

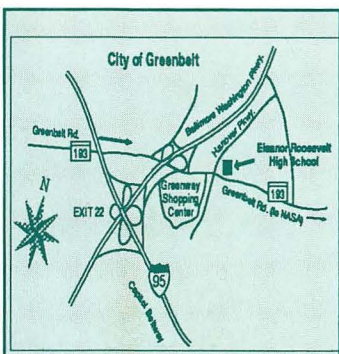
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The Journal of Washington Apple Pi, Ltd.

Volume 13, Number 6

June 1991

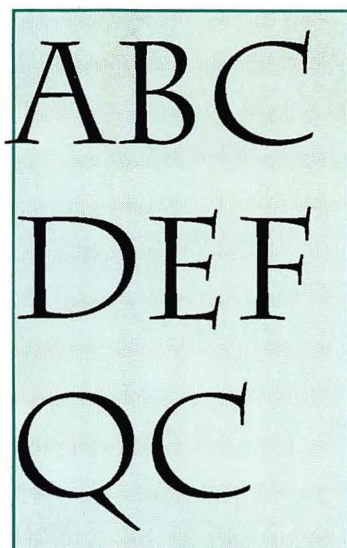


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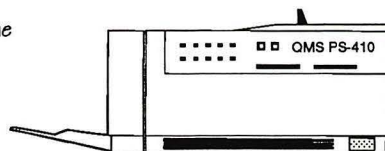
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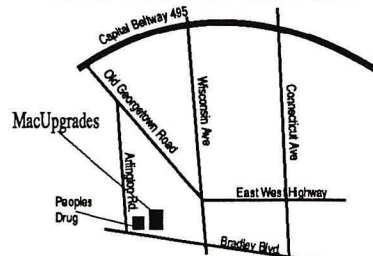
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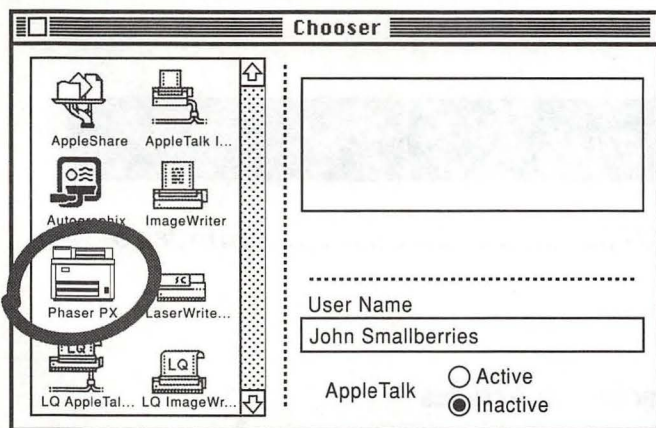
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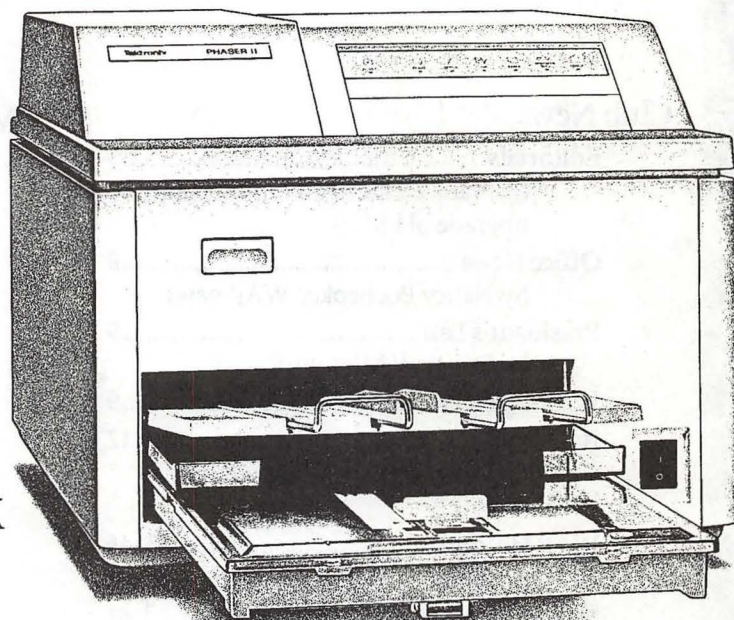
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What's happening...

