotes (‘) with apostrophes (’). This cdev is fairly smart and can handle nested quotations and multi-paragraph quotes. **Quote INIT Docs.MacWrite** and **Quote INIT Docs.MW** are in MacWrite and Word respectively. **Shareware – \$15.**

RAM Check 2.0 f: RAM Check. By ProVUE(Panorama database). Check your Random Access Memory (RAM) to see if there are any problems with it. RAM Check will check the area of RAM on your Macintosh that is available for use by applications (the Application Heap). RAM Check does not check the area of memory

occupied by the System (the System Heap). If successful, the following message appears: “Once again, goodness and nice ness triumph over the forces of rottenness and evil.” **RAM Check Info** is the MacWrite documentation from an earlier version of the program.

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

REdit1.2: By Gerard Schutten. An easy-to-use resource editor. Change icons, dialog boxes, alerts, and the like with a click of the mouse. Moderate care is required when using REdit. Experiment on backup disks only.

Sav-O-Matic 1.51 f: Sav-O-Matic: By Bruce Partridge. A automatic, file saving program configurable from the Control Panel. Permits you to specify the applications for which the feature is enabled and the time between saves. **Sav-O-Matic Docs** is in text format. **Shareware – \$20.**

Scribbler 3.0 f: Scribbler 3.0: By Brian Newton. An object-oriented drawing package in a Desk Accessory as described in **Scribbler 3.0 Manual.txt**. **Shareware – \$25.**

Scroll2 v2.1 f: Scroll2 v2.1: By Mayson G. Lancaster. Replaces Apple’s standard scrollbar. This cdev saves you time by letting you scroll either way from either end of the scrollbar. Particularly useful for larger screens. **Scroll2.doc** is in TeachText format. **Shareware – \$15.**

SCSIProbe 3.1: By Robert Polic. Like SCSI Tools, this cdev displays the status of SCSI drives; mounts SCSI disks and disks that have been dragged to the trash. Also reads drive PROMs and reports back vendor, product and version numbers.

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

Set Clock 2.2: By Jim Leitch. Synchronize your Mac to within one second with a 10 second call to Toronto Canada or Chesapeake Virginia.

Set Paths 1.0b2 f: Set Paths 1.0b2: By Bruce Tomlin. A Control Panel file which maintains a list of up to five folders. The list is used as a search path any time a file open operation occurs. A very handy way to reduce System folder clutter. **Set Paths.doc** is in text format.

SFScrollInit: By Andy Hertzfeld. Remem bers the location of any previously se lected item when using the “Standard File” dialog boxes so that you don’t have to scroll down the list to get to the next item.

SitExpand 1.0 f: SitExpand 1.0: By Bill Goodman. A utility for extracting files from archives created by StuffIt 1.5.1. SitExpand creates a folder which has the same name as the archive with an “f” appended; this is a real time saver when expanding many separately compressed files not otherwise placed in a folder. **SitExpand Doc** is in text format.

SmartCal 2.3 INIT f: SmartCal 2.3 INIT: By Lee Ann Rucker. Smart Calendar is an INIT/DA combination. The Calendar DA allows you to save messages, and the INIT reminds you of them when you first start up your Macintosh. **Smart Cal Converter** produces a text file that may be used with Calendar Maker. For System 6.0.x or higher to see reminders. **Read Me...** **SmartCal** is in TeachText format.

SmartKeys 2.0 f: SmartKeys 2: By Maurice Volaski. Type on the Macintosh as if it were still a typewriter. Creates dashes, curly quotes, ligatures and prevents double spaces, doubled caps and > and < signs in place of periods and commas. Requires System 6.0.2 or later. **SmartKeys 2 Docs** is in MacWrite format.

DISK #25.08 — PI 8

THE BEST OF THE PI

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

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tional editors that may be added to ResEdit. Requires System 6.0.2 or later.

sndConverter 1.2 f: sndConverter 1.2:

By Joe Zobkiw. Converts or extracts 'snd' resources to a format that may be used with System 7.0 and higher. Includes two sound files; **Razz SysBark** (to be converted) and **Triangle** (7.0 compatible). **sndConverter 1.2 Read Me!** is in text format.

SoftwareFPU v2.01a f: SoftwareFPU

(cdev): By John Neil. A cdev that allows most programs expecting an FPU to work properly on the Macintosh LC and IIci which are not configured with an FPU. A Floating Point Unit (FPU) is a hardware chip that performs certain types of mathematical operations quickly. An FPU is also known as a floating point co-processor or a math co-processor. **About SoftwareFPU - Word** and **About SoftwareFPU - MacWrite** are the documentation. **Shareware - \$10.**

SoundMaster 1.6.5 f: SoundMaster 1.6.5:

By Bruce Tomlin. A cdev that permits you to specify startup, beep, disk insert, disk eject, bad disk, restart, shutdown and key click sounds, rates and volumes from folders inside your System folders. Use System 6.0.4 or higher for all sounds. **SoundMaster.doc** and **SoundMaster changes** are in text format. **Shareware - \$15.**

SoundMover Package 1.71 f:

By Riccardo Ettore. A package of four sound programs for different versions of the Mac and System Software. **SoundMover 1.71** moves sounds into and out of the System file and automatically converts between several different (and incompatible) sound formats. **IBeep2** lets you pick an alternative to the standard sound of the Macintosh beep and works with Mac Plus and SE users running System 4.1 and later. **SndControl** is a much improved IBeep2 that requires System 6.0.4 or higher. **StartupSndInit** plays compatible sounds placed in the System Folder. **SMP Disk Manual** and **Sound Mover 1.71 Docs** are in text format. **Shareware - \$25.**

SoundPlay:

By Bruce Tomlin. This Desk Accessory opens and plays sound files.

SuperClock! 3.9 f: SuperClock!:

Steve Christensen. The classic full-featured menu clock; with timer and other features, all configurable from the Control Panel. One of the best free software packages available for the Macintosh. **SuperClock! README** is in MacWrite format. Free,

but if you really want to send something, send it to Stanford Children's Hospital.

SureSaver f (v1.0): SureSaver™: By Kent R. Glenn. A cdev that automatically saves the file that you are working on in most applications at a user specified time. Requires System 4.2 or greater. **SureSaver™ Notes** is in text format. **Shareware - \$10 or whatever you think it is worth.**

DISK #25.09 — PI 9

THE BEST OF THE PI

Sounds4SndMaster1 f: Bad disk, Beep sound, Disk eject, Disk insert, Key click, Shutdown sound and Startup sound: These are tailored sounds for SoundMaster by Edgar Allen Pole as described in **Read this or you die.**

Sounds4SndMaster2 f: Bad disk, Eject disk, Failure, Falling tree, Insert disk, Oops, Red Alert/11, Shutdown, ShutDownSound and Taps are more SoundMaster system event candidates.

Star Trek f: Except for Beam Up, these are some sounds from NetTrek, a network game loosely based on Star Wars.

Beam Up is a transporter sound.