Alarums and excursions

The imminent arrival of System 7.0 on the scene has stirred up a certain amount of what might charitably be called discontent on the part of some Macintosh users who fear, with reason, that they may be left waiting at the station as the train pulls out. Jim Gaynor, a Macintosh user at Ohio State University, put together a letter to Apple and suggests that group action may be appropriate to convince them of the error of their ways.

If any of our readers own Macintosh II, IIx, IICx or SE/30 computers, they may wish to pass on their concerns to Apple. We understand that Apple's reluctance may have to do more with the fear that the ROMs so replaced may find their way back into the stream of commerce—but cannot conceive how this could be a serious problem if the price of the new ROMs were to be placed at a high mark, with an appropriate rebate for the return of the old ones.

To us, it sounds more like inertia than it does to active malevolence.

An Open Letter to Apple Computer, Inc.:

With the advent of System 7.0, 32-Bit Addressing, and the new low-cost Macintoshes, Apple Computer has shown that it remains committed to enhancing the capabilities of the Macintosh line of computers without abandoning its users. However, in that effort to advance technology, past technologies ought not be abandoned in a haphazard fashion, nor should unfulfilled potentials be left unrealized.

The Macintosh IIx, IICx, and SE/30 were advertised and documented by Apple as having the capability to address as much as 128 MB of memory, an amount that should be sufficient for most users many years into the future. In addition, the Macintosh IIx, IICx, and SE/30 were manufactured with their System ROMs on SIMMs. This feature, touted by Apple as a selling point, was to allow these machines to easily upgrade their System ROMs at such time as that became necessary. That time is rapidly approaching.

Those System ROMs, users discovered, were not "32-bit Clean." Thus, rather than having 128 MB of memory space available as they believed, users of these Macintoshes are limited to 16 MB - even less after the addition of expansion cards. Businesses, educational institutions, and individuals have invested in these Macintoshes, and while 16 MB may be adequate for many users, many others are already finding that limit restrictive. As Apple continues to move

towards full 32-bit Cleanliness in their software and hardware, more users will encounter this 16 MB barrier, and find their otherwise capable Macintoshes hamstrung by "dirty" ROMs.

Users and administrators have looked to Apple for an initiative, for some plan of upgrading the ROMs of these Macintoshes, but none has been forthcoming. The Macintosh IIx, IICx, and SE/30 were designed to be easily upgraded, but Apple Computer has yet to utilize the upgrade potential of these systems, or to announce an intent to do so.

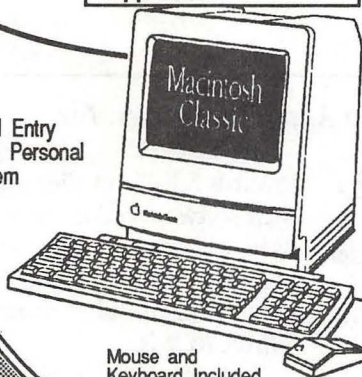
We, the users, owners, and administrators of these Macintosh computers, would like to see Apple make a public statement regarding its plans to make a ROM upgrade available. We would hope that this upgrade be made available within a reasonable time frame, and at a reasonable cost to businesses, educational institutions and individuals alike. It is understood that Apple may wish to add additional features to such an upgrade, and that those features may add to the time required. A quality product is worth the wait required for its production, as is shown by the eagerly anticipated System 7.0. Still, we hope that Apple Computer will recognize the unfulfilled potential of those Macintoshes with "dirty" ROMs, and provide them with the means to realize their full 32-bit potential.

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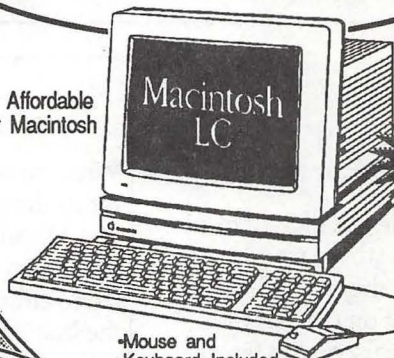
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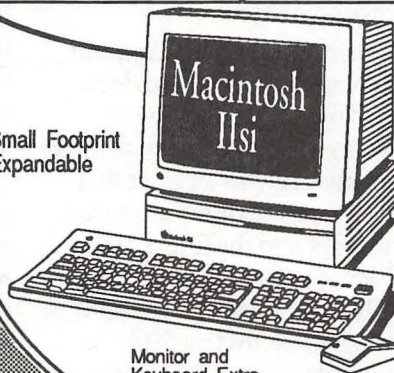
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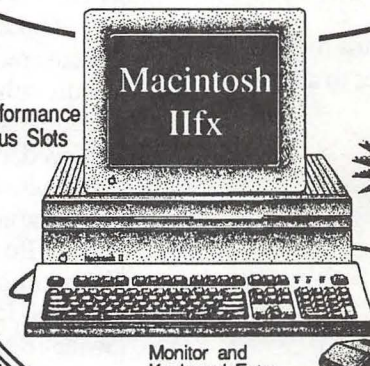
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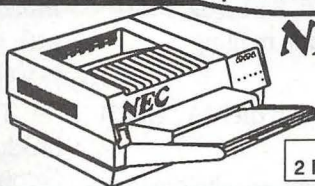
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What's new

Office News

by Nancy Pochecko

Happy Spring to Everyone! There are only a few things to mention this month. One of the hot items on a lot of lists is WordPerfect for \$99! The confusion seems to have cleared. WordPerfect Corporation will be at our July 27, 1991 meeting to demonstrate (of all things) WordPerfect for the Mac. They will be distributing coupons at the meeting which can be mailed to WordPerfect with payment and in return they will send you the software. The last thing I heard is that you must attend the demonstration in order to obtain a coupon, so clear those calendars and come out to the July meeting!

I would like to extend a tremendous thanks to both Howard Singleton and Ruth Frances for the work they have done in the WAP library. Howard has been diligently working on re-organizing and cataloging the magazines for us, and has done a fantastic job! Ruth has been gallantly trying to make sense of our newsletter collection, and it's looking pretty good!

LOST & FOUND

It's getting pretty bad here, we almost have enough to open a retail store, with all the jackets, sweaters and umbrellas that have been left behind. But in the last two weeks we've picked up some pretty strange items. If you can't find something and you think you left it here, please give us a call at the office (301) 654-8060.

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Que is offering a 35% discount on all of their titles (except instructor kits) to WAP members. To place an order, call 1-800-428-5331 x3476, fax 800-448-3804 or write Que Corporation, 11711 N. College Avenue, Carmel, IN, 46032 (ask for Debbie Hulse, and make sure you tell her you read about it in the WAP Journal!).

MACINTOSH BIBLE PROD- UCTS by Goldstein & Blair

Come on, folks!!! We still need a few more orders. We will be

waiting until June 15, 1991 to place the order, so call today!

Although many of you have heard of *The Macintosh Bible*, some of the newer members may not know that it's probably one of the best "tips and hints" books ever published for the Mac. In over 1100 pages it gives you thousands of tips, tricks and shortcuts, logically organized and fully indexed. Goldstein & Blair have also come out with a new book *The Macintosh Bible "What Do I Do Now?"™ Book*. Authored by Charles Rubin, it covers virtually every error message the Mac can produce. First the error message is shown exactly as it appears on the screen, then there's an explanation of the problem (or problems) that can produce it, and there's a full discussion of what to do about it. Subtitled *What To Do Instead of Panicking*, the book deals with many other kinds of problems as well.

There is also a companion product, *The Macintosh Bible Software Disks, Third Edition*. This consists of two 800K disks with more than 1.5 megabytes of public-domain software, shareware, templates, fonts and art.

The way this offer was made requires that we submit an order in bulk. So if you are interested in ordering any of these products, please make your checks payable to Washington Apple Pi. We will send in an order no later than June 15, so be sure to get your checks in by then.