BeepSound (Hail): "Whoo-eee, whoo-eee! Bridge to Captain Kirk!" Atta-boy Mister Chekhov.

Boom: A very anemic boom.

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

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

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

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

Star Trek + f: By Eric Trueheart.

Alert Klaxon, Alert Klaxon X3, Trek Door, Trek Whistle are some mechanical sounds from Star Trek. **Read Me Please** is the Gultware request.

Sun Desk 1.1 f: Sun Desk 1.1: By Frédéric Miserey, Jean-Michel Decombe and Tom Poston. An INIT that alters the way the Finder draws icons on the desktop and in windows to display full-color icons. Sun Desk uses "icl8" color icon resources which use less RAM and are drawn quicker

on screen than "cicn" resources. icl8 resources will be supported by Apple in Finder 7.0. **SunDesk 1.1 Docs** is in Word format.

Super MANDELZOOM 1.07 f: Super

MANDELZOOM 1.07: By Robert P. Munafro. An easily manipulated color Mandelbrot set rendering program that draws very quickly particularly in the lower resolution views. (It will also operate in black and white.) The program permits easy scrolling, zooming in and out, selection of any of six shading tables and a lot of other features that make the program easy and fun to use. The **Super MZ doc (Read me first)**, **Super MZ doc part 1** and ...**part 2** is in text format. The extensive documentation will probably tell you more about Mandelbrot and Julia sets than most of you will ever want to know.

SwitchBoot 1.1 f: !!SwitchBoot!!:

By John Mancino. An INIT intended for Mac users who change their boot drive often and wish to shortcut the time involved in waiting through the boot process of the current default drive, setting the new drive in the control panel Startup CDEV, and then rebooting. Requires SE or newer machine. **SB Docs.MW5.0** and **SB Docs.TeachText** are MacWrite and text formats respectively.

Tape Labeler 3.0 f: Tape Labeler 3.0:

By Johnathon Z. Simon. A real winner for tape cassette fans. Prints professional looking cassette labels on the ImageWriter or LaserWriter. There is space to type two artists, two album titles and 30 songs, plus noise reduction mode and recording dates (for each side of the tape). Specify the tape length, bias/equalization, tape brand and tape type, a catalog number and a distinctive identification pattern. Even prints in color. **Tape Labeler 3.0 Doc** describes the features and how to customize it using ResEdit. **Source code (with comments) in ZBasic, \$15 and a blank disk.**

DISK #25.10 — PI 10

THE BEST OF THE PI

SysErrTableDA 3.1: By Bill Steinberg. Displays a comprehensive list of Macintosh errors. The window comes set for the proper width, and it autocenters itself on the main screen. On a color Mac II, it'll be in color. With a little work with ResEdit it can be used to display other information



too. Click on the author credit of the DA for the documentation.

System Picker 1.0b7: By Kevin Aitken. Automatically searches all mounted hard drives to list all System folders and then lets you select one of the Systems from the list to boot from. Perfect for switching between System 6.0.X and 7.0.

SystemSwitcher 1.1: By Keisuke Hara. Permits you to easily search for and switch to systems on any mounted disks. Perfect for switching between System 6.0.X and 7.0.

TappyType 1.3 f: TappyType 1.3: By Colin Klipsch. This cdev makes typewriter noises in response to your keypresses; different sounds for printable characters, tab/space/delete and carriage returns. **TappyType.doc** is in text format; note the modification needed to work with Suitcase. For System 6.0 and later.

TeachTextMaker 1.1 f: TeachTextMaker 1.1: By Karl Pottie. Create TeachText documents with embedded graphics in the text using this utility and your favorite Word Processor and screen capture, paint or drawing program. **TeachTextMaker doc** is in TeachText format. **Shareware — \$15.**

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

The Grouch 2.0B8 f: The Grouch 2.0B8: By Eric Shapiro; graphics by Ken Hornak. An INIT that modifies the Special menu and replaces the Trash can with one with Oscar the Grouch. Works with Mac Plus and System 6.0 and later. The Grouch Instructions are in TeachText format.

the TypeBook 2.2 f: the TypeBook 2.2: By Jim Lewis. Create and maintain a typeface reference book (extremely popular in the Graphics and Typesetting industries). Helps people select typefaces by demonstrating the various artistic attributes of each face on a printed page. **theTypeBook-READ ME** is in text format. Now fully compatible with System 7.0 and TrueType.

Tiger is a MacPaint format document that may be converted to one of the best startup screens available; the paper white screen of the Mac really does it justice.

UltraBlack LW f: UltraBlack: By Gary Hagestead. A bold headline PostScript Type 1 font consisting of upper and lower case letters and most of the commonly used symbols. It is patterned after the "HelveticaBlack" type style. **UltraBlack.docs** is in MacWrite format. **Shareware — \$15.**

UnScrollly f(v1.0): UnScrollly: By Frédéric Miserey. When the Control Panel is active, this cdev permits you to select between either a "list view" or "Icon view." **UnScrollly.Doc.Wrt** is in MacWrite format.

UnStuffIt Deluxe™ Installer 2.0 By Raymond Lau and Aladdin Systems, Inc. Decompress (unstuff) archive files created with StuffIt Classic and StuffIt Deluxe programs. Easy to install, just double click and follow the directions.

UnZip 1.10 f: UnZip 1.10: By Samuel H. Smith, Darin Wayrynen, R.P. Byrne, Paul DuBois and Peter Maika. A utility for decompressing files archived by the popular PC utility PKZIP. **About.UnZip 1.01, appnote.txt** and **UNZIP.DOC** are all in text format.

Viewer f(Glue): Viewer: By Solutions, Inc. Permits you to view snapshots of documents saved with Glue or Super Glue. **Glue.des** is the text documentation.

ViewPaint 1.7: By Steve Dagley. This program is a utility to manipulate Paint and StartUpScreen documents. It allows you to open, view, convert and print documents of either type. Also, you may view PICT files. **Shareware — \$5.**

VirusDetective 4.0.4 f: VirusDetective®: By Jeffrey S. Shulman. This Desk Accessory scans a disk, folder or file to detect a virus. It includes the capability to search for operator entered strings and to write a log file to disk. This version has extended capabilities that permit you to easily check out an entire floppy disk library. **VD 4.0.4 Doc (MW)-IW** is the terse but comprehensive MacWrite format documentation on the theory and use of Virus Detective. The text files **Virus-Detective™ Searches** or **Alternate Search Strings** are discussed in the Read Me text file. **Shareware — \$35 for license, \$40 for license and disk with other demo programs.**

WindowShade f(v1.1): WindowShade: By Robert Johnston. Double click anywhere on the title bar of the window and the lower part of the window will 'roll up' underneath the title bar. Double click on

the title bar again and the window will lower to its original size. **WindowShade Doc** is in MacWrite II, text and Word 3.0 formats.

ZTerm 0.85 f: ZTerm 0.85, By David P. Alverson. This relatively full featured communications program supports ZModem transfers as well as XModem protocols. **ZPhoneList, ZTerm & Bin Files, ZTerm 0.85 Changes, ZTerm 0.85 Release Notes, ZTerm Doc** and **ZTerm Registration** are the supporting documentation and files. **Shareware \$30, \$40 for disk.**

THESE ARE ALL 5.25" DISKS

APPLE II DISKS

APPLE SYSTEM DISKS

APSD-01 System Disk - Utilities V.

APPLEWORKS

APWK-01 Desk, Printer and Money Helpers
APWK-02 Food, Lists, etc. (815/816)
APWK-03 Reserved for Tax Templates

COMMUNICATIONS

COMM-01 TCS Instructions 1.05 A & B - Disk 1
COMM-02 TCS Instructions 1.05 C & D - Disk 2
COMM-03*WAPABBS.1 Documentation (121)
COMM-04 WAPABBS.1 (135/136)
COMM-05 DI COMM - Shareware (503)
COMM-06 Kermit 3.78 - Kermit File Transfer
COMM-07 Comm Term and Telecom (808/817)
COMM-08 MicroModem II (SW) - Hayes Term

CP/M

CP/M-01** Master Catalog (401)
CP/M-02 Utilities I and II (402/404)
CP/M-03 Communications (403/409)
CP/M-04 ZCPR2 Install and Utilities (406/408)
CP/M-05 ZCPR2 Docs /Essential Utils (407/410)
CP/M-06 Text Editor and Spreadsht (411/412)
CP/M-07 MDM740 (SSC/7710, & A-CAT)
CP/M-08 Kermit Source and Running Codes
CP/M-09** Kermit Documentation (417)
CP/M-10 Utilities (419)
CP/M-11 Small C. Compiler (420)

EAMON ADVENTURES

EAMN-01 Utilities II and III (220/221)
EAMN-02* Dungeon Designer and City /Clouds
EAMN-03 Beginners Cave (Master) & Alt
EAMN-04* Lair of Minotaur and Cave of the Mind
EAMN-05* Zyphr Riverventure and Castle/Doom
EAMN-06* Death Star and Devil's Tomb
EAMN-07* Caves of Treasure Is. and Furioso
EAMN-08* Magic Kingdom and Tomb of Molinair
EAMN-09* Lost Island and Abductor's Quarters
EAMN-10* Quest and Undergr City (194/195)
EAMN-11* Merlin's and Hogarth Castle (196/197)
EAMN-12* Deathtrap and Black Death (198/199)
EAMN-13* Temple of Ngurt Black Mountain
EAMN-14* Nuclear Nightmare /Feast of Carroll
EAMN-15* Master's Dungeon /Crystal Mountain
EAMN-16* Lost Adventure and Manxome Foe
EAMN-17* The Gauntlet and Caverns of Langst
EAMN-18* Future Quest and House of Secrets
EAMN-19* Sewers/ Chi /Slave Pits of Kzorland
EAMN-20* Lifeguest and Swordquest (215/216)
EAMN-21* Priests of Xim! and Heroes Castle
EAMN-22* Temple of the Undead and Quest
EAMN-23* Caves/Mondamen &Orb of Polaris
EAMN-24* Death's Gate /Escape From Orc's Lair

EDUCATION

EDUC-01 Education and Personal Education
EDUC-02 Personal Education 2 and Education 3
EDUC-03 Math / Science and Education 4
EDUC-04 Advanced Math and Vectors / Motion
EDUC-05 Albert Camus Int and Elementary Math
EDUC-06 French Vocab/ Tutorial (46/123)
EDUC-07 Boot for L'Hote and L'Hote (48/49)
EDUC-08 Tic-Tac-Toe in French /L'Hote Quiz
EDUC-09 French Poetry Tut and Appollinaire
EDUC-10 Rafel Boot Disk and Rafel (55/56)
EDUC-11 Tic-Tac-Toe in Spanish /Rafel Quiz
EDUC-12 Matute and Lo Fatal (58/59)
EDUC-13 Reading Fun (Shareware) (505)
EDUC-14 Language Arts Treasures
EDUC-15 Floppy Book 1
EDUC-16 Computation Game /AW Temp
EDUC-17 Algebra Tutorial and Bagels Disk
EDUC-18 Newton's Apple (Cocaine)
EDUC-19 Newton's Apple (Teeth)
EDUC-20 WAP Stack and Tutorial Demo

FORTH

FRTH-01 Assembler/Disassembler /Screen Editor
FRTH-02 Go Forth Tutorial and Fig/Forth 78
FRTH-03 Forth and Floating Point Arithmetic

GAMES

GAME-01 Games A and B (102/107)
GAME-02 Games C and D (111/128)
GAME-03 Games E and F (162/164)
GAME-04 Keyboard and Paddle Games (72/74)
GAME-05 Pinball and Arcade Games (142/157)
GAME-06 Text Adv /Mystery House (SIERRA)
GAME-07 Educational Games G and H (508/509)
GAME-08 Sports and Utilities / Games (143/160)
GAME-09 Adventures /Game Room (811/812)
GAME-10 Haunted House (176/810)
GAME-11 Mostly Games /Wizard Worker I

LOGO

LOGO-01 Logo Tool Kit and \DocS (145/146)
LOGO-02 Sample Disk and Dallas Apple Logo

MISCELLANEOUS

MISC-01 SS (Coin Collect) and Misc. (95/115)
MISC-02 Miscellaneous (119/120)
MISC-03 Miscellaneous and Recipe Files
MISC-04 Glaq and No Name Yet (129/175)
MISC-05 Special Databases /Jim's Data Base
MISC-06 Misc and Applesoft /AppleWriter IIe)
MISC-07 Astronomy Short Programs (506)
MISC-08 Griffith and Weise Astronomy (507)
MISC-09 Aviation - General (Disk 1 of 2) (514)
MISC-10 Aviation - Navigation (Disk 2 of 2) (515)
MISC-11 Gardner's Assistant (518)
MISC-12 Music and Sights / Sounds (71/126)
MISC-13 Merry Christmas and Happy Holidays
MISC-14 Graphics and Cat Graphix (108/171)
MISC-15 Print Shop Graphics (172)
MISC-16 Color Graphics for Fun/Science / Engi.
MISC-17 Plots / Graphs and Charts / Graphs
MISC-18 Business/Math Stat and SS (70/90)
MISC-19 SS (Investment) and SS (Business)
MISC-20 Business A and B (104/113)
MISC-21 Investments A and B (153/154)
MISC-22 Spreadsheet A and Miscellaneous
MISC-23* Riley's Personal Instrumentation (173)

PASCAL

PASC-01 AttachBios for Pascal 1.1 and Utilities
PASC-02 Crypto / Graphics and Bios / Printers
PASC-03 Misc and Read/Write DOS / Printers
PASC-04 Catalogger and Hires Printing / Lisp
PASC-05 Puffin / Holiday Music -CPM-Pascal
PASC-06 3D Education /Drill /Hackers Stuff
PASC-07 Stocks / Weightwatch/Guerilla Guide
PASC-08 Pascal / To & From DOS /(133/314)