The Macintosh Bible, 3rd Edition (List \$28)—your price \$24.00

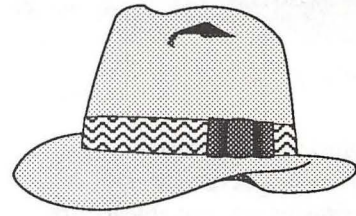
The Macintosh Bible Software Disks, 3rd Edition (List \$20)—your price \$17.00

The Macintosh Bible "What Do I Do Now?" Book (List \$12)—your price \$10.50

The Bible and Software Disks combo (List \$38)—your price \$34.00

And The Word is...

President's Lair



by Eric Rall

Election Time It's that time of year that members of Washington Apple Pi to get a chance to vote for next year's officers and directors-at-large. I want personally to urge everyone to read the ballots and vote. This is your club. Voting is the easiest way for you to get involved in your club.

Welcome I want to welcome Anne Van de Meulebroecke to Washington Apple Pi. Anne has just joined us as our part-time book-keeper. This is a new position within WAP and represents one more step in our advancement as a club in the business of helping computer users.

System 7.0 This is time for the scheduled release of Apple's long

awaited System 7.0. If you happen to be reading this before May 23rd, please plan on joining Washington Apple Pi and Apple Computer at the University of Maryland's Adult Education Auditorium from 7-10 PM. Apple's System 7.0 gurus will be displaying System 7.0 in all of its splendor.

Washington Apple Pi will be selling System 7.0 Software as soon as we can. Probably right around the time you are reading this, our disk duplicators will be ready for you, and the rumor is that it will also be available on the TCS.

Apple StyleWriter and Personal LaserWriter LS This is just another reminder to let you know

that Apple has given WAP one of each of these printers for you to try out. The printers are in the office and are available for you to test them at your convenience.

Newly Appointed TCSO Paul Schlosser has been appointed WAP's new Telecommunications System Operator. That hefty title means Paul is in charge of WAP's bulletin board system. Most everyone that uses the system is familiar with Paul and his work. Paul also writes a regular column with news from the electronic networks. Please join me in congratulating Paul to his new position.

WAP OPEN HOUSE

COME ONE, COME ALL ... to the first Washington Apple Pi Open House.

Have you ever wondered what the Desktop Publishing SIG really does? What a NEXT computer looks like? Why lots of members call the WAP TCS just to see why Lee Raesly always says "Take Care Now?"

Here's your chance! WAP is holding its first-ever Open House, to let the SIGS, Slices and TCS show themselves off in all their glory. Come to see programs in action, ask questions, join a SIG or just learn more about what WAP has to offer. Invite your friends who might be interested in WAP. We'll be taking applications for membership and selling PD disks as well.

Best of all, the WAP Open House is FREE, is near the WAP office, ample parking and the Metro.

Here are the specifics: The WAP Open House will be held at the Bethesda Holiday Inn on June 8th from 10 AM to 2 PM.

Apple IIGS SIG

Due to the unfortunate death of Paul Tarantino's daughter Catherine, he was not able to attend the IIGS SIG meeting this April and report-as the IIGS SIG Secretary-on the meeting. Our hearts are with Paul and his wife, Anne and share their grief. [Amen—Rick]

SCAN - SCAN - SCAN

This month we had a fantastic presentation (if I do say so myself) by our Chairman, Gary Hayman. Gary was all set up when we arrived to exhibit the Quickie Hand Scanner (Vitesse), Scan:Align (American Business Concepts) a scanner hardware aid, and the new InWords (WestCode Software) Optical Character Recognition software that uses the Quickie.

Scan:Align is a plastic guide consisting of a cover, clear plastic sheet, bottom 'graphed' plate and a template. It's purpose is to facilitate the movement of the Quickie which is held by the template so that very accurate and speedy scans can be made without 'wobble' of the hand scanner and to align the documents or pictures better. You may have seen an article about this 'must get' piece of hardware in a recent issue of the Journal of the Washington Apple Pi. All Gary's scans, throughout the evening, were accomplished using the Scan:Align with it resting in his lap—showing how easy it was to use. Not a 'wobble' during the evening.