PILOT

PILT-01* Pilot Language (167)

UTILITIES

UTIL-01 New Member's Disk - 2.01 A/ B (821)
UTIL-02 New Member's Disk - 2.01 C/D (822)
UTIL-03 Utilities A and B (100/101)
UTIL-04 Utilities C and D (112/118)
UTIL-05 Utilities E and F (124/132)
UTIL-06 Utilities G and H (138/43)
UTIL-07 Utilities I and J (44/77)
UTIL-08 Mach. Lang. Utilities and One-Key DOS
UTIL-09 Beginners Choice /Intermediate Utils.
UTIL-10 Diversi Copy and Diversi DOS (45/130)
UTIL-11 Additions to ProDOS and Zap Utility
UTIL-12 Utilities A (ProDOS) and File Cabinet
UTIL-13 Imageworks (174/807)
UTIL-14 DOS 3.3 System Master and Tutorial
UTIL-15 Visi-Trend / Visi-Plot and Calculink
UTIL-16 AppleSoft Tutor and Picture Packer
UTIL-17 AppleWriter Utilities (168)
UTIL-18 AppleSoft Programs and Love's Follies
UTIL-19 "Old" New Member's Disk (134)
UTIL-20 JoyReader (Shareware) (819)
UTIL-21 Large Type JoyReader (SW) (823)
UTIL-22 DB Master V. 5 - Program Disk
UTIL-23 DB Master V. 5 - Sample Files /Docs

APPLE IIGS DISKS

THESE ARE ALL 3.5" DISKS

IIGS SYSTEM DISKS (2 DISK SET- \$6)

GSAS-01 System Disk V.5.0.4
GSAS-02 System Tools V.5.0.4

GSCM-01B FreeTerm GS (2003)
GSCM-02A SnowTerm

IIGS DEMOS (16 DISK SET- \$48)

GSDM-01 Cartooners Demo
GSDM-02 Deluxe Paint II Demo
GSDM-03 Music Studio Demo
GSDM-04 Beagle Write GS Demo
GSDM-05 Calendar Crafter Demo
GSDM-06 G.A.T.E. Demo
GSDM-07 Crystal Quest, Dragon Wars,
Pyramid GS
GSDM-08 Diversi-Tune, Nexus, Prosel 16,
Salvation
GSDM-09 Shanghai Demo
GSDM-10 Medley V2.0 Demo
GSDM-11 Battle Chess Demo
GSDM-12 Task Force Demo
GSDM-13 Genesys, ProTerm 2.2, TIC
GSDM-14 Space Harrier Demo
GSDM-15 HCGS Screens, MasterTracks Jr.,
SysEx MIDI
GSDM-16 AC Basic, Design Master, GS16
Forth, Micol, MicroDot

IIGS DESK ACC. (11 DISK SET- \$33)

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

IIGS DEVELOPER (7 DISK SET- \$21)

GSDV-01 Demo Source Code 1 (2005)
GSDV-02 Demo Source Code 2 (2006)
GSDV-03 Shell Applications (EXE) 1
GSDV-04 Shell Applications (EXE) 2
GSDV-05 Misc. Developer Files 1
GSDV-06 Misc. Developer Files 2
GSDV-07 Misc. Developer Files 3

IIGS FONTS (27 DISK SET- \$81)

GSFT-01 A-Plain
GSFT-02 A-Fancy, Foreign, Graphic
GSFT-03 B-Plain, Foreign, Graphic
GSFT-04 B-Plain, Fancy
GSFT-05 C-Plain
GSFT-06 C-Plain
GSFT-07 C-Foreign, Graphic
GSFT-08 C-Fancy
GSFT-09 D-Plain, Fancy, Foreign, Graphic
GSFT-10 E-Plain, Fancy, Foreign, Graphic
GSFT-11 F-Plain, Fancy, Graphic
GSFT-12 G-Foreign, Fancy
GSFT-13 H-Fancy, Foreign
GSFT-14 I
GSFT-15 H-Graphic, Plain
J
GSFT-16 K
M-Fancy
GSFT-17 L
M-Plain
GSFT-18 M-Graphic
GSFT-19 N-Fancy, Plain
GSFT-20 N-Plain, Graphic
O
P-Foreign, Graphic

GSFT-21 P-Plain, Fancy
 GSFT-22 Q
 R
 GSFT-23 S-Fancy
 T-Fancy
 GSFT-24 S-Graphic, Plain
 GSFT-25 S-Foreign
 T-Plain
 GSFT-26 T-Foreign, Graphic
 U
 V
 GSFT-27 W
 Y
 Z

GSGM-01A Mean 18 Golf Courses 1 (2007)
 GSGM-02A Mean 18 Golf Courses 2 (2018)
 GSGM-03 Bouncing Bluster Boot Disk
 GSGM-04 Bouncing Bluster Data and Docs
 GSGM-05 Bouncing Bluster Consn Set
 GSGM-06 Games 1
 GSGM-07 Games 2
 GSGM-08 Games 3
 GSGM-09 Games 4
 GSGM-10 Games 5
 GSGM-11 Games 6
 GSGM-12 Games 7
 GSGM-13 Games 8
 GSGM-14 Games 9
 GSGM-15 Games 10
 GSGM-16 Games 11
 GSGM-17 Mean 18 Golf Courses 3
 GSGM-18 Games 12
 GSGM-19 Games 13
 GSGM-20 Games 14
 GSGM-21 Columns GS V2.0
 GSGM-22 Lode Runner GS

GSGX-01 Demo Disk A (2002)
 GSGX-02 Slide Show 1 (2004)
 GSGX-03 Slide Show 2 (2016)
 GSGX-04 Slide Show 3 (2017)
 GSGX-05 Nucleus Demo-ROM 3
 GSGX-06 GIF Graphics 1
 GSGX-07 Pics and Utilities 1
 GSGX-08 Pics and Utilities 2
 GSGX-09A Pics and Utilities 3
 GSGX-10 Pics and Utilities 4
 GSGX-11 Modulae
 GSGX-12 Paula Abdul demo
 GSGX-13A Pics and Utilities 5
 GSGX-14 Slide Show 4
 GSGX-15 Slide Show 5
 GSGX-16 Nucleus Demo -ROM 1
 GSGX-17 PSGS Graphics 1 - Color
 GSGX-18 PSGS Graphics 2 - Mono
 GSGX19 PSGS Graphics 3 - Mono
 GSGX-20 Marilyn Monroe Slide Show
 GSGX-21 Pics and Utilities 6

IIGS HYPERSTUDIO (21 DISK SET \$63)

GSHS-01	HyperStudio System - Demo
GSHS-02	HS.Demo - Demo Version
GSHS-03	HS Sounds - Demo Version
GSHS-04	More Stacks - Demo Version
GSHS-05	More Stacks 2 - Demo Version
GSHS-06	Video Demo - Demo Version
GSHS-07	Com Stack - Demo Version
GSHS-08	MUG 087 - Demo Version
GSHS-09	USA - Demo Version
GSHS-10	Hs Art 2 - Demo Version
GSHS-11	Misc. HS Stacks 1
GSHS-12	Misc. HS Stacks 2
GSHS-13	Arizona Stack Disk 1
GSHS-14	Arizona Stack Disk 2
GSHS-15	Photography Stack 1
GSHS-16	Photography Stack 2
GSHS-17	1906 SF Quake & Fire - 1
GSHS-18	1906 SF Quake & Fire - 2
GSHS-19	Misc. HS Stacks 3
GSHS-20	Misc. HS Stacks 4

GSHS-21 Misc. HS Stacks 5
IIGS ICONS (8 DISK SET \$24)
 GSIC-01A Finder Icons 1 (2022)
 GSIC-02A Finder Icons 2 (2027)
 GSIC-03A Finder Icons 3
 GSIC-04A Finder Icons 4
 GSIC-05A Finder Icons 5
 GSIC-06A Finder Icons 6
 GSIC-07A Finder Icons 7
 GSIC-08 Finder Icons 8

IIGS MUSIC (12 DISK SET \$36)

GSMU-01A	SoundSmith and Songs
GSMU-02	SoundSmith Songs 1
GSMU-03	SoundSmith Songs 2
GSMU-04	SoundSmith Songs 3
GSMU-05	SoundSmith Songs 4
GSMU-06	SoundSmith Songs 5
GSMU-07	Diversi Tune (C) Songs 1
GSMU-08	Music Studio Songs 1
GSMU-09	MS Songs 2
GSMU-10	Variety Pack of Songs
GSMU-11	SoundSmith Songs 6

IIGS MISCELLANEOUS

GSMS-01	New Member's Disk (2000)
GSMS-02	Demo Source Code 1 (2005)
GSMS-03	Demo Source Code 2 (2006)

IIGS SOUNDS (16 DISK SET \$48)

GSSN-01A	Sounds 1 (2014)
GSSN-02A	Sounds 2 - Nostalgia (2015)
GSSN-03	Sounds 3
GSSN-04	Sounds 4
GSSN-05	Sounds 5 - Simpsons 1
GSSN-06	Sounds 6 - Simpsons 2
GSSN-07	Sounds 7
GSSN-08	Sounds 8
GSSN-09	Sounds 9
GSSN-10	Sounds 10
GSSN-11	Sounds 11
GSSN-12	Sounds 12-Cartoons 1
GSSN-13	Sounds 13-Cartoons 2
GSSN-14	Sounds 14-Cartoons 3
GSSN15	Sounds 15-Cartoons 4
GSSN-16	Sounds 16-Cartoons 5

IIGS TUTOR TECH

GSTT-01A WAP Stack (2019)

IIGS UTILITIES (9 DISK SET \$27)

GSUT-01A	Utilities 1 (2001)
GSUT-02	JumpStart Program Sel V. 3
GSUT-03A	Utilities 2 (2028)
GSUT-04A	Utilities 3 (2029)
GSUT-05	Utilities 4
GSUT-06A	ZZ Copy - v. 2.21 Disk copier
GSUT-07	Utilities 5
GSUT-08B	UtilityWorks GS
GSUT-09	Utilities 6
GSUT-10	Utilities 7
GSUT-11	Utility Works Launcher 2.2.2

APPLE III DISKS

THESE ARE ALL 5.25 DISKS

3ACT-01	Easy Accounting
3ACT-02	Easy System and Accounts Rec.
3ACT-03	Easy System and A/Cn. Ledger

III 3EZP & AW TEMPLATES

3AWZ-01	AW - EZP Bus Templates
3AWZ-02	Checkbook Plus by Lomartire
3AWZ-02	Accounting/Finance Templates

III BUSINESS BASIC

3BSB-01	Pohlman Disk 01 (1017)
3BSB-02	Pohlman Disk 02 (1018)
3BSB-03	Pohlman Disk 03 (1019)
3BSB-04	Pohlman Disk 04 (1020)
3BSB-05	Pohlman Disk 05 (1021)

3BSB-06 PPT Demo / BASIC Helps
 3BSB-07 BASIC 1.23 & Utilities /
 3BSB-08 Best of OnThree

III GAMES

3GAM-01	Games 01 (1001)
3GAM-02	Games for Kids (1007)
3GAM-03	Cap'n' Magneto
3GAM-04	Games-Disk 02
3GAM-05	Star Trek

III GRAPHICS

3GRX-01	Sketchpad and Slideshow
3GRX-02	Fig Factory Manual (1069)
3GRX-03	Fig Factory - Black and White
3GRX-04	Fig Factory - Color (1071)
3GRX-05	Raster Graphics Tool Kit (1072)
3GRX-06	3-D Modeling Tool Kit (1073)
3GRX-07	Chartmaker III (1074)
3GRX-08	Graphics Utilities (1075)
3GRX-09	Graphics Disk 01 (1062)
3GRX-10	Graphics Disk 02 (1076)
3GRX-11	Graphics Disk 03 (1077)
3GRX-12	Graphics Disk 04 (1078)
3GRX-13	Graphics Disk 05 (1079)
3GRX-14	Graphics Disk 06 (1080)
3GRX-15	Calendar by Bloom (1081)
3GRX-16	Typewriter Art Disk 01 (1082)
3GRX-17	Typewriter Art Disk 02 (1083)
3GRX-18	Poster by Bloom (1084)
3GRX-19	Raster Demo / Tmapio
3GRX-20	Icon Demo / Tfont
3GRX-21	Trixelmap Demo / Mask Demo
3GRX-22	Tmem Demo / Trects Demo
3GRX-23	GIF Graphics 01
3GRX-24	GIF Graphics 02
3GRX-25	GIF Graphics 03
3GRX-26	GIF Graphics 04
3GRX-27	Grafixworks 1 and 2 (Shareware)
3GRX-28	Grafixworks 3 and 4 (Shareware)
3GRX-29	Sign by Bloom
3GRX-30	Scanned Graphics #1
3GRX-31	FOTOView by Lomartine
3GRX32	A2/A3 Graphics

III INFORMATION

3INF-01	WAP III SIG PD Catalog
3INF-02	New Member's Disk- Side 1A
3INF-03	Best of MAUG Side One
3INF-04	Best of The Source (1A)
3INF-05	Best of TAU (1A)
3INF-06	Best of ATUNC (1A)
3INF-07	Best of III's Company - 01(1A)
3INF-08	Best of III's Company - 02(1A)
3INF-09	The Best of Bloom (1A)
3INF-10	Impert's Corner by Bloom (1)
3INF-11	Phase III Conference Plus! (1)
3INF-12	Best of Ottalini - Disk 01 (1)
3INF-13	Best of Ottalini - Disk 02 (1)
3INF-14	Best of Ottalini - Disk 03 (1)
3INF-15	Best of Ottalini - Disk 04 (1)
3INF-16	Best of Pair BBS (1)
3INF-17	Reviews by Bloom (1)
3INF-18	III Cheers (Boot and Program)
3INF-19	III Cheers (Issues 1 and 2)