Gary then demonstrate the use of the Quickie in easily capturing clip-art graphics, putting the instrument through its paces in various modes. He captured a clip-art drawing of a telephone to screen, demonstrated two quick techniques of cleaning the drawing of extraneous lines. He showed us how to resize the drawing in the program and

enter Fat Bits in order to make finishing touches. He saved the drawing as a Double Hi Res (DHR) to disk and then viewed it again in various paint and display programs such as TO.Paint, 816/Paint (DHR module), Sneez v 1.02 and The Graphics Exchange v 4.2. He showed us why he prefers the Fat Bits feature in TO. Paint to alter the graphic and why he uses 816/Paint to add titles and comments when necessary.

He then showed us what would happen if the light/dark adjusting thumbwheel of the Quickie was set incorrectly and how to make proper adjustments to the light/dark settings and to the size of the scan. Using the telephone scan, he fired up Publish.It! 3 and easily imported the graphic. While no printer was available at the meeting, Gary had previously printed out the PI file and passed the print out for our inspection.

Gary then demonstrated the use of the Quickie in scanning photographs. The various settings of the software and the hardware were discussed in detail. He produced a photograph of a champion skier taken in Switzerland (his name, strangely enough, was Gary too) and proceeded to place it in the Scan:Align and scan it. What appeared on the screen looked horrible but when he finished (5 seconds) the software began a process of 'smoothing' and adjusted the picture and 'voila' there was a beautiful picture of Gary in black and white on the screen. He saved this to disk as a Super High Res (SHR) picture and then showed us the (not well understood) proper technique of importing it into Publish.It! 3 and printing it out. When capturing the picture via Publish.It! a weird distorted color combination appears on the screen. Undaunted, he demonstrated to us just how 'box' our selection and import the SHR graphic. Even then, the picture looked lacking, but

he showed us that, when printing, if you select 'Color' the picture will come out in fantastic black and white (using a black ribbon of course). He passed around his pre-printed skier picture in various sizes to show how the graphic can be manipulated. The normal size would be quite appropriate for a letterhead or as an insert in a newsletter. There was even a large 8 by 11 inch size that most agreed that the farther away it was held from them, the better it looked <grin>.

Gary then showed us how he scans his Famous People graphics which he used to produce his DHR slide show disk which he has uploaded to the TCS. He captured each picture, cleaned it up, and inserted paint-text descriptions in a twinkling of an eye. He then demonstrate the disk and showed the famous people — one after the other. As a surprise, he had a gift disk for all who wanted it.

The next event was the demonstration of the new Optical Character Recognition (OCR) software called InWords that works in conjunction with the Quickie scanner. Gary has done extensive study of this software and has authored a national review which appeared in the April edition of 'The AppleWorks Forum', the respected publication of the National AppleWorks Users Group (NAUG). After a brief talk about techniques of using the software and selecting or training fonts, he placed a printed page into the Scan:Align, scanned it with the Quickie and within a few seconds there was the text on the screen; which he saved to disk. He booted AppleWorks 3.0 and showed us how the text was accepted into the program for future processing. Back to InWords, he then demonstrated how to train a font. Again scanning, but with an empty font selected, a large graphic representation of the letters and words appeared on the screen. A highlight

appeared around the first letter. Gary told the program that that was a capital 'P' by typing it on the keyboard. The program moved to the next letter which Gary trained in a similar manner. Soon characters which had been earlier trained, were skipped over and shortly things were whizzing by. Swiftly the entire document was on the screen in text format. Just to show us, he used the trained font and scanned the document again, and within a couple of seconds, the document had been translated into a text file for future use.

He showed us how the program could also scan columns of text and merge wide printed text by scanning the left side and then scanning the right side. The program, by some magical means, lines up the sides and merges the text into one file.

A schedule of our interesting meetings and demonstrations is posted in the bulletin on Conference 2/IIGS Miscellaneous Board — check it out. Also an announcement appears monthly on that board and on the Pi Activities Board (Conference 1) of the TCS. Meetings alternate between a Virginia and Maryland site.

Columbia Slice

by Tom Cook

At our April 4th Apple II Columbia Slice meeting, Andy Wakshul gave a presentation on Platinum Paint by Beagle Bros. This is a full-featured paint program for an Apple IIgs with at least one meg of memory, a 3.5 inch disk drive and a color monitor. It also requires version 5.03 or higher of the Apple IIgs system disk.