III MISCELLANEOUS

3MSC-01	File Cabinet / Sort Directory (1046)
3MSC-02	Contributions - Disk 01 (1A)
3MSC-03	Contributions - Disk 02 (1A)
3MSC-04	Contributions - Disk 03 (1A)
3MSC-05	Le Grayhaven Cookbook Plus! (1A)
3MSC-06	Double Boot
3MSC-07	Apple III Demo Disk 01
3MSC-08	Apple III Demo Disk 02
3MSC-09	Apple III Demo Disk 03
3MSC-10	Apple III+ Keyboard Demo
3MSC-11	Best of Salerno (1)
3MSC-12	Apple II Boot Disk
3MSC-13	French tutor
3MSC-14	Italian Tutor
3MSC-15	Contributions - Disk 04 (1)

3MSC-15 Bowling Grid/Grade
3MSC-16 Floppy Book by Shapiro (1)
3MSC-17 Music, Music, Music (1)

III PASCAL

3PCL-01 Pascal 1.2
3PCL-02 Pascal 2.0 Compiler/TookKit
3PCL-03 Pascal ToolKit #2/#3
3PCL-04 Pascal Pronto Debug/SANE
3PCL-05 Pascal SANE #2/#3
3PCL-06 Pascal SOS I/O/ExerSOS (1)
3PCL-07 Pascal Utilities: PutDemo/PutLib
3PCL-08 Pascal Wade's Patch/PCODE Dis
3PCL-09 Chaos Programs in Pascal.

III REPAIRS

3REP-01 Apple 3 Diagnostics - Disk 01
3REP-02 Apple 3 Diag - Block Edit
3REP-03 Repairing your Apple III (1A)
3REP-04 Brain Surgeon
3REP-05 Disk Map
3REP-06 Disk Check and Pro Health
3REP-07 Vindicator and Catalyst Fixer
3REP-08 Block Editor and Block Byter
3REP-09 Jeppson Disassembler

III TELECOMMUNICATIONS

3TEL-01 Telecom - Disk 01 (1A)
3TEL-02 Telecom - Disk 02/Access III
3TEL-03 Telecom - Disk 03 (1)
3TEL-04 Kermit III
3TEL-05 XModem III
3TEL-06A TerminALL Manual
3TEL-07A TerminALL
3TEL-08 WAP TCS Disk (1)

III UTILITIES

3UTL-01 System Utilities and Data
3UTL-02 Apple II Emulation - Disk 01 (1A)
3UTL-03 Apple II Emulation - Disk 02 (1A)
3UTL-04 SOS Drivers - revised 9/90 (1A)
3UTL-05 Basic Boot Disk
3UTL-06 Basic Utilities - (1A)
3UTL-07 Programmers Power Tools (1A)
3UTL-08 Applecon
3UTL-09 Diskmaker and Appleseeds (1A)
3UTL-10 Basic XT and Basic Utilities (1A)
3UTL-11 The Retriever
3UTL-12 Power Print III (1A)
3UTL-13 Disk Window III (1A)
3UTL-14 Source Window/Data Window (1)
3UTL-15 Powercat and Basic XRF (1)
3UTL-16 Basic Extension (1A)
3UTL-17 Power Keys DM Plus (1A)
3UTL-18 RAM+3/Two-n-Fro III /128K
3UTL-19 Basic GTO
3UTL-20 Custom Font Manual
3UTL-21 Custom Font
3UTL-22 Fonts - Disk 01
3UTL-23 Disk III Backup by Bloom
3UTL-24 Guccspat by Bloom
3UTL-25 ASCIIDIF by Bloom
3UTL-26 Mail List Manager Manual by Bloom
3UTL-27 MLM Utilities by Bloom
3UTL-28 MLM Utilities by Bloom
3UTL-29 MLM Utilities by Bloom
3UTL-30 AppleWriter to 3 EZP by Bloom
3UTL-31 Pascal Menu Maker
3UTL-32 Catalyst Release
3UTL-33 Reformatter III

III WORD PROCESSING

3WDP-01 AppleWriter
3WDP-02 Footnote III
3WDP-03 Ink Well Manual
3WDP-04 Ink Well Program
3WDP-05 AppleWriter2.0 Demo
3WDP-06 Script III

APPLE II DISKS

APPLE SYSTEM DISKS

2APS-01 System Disk - Utilities V. 3.1

COMMUNICATIONS

2COM-01 TCS Instructions 1.05
2COM-02 Applenet V. 1.3

EDUCATION

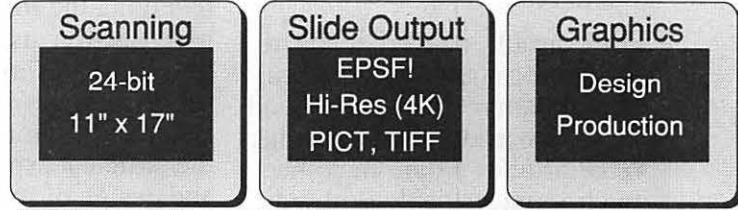
2EDU-01 Newton's Apple/Cocaine/Teeth

TECH NOTES

2TEN-01 IIGS-GSOS-About-Index
2TEN-02 IIc-IIe-IMWR — etc.
2TEN-03 FTNS-STDS-Tidbits

UTILITIES

2UTL-01 New Member Disk 2.01
2UTL-02 DB Master V.5 (Shareware)



Bruce Presentations

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(202) 479-1005

Letters, Continued

Editing Help Needed

I began reading Eric Rall's July column "System 7: The Restaurant at the End of the Universe" wanting to learn about System 7. By page 84 I had stopped reading because I decided I would rather wait on System 7 than be forced through prose with such poor construction.

The WAP Journal, more than any other activity with which Apple Pi is engaged, represents the organization. It is often the first contact prospective members have with our club. It may be the *only* means Macintosh users throughout the country have to learn what we're about. (My only contact with BMUG anymore is the occasional newsletter I see.)

Many of the articles in the Journal would benefit tremendously from the assistance of an experienced editor with the power to make the kind of editorial changes that are universally accepted in the profession. This would make all of us associated with Apple Pi look more professional. I certainly would make the interesting and informative articles that you run more attractive to read.

Eric's article needed to be re-written for clarity and to eliminate narrative disruptions and irrelevant asides. Many other WAP articles would have been much more readable with editing. Your July article "WAP Journal Author's Guide" indicates your concern that Apple Pi look professional. We don't look professional when Eric interrupts *his* article to state, "That is my own highly subjective judg-

ment." (I guess so. It's *his* article. Now, does he mean as opposed to his "lowly subjective" judgment or his "highly objective judgment?") Later, he writes confusingly about a simple subject, bitmapped fonts, then asks his readers if they are "confused" and tells them they should be. No, they shouldn't. The various methods of displaying type on-screen is not a difficult subject in the hands of an editor (who would drop the subject altogether if it proved too confusing for the space allotted in the article).