Platinum Paint is a classic Apple IIgs desktop program. It has the tool icons down the left side of the screen and the menu bar at the

top of the screen. Many of the tool icons have multiple purposes depending on which side of the icon is clicked, or whether Shift, Option, or the Command key is being pressed when the icon is clicked. This may have led to one of Andy's complaints about the program. He stated that in some instances the manual is not completely clear. The pull down menus across the top of screen are jammed full of features. Platinum Paint has every feature you'd ever want and then some. Most menus have MORE as the last selection. This means that some features are hidden off screen. This led to Andy's second complaint about the program. This was that there are so many features that they are hard to find.

Some of the features included in Platinum Paint are shadowing features, a complex gradient fill, adjustable perspective, shrink and expand for selected objects, and 3- and 4-point curve generators as well as the standard paint tools. Andy demonstrated many of these features using demos found on the Platinum Paint disks. He also showed us pictures which he had colorized using Platinum Paint. One of the most interesting demos was called "Squished Heads" in which a picture is used as a brush to paint inside of an irregular shape. Andy's third complaint about the program was that the print quality on an Apple Imagewriter was not as good as the screen quality.

Platinum Paint retails for around \$100 but can be purchased mail-order at a much reduced rate. All in all Platinum Paint seems to have all the features needed in a good paintprogram.

The April Mac group's session of the Columbia Slice focused on new printers. Tim Childers our President brought in his Hewlett Packard DeskWriter, a 300 dpi ink-jet printer. The reported cost through the Coffee MUG group was

\$650. This is more expensive than the \$599 retail price for Apple's new 360 dpi jet printer, the StyleWriter. Recent comparisons in MacWeek and MacUser demonstrate higher print quality and considerably longer print times for the StyleWriter, with the DeskWriter being faster than the ImageWriter II and the StyleWriter slower.

It appears that HP has overcome the cartridge clogging of previous ink-jet printers with a redesigned cartridge and using a new waterproof (more-or-less) ink. There are refill kits which include ink and a syringe-like device. These are available for about \$15 or \$20 locally from Printers Plus or by mail order from The Diskette Connection (who also carry dust covers) and others.

Tim reports that overall he is pleased with the printer despite compatibility problems with some programs. MacInTax, for example, died after printing about a third of a page. It was said that there is a DeskWriter INIT on the TCS that overcomes some of the printing problems.

The fonts included with the printer include Times, Helvetica, Courier and Symbol. For \$120 HP sells a font package providing the full complement of the 35 Laser-like fonts similar to those which live in the PostScript Apple LaserWriters.

Apparently, from Tim's experience and the literature reports, print quality is critically dependant on the paper used. Tim found that tractor-feed paper, stripped of its tractor feed strips (it accepts only single sheets) gave good quality output, and one member reported that mid-range copier paper gave acceptable results.

The only print spooler that works with the DeskWrite is the most recent version (v2.1) of SuperLaserSpool from SuperMac

(Continued on next page)

Board of Directors

The WAP Board Of Directors met on April 11, 1991 at the WAP office.

Officers and Directors attending included Bob Shaffer, Ed Myerson (telephone), Dave Ottalini, Dave Harvey, Dana Schwartz, Dave Weikert, Bernie Urban, Mary Hockmeyer, Tom Vier (Telephone), Lee Raesly (telephone), Manny DeVera, Dale Smith.

Members & Guests included Rich Wohltman, Nancy Seferian, Bill Wydro, Nancy and Greg Pochevko, Jon Hardis, Paul Schlosser, Jon Thomason, Nanda Piwowar, Peter Dodge, Barbara Schuelijenkins]

The Board:

- * Voted to take over polling for the TCS Netmail system and accept a NovApple offer to subsidize the phone costs for the polling at \$15.00 each month.
- * Voted to create a financial committee to investigate the club's passive income account. Frank Zappacosta, Rich Wohltman, Tom Vier and Lee Raesly will serve on the committee.
- * Heard a report from Paul Schlosser on various issues concerning the TCS.
- * Voted to approve \$1250.00 to buy four 9600 baud US Robotics modems for the TCS.

(Continued from previous page)

Technologies, now distributed by Fifth Generation Systems. In printing Tim's resume using SLS, it took 50 seconds to regain control of his SE, and 2 minutes and 30 seconds to deliver the page.

Overall it looks like the DeskWriter is a good value, giving clearly better overall results than the aging ImageWriters, and quality that approaches the LaserWriter. I look forward to receiving DeskWriter at work, due to arrive any day now.

- * Discussed on-going concerns about the Desk Top Publishing SIG with three of its members.
- * Voted to donate a set of Macintosh PD disks to the Apple Users Group International in return for that group's donation to WAP of Apple III hardware and software.
- * Voted to approve a contract with the Bethesda Holiday Inn to rent space for the WAP Open House on June 8.
- * Voted to purchase a fax machine for the office at a cost not to exceed \$500.00.
- * Approved the 1991 Election Committee whose members include Jim and Nancy Little, Tom DeMay, Tony Salerno, John Ruffato and Ray Hakim.
- * Discussed possible Virginia meeting sites.
- * Received a set of proposed changes to the WAP bylaws governing BOD elections. The proposals will be discussed at a special meeting of the BOD to be held April 27th.
- * Heard that WAP will receive a free copy of Accountant, Inc. from Softsync/BLOC software for the Macintosh.

Special Board of Directors Meeting, April 27, 1991

The Washington Apple Pi Board of Directors held a special meeting on April 27th, 1991. The special meeting was called by BOD members Tom Vier and Lee Raesly.

Officers and Directors present included:

Eric Rall (Phone), Bob Shaffer, David Wood, Ed Myerson, Dave Ottalini, Bill Campbell, Dana Schwartz, Dave Weikert, Bernie Urban, Mary Hockmeyer, Tom Vier, Lee Raesly, Manny DeVera, Dale Smith.

Members and guests attending included:

Ken DeVito, Lisa Campbell, Paul Schlosser, David Weiteberg, Rick Zeman, Nancy Sefarian, Bill Wydro.

During the meeting the BOD:

- * Agreed to discuss a timetable for the WAP and TCS budgets at the next regular BOD meeting.
- * Heard from the Election Committee on proposed changes to the election rules for the upcoming BOD election. The proposals, in final form, will be presented to the BOD at its next regularly scheduled meeting.
- * Were reminded that nominations for officers and directors should be sent to the Secretary. Postmarks could be no later than 12 midnight Tuesday, April 30th.
- * Voted that the deadline for receipt of all mailed ballots will be the last regular mail delivery on June 14th, 1991 at the Shady Grove, Md. post office.

Kickers & calendars

by Leon Raesly

Graphic Calendar provides Visual Impact!

Now you know what a "Kicker" is. You can see it above the title. A "Kicker" does just that, kicks the reader into the article. It is generally a statement about the article itself, or a portion of the article. Since the second portion of this current column will concern creating graphic calendars for your text calendar, I chose that portion to highlight in the "Kicker." Some examples might include an article on making bread, with the "Kicker" as: Special Low-calorie recipes. Or: Make it in less than 1/2 the time. Or: Low cost-uses: acorns instead of flour!

They can also be humorous, relating only in a general way to the article. One of my favorites was submitted by one of my authors for an article on building his TIFF (Technical Fabrication Facility - or workbench to the rest of us!) It was: "I cut it off twice and it's still too short!" An absolute gem of a "Kicker"!

Graphic calendars

Let's get on with this month's topic. Graphic Calendars. Although it will seem mostly for computer users, at the end I will tell you how to do it with KCP (Kitchen Counter Publishing). What is not well known amongst computer users is that there are times when you can

use a Paint program to create a better text item (usually a chart or table) than using text! It is what I have done for this column. All the sample calendars you will see are actually graphics, NOT text!

I have seen the text displays that many use for a calendar. A full page with the dates numbered in blocks, just like a purchased calendar; and it makes a nice display. I like them very much. However, for me, it has two objections: 1. It wastes an entire page just to list this month's activity. Actually, all of the other dates are simply in the calendar to properly position the ones with the activity. There must be a better way. 2. It doesn't give a view forward for the balance of the year.