I cite these two examples as changes any editor would make without a moment's hesitation. In fact in your own article, you admonish your readers not to misuse "hopefully." Yet you tell them their quotes need to be "*exactly correct.*" Clearly, we need an editor.

I realize that Eric is to be appreciated for the time and energy he devotes to Apple Pi. I also realize that he is not a professional writer. The problem is not Eric's prose. The problem is a lack of an editor for that prose.

I am one member who enjoys receiving the Journal. I read the Mac section usually in its entirety and, yes, since I am shooting my mouth off, I would be willing to volunteer. I also enjoy the articles explaining the use and design of fonts, all the more enjoyable because Frank Potter doesn't seem to need an editor. (Although sentence one, paragraph two of the July issue doesn't make sense as written.)

Frank McLaughlin

The WAP Journal, more than any other activity with which Apple Pi is engaged, represents the organization. It is often the first contact prospective members have with our club. It may be the only means Macintosh users throughout the country have to learn what we're about.--Frank McLaughlin

[Please take into consideration, Mr. McLaughlin that the Apple Pi Journal's contributor and editor bases are comprised of volunteers. For this reason, I believe, the previous editor did not use a heavy pen. Sometimes during the wee hours of the morning, when this Journal was being pasted-up, I felt the need for suggestions with handling certain constructions--more from a technical standpoint, than a grammatical one. Your offer is gladly accepted. We need all the helpful volunteers that we can get.-ED]

FOR YOUR REFERENCE - THE NUMBERS SHOWN IN PARENTHESES () AFTER THE DISK NAMES ARE THE OLD DISK NUMBERS

MACINTOSH DISKS & WAP DISKETERIA ORDER FORM

Pi Library	6.08 - LW 8	12.07 - S 7	14.22A - PH 22	18.16A - AF 16	HyperCard Externals
0.01 - C 01	6.09 - LW 9	12.08 - S 8	14.23 - PH 23	18.17A - AF 17	5 disk set; \$15
	6.10 - LW 10	12.09 - S 9	14.24 - PH 24	HyperCard StackWare	21.01 - HE 1
Anti-Virus Utilities	6.11 - LW 11	12.10 - S 10	14.25 - PH 25	44 disk set; \$132	21.02 - HE 2
5 disk set; \$15	6.12 - LW 12	12.11 - S 11	Miscellaneous Utils	19.01A - SW 1	21.03 - HE 3
1.01D - AV 1	6.13 - LW 13	12.12 - S 12	11 disk set; \$33	19.02A - SW 2	21.04 - HE 4
1.02D - AV 2	6.14 - LW 14	12.13 - S 13	15.01A - MU 1	19.03 - SW 3	21.05 - HE 5
1.03D - AV 3	6.15 - LW 15	12.14 - S 14	15.02A - MU 2	19.04 - SW 4	
1.04D - AV 4	6.16 - LW 16	12.15 - S 15	15.03A - MU 3	19.05 - SW 5	Best of Pi Series
1.05D - AV 5	6.17 - LW 17	12.16 - S 16	15.04A - MU 4	19.06 - SW 6	10 disk set; \$35
	6.18 - LW 18	12.17 - S 17	15.05A - MU 5	19.07 - SW 7	
Desk Accessories	12.18 - S 18	15.06A - MU 6	19.08 - SW 8	System Software 6.0.5	
15 disk set; \$45	TrueType Fonts	12.19 - S 19	15.07A - MU 7	19.09 - SW 9	5 disk set; \$15
2.01C - DAs 1	5 disk set; \$15	12.20 - S 20	15.08A - MU 8	19.10 - SW 10	SS1.ST
2.02C - DAs 2	7.01 - TT 1	12.21 - S 21	15.09A - MU 9	19.11 - SW 11	SS2.PT
2.03C - DAs 3	7.02 - TT 2	12.22 - S 22	15.10A - MU 10	19.12 - SW 12	SS3.U1
2.04C - DAs 4	7.03 - TT 3	12.23 - S 23	15.11A - MU 11	19.13 - SW 13	SS4.U2
2.05C - DAs 5	7.04 - TT 4	12.24 - S 24		19.14 - SW 14	SS5.NI
2.06C - DAs 6	7.05 - TT 5	12.25 - S 25		19.15 - SW 15	
2.07C - DAs 7		12.26 - S 26	System Utils	19.16 - SW 16	System Software 6.0.7
2.08C - DAs 8	INITs & cdevs	12.27 - S 27	14 disk set; \$42	19.17 - SW 17	4 disk set; \$12
2.09C - DAs 9	16 disk set; \$48	12.28 - S 28	16.01C - SU 1	19.18 - SW 18	SS1.ST
2.10C - DAs 10	9.01A - I/C 1	12.29 - S 29	16.02C - SU 2	19.19 - SW 19	SS2.PT
2.11C - DAs 11	9.02A - I/C 2	12.30 - S 30	16.03C - SU 3	19.20 - SW 20	SS3.U1
2.12C - DAs 12	9.03A - I/C 3	12.31 - S 31	16.04C - SU 4	19.21 - SW 21	SS4.U2
2.13C - DAs 13	9.04A - I/C 4		16.05C - SU 5	19.22 - SW 22	
2.14C - DAs 14	9.05A - I/C 5		16.06C - SU 6	19.23 - SW 23	TrueType Software
2.15C - DAs 15	9.06A - I/C 6		16.07C - SU 7	19.24 - SW 24	2 disk set; \$6
FKeys (Function Keys)	9.07A - I/C 7	13.01A - T 1	16.08C - SU 8	19.25 - SW 25	TT.FS
2 disk set	9.08A - I/C 8	13.02A - T 2	16.09C - SU 9	19.26 - SW 26	TT.PT
4.01A - FKs 1	9.09A - I/C 9	13.03A - T 3	16.10C - SU 10	19.27 - SW 27	
4.02A - FKs 2	9.10A - I/C 10	13.04A - T 4	16.11C - SU 11	19.28 - SW 28	System Software 7.0
	9.11A - I/C 11	13.05A - T 5	16.12C - SU 12	19.29 - SW 29	9 disk set; \$20
	9.12A - I/C 12	13.06A - T 6	16.13C - SU 13	19.30 - SW 30	\$45 Non-member
ImageWriter Fonts	9.13A - I/C 13	13.07A - T 7	16.14C - SU 14	19.31 - SW 31	\$55 Disks+mbrshtp
15 disk set; \$45	9.14A - I/C 14	13.08A - T 8	16.15C - SU 15	19.32 - SW 32	
5.01 - IW 1	9.15A - I/C 15	13.09 - T 9	16.16C - SU 16	19.33 - SW 33	HyperCard Update 1.2.5
5.02 - IW 2	9.16A - I/C 16			19.34 - SW 34	3 disk set; \$9
5.03 - IW 3			Programmer/Hacker	19.35 - SW 35	
5.04 - IW 4	Miscellaneous	25 disk set; \$75	Word Processing Utils	19.36 - SW 36	HyperCard Update 2.0
5.05 - IW 5	3 disk set	14.01 - PH 1	3 disk set	19.37 - SW 37	5 disk set; \$15
5.06 - IW 6	10.01 - M 1	14.02 - PH 2	17.01A - WP 1	19.38 - SW 38	HC.01 - Program
5.07 - IW 7	10.02 - M 2	14.03 - PH 3	17.02A - WP 2		HC.02 - Help
5.08 - IW 8	10.03 - M 3	14.04 - PH 4	17.03A - WP 3		HC.03 - Stacks
5.09 - IW 9			Adobe Screen Fonts	13 disk set; \$39	HC.04 - More Stks
5.10 - IW 10	Paintings (MacPnt)	14.05 - PH 5	16 disk set; \$48	20.01 A - M II 1	HC.05 - Tutorial
5.11 - IW 11	5 disk set; \$15	14.07 - PH 7	18.01A - AF 1	20.02 A - M II 2	
5.12 - IW 12	11.01 - P 1	14.08 - PH 8	18.02A - AF 2	20.03 A - M II 3	Seriously Numbered
5.13 - IW 13	11.02 - P 2	14.09 - PH 9	18.03A - AF 3	20.04 A - M II 4	Disk 30/92
5.14 - IW 14	11.03 - P 3	14.10 - PH 10	18.04A - AF 4	20.05 A - M II 5	Disk 74/75
5.15 - IW 15	11.04 - P 4	14.11 - PH 11	18.05A - AF 5	20.06 A - M II 6	Disk 77/78
LaserWriter Fonts	11.05 - P 5	14.12 - PH 12	18.06A - AF 6	20.07 A - M II 7	Disk 80/84
18 disk set; \$54	Digitized Sounds	14.13 - PH 13	18.07A - AF 7	20.08 B - M II 8	Disk 85/89
6.01 - LW 1	31 disk set; \$93	14.14 - PH 14	18.08A - AF 8	20.09 B - M II 9	Disk 91/95
6.02 - LW 2	12.01 - S 1	14.15 - PH 15	18.09A - AF 9	20.10 A - M II 10	Disk 96/104
6.03 - LW 3	12.02 - S 2	14.16 - PH 16	18.10A - AF 10	20.11 A - M II 11	Disk 105/106
6.04 - LW 4	12.03 - S 3	14.17 - PH 17	18.11A - AF 11	20.12 A - M II 12	Disk 108/128
6.05 - LW 5	12.04 - S 4	14.18 - PH 18	18.12A - AF 12	20.13 A - M II 13	Disk 134/143
6.06 - LW 6	12.05 - S 5	14.19 - PH 19	18.13A - AF 13		Disk 147
6.07 - LW 7	12.06 - S 6	14.20 - PH 20	18.14A - AF 14	19.35 6 disk set; \$15	Disk 150/151
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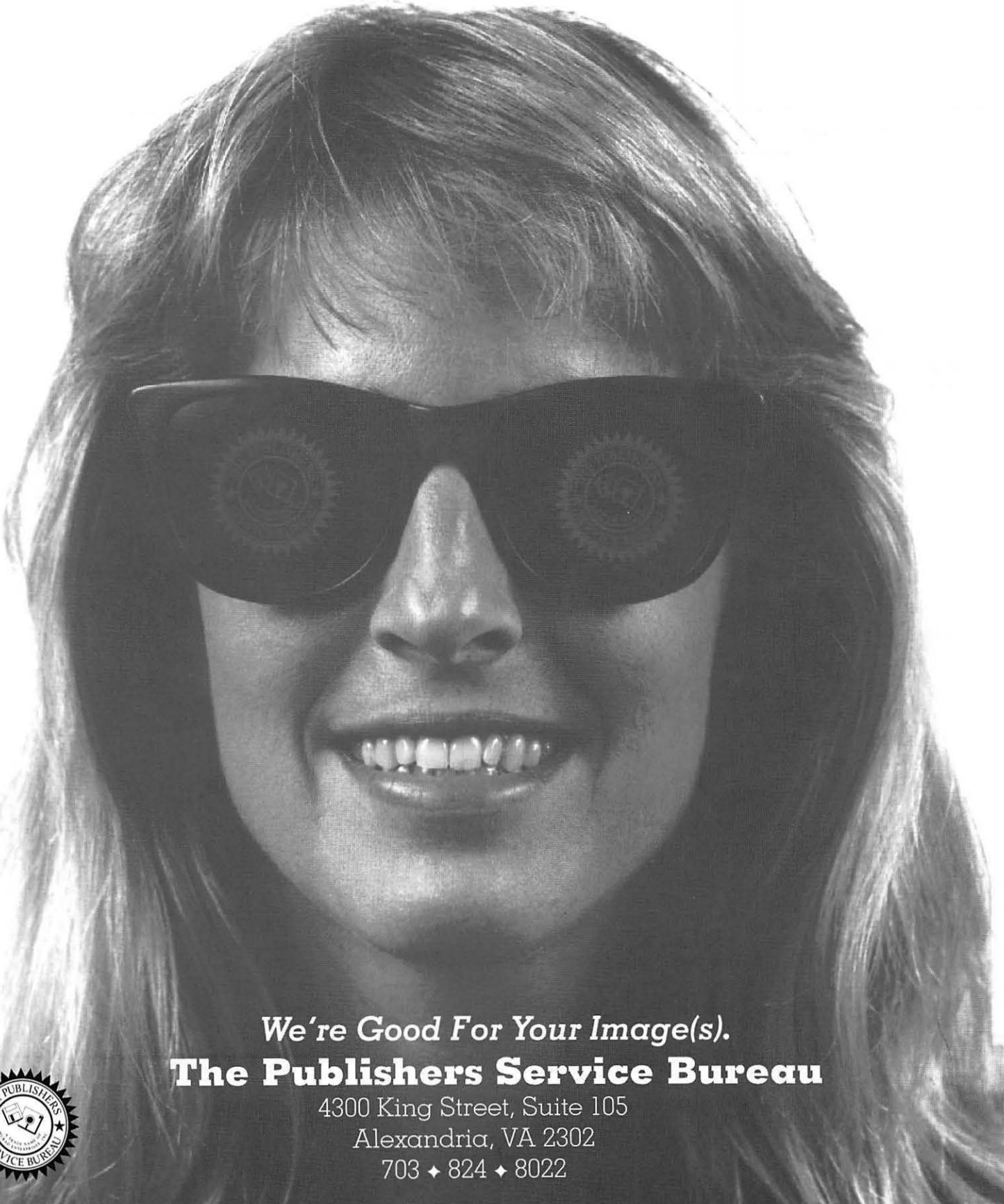
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