I use a text listing showing the current month, plus the rest of the year. It takes about 1/2 a column, and provides so much info, but it lacks a something. Visual impact is what is needed. So then I started to experiment. Could I make a small version of the calendar as display? I soon found that the text displays were crude and could not be made small enough for my purposes.

Then I thought of an earlier chart I had made using a Paint program to create the chart as a graphic. Might this work? (I use TimeOut Paint (from Beagle Brothers, Inc.) with AppleWorks 3.0A on an Apple II GS.) But whatever your computer and Paint program, the following techniques will work. So boot your Paint program and follow along with this.

First, slightly above the center of the screen, enter the legend S M

T W T F S for the days of the week. Leave about five (5) spaces between the letters. This seems to give enough separation without over-expanding the final size of the calendar.

At the end of the line, depress <RETURN> to get to the beginning of the next line. Enter a series of dashes under the Days legend. Depress <RETURN>. Now space over until the cursor is under the correct day of the week for the first of the month and enter a "1" (without the quotes, of course). Now space over 4 spaces and enter a "2". If it was under Saturday for the "1", depress <RETURN> to get to the beginning of the next line.

All that is missing now is the month and year. Place your text tool about equal space above the days legend and enter the month and year. For the year, it seems to me to stand out better (in this small size) as well as to be sufficient, to use '91 instead of 1991.

Now let's get a Legend to highlight a date. Use your meeting date. Use your mouse and Click on your Circle Icon and place a circle around the date of the meeting. Now at the bottom, draw a small circle again and switch to the text tool (usually an I-Beam). Enter the phrase "= Meeting Date" (without the quotes, of course).

What we have so far looks like this:

March '91

S	M	T	W	T	F	S
						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 Date					

Illustration 1

While that is a beginning, we can sharpen it quite a bit. Use your Eraser to erase the dotted line (we can do better than that!) Click on your Marquee Icon. Marquee the days legend and move it down closer to the dates. Now Click on your Line Icon, and then draw a line between the days legend and the dates. You can use your Marquee tool to raise or lower the days legend. Now Marquee your Month name and year and lower it into position.

One last step for this simple calendar. Click on the Box Icon, and then draw a box around the entire calendar (under the month-year). It will look like Illustration 2:

March '91

S	M	T	W	T	F	S
					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 Date

Illustration 2

Now we are getting somewhere! Although I prefer an "Open" calendar, you can also make a full grid around the dates. Use your line tool and draw these. Clean up with "Fat Bits" if the lines miss slightly. Such a Grid calendar for April '91 would look like Illustration 3:

APRIL '91

S	M	T	W	T	F	S
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	24	25	26
27	28	29	30			

Illustration 3

In our Club, we keep Sunday before 11 PM reserved for beginners and Instructors. Since we used a Circle before, let's use a box to distinguish this. Draw a box about your Sunday's dates, and it would look like Illustration 4:

APRIL '91

S	M	T	W	T	F	S
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	24	25	26
27	28	29	30			

- = Meeting Date
 □ = Sunday to 11 AM
 Beginners ONLY
 Illustration 4

Let's add a third bit of information. In April '91 we also have a Fun Fly scheduled. So now we want to show the meeting date (circled), the Sunday beginners times (the box), and a Fun Fly date. Let's use a filled box for this. To get a filled box, draw a small box close about the number. Then draw a second box about 1/16 inch larger. Now Click on the Fill Icon and use the Fill tool to fill this small hollow outline with the Fill tool. The calendar now looks like Illustration 5:

APRIL '91

S	M	T	W	T	F	S
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	24	25	26
27	28	29	30			

○ = Meeting Date
 □ = CCW Fun Fly!
 □ = Sunday to 11 AM
 Beginners ONLY

Illustration 5

This now brings the question of what Legends we might use and whether they are appropriate for an open calendar (Illustration 2) or a Grid calendar (Illustration 3). The graphic below labeled "Possible Legends" shows some of the possible Legends and which type of calendar they work with best.

I have not included a Triangle sample, not the bottom one which I call a "Grid Star". But you can create them on your own if you wish to see what they look like in a sample month.

If we use three symbols for a Legend, the Legend information at the bottom of the calendar, begins to become a little long and out of proportion for me. One thing that we can do is borrow the idea of a side-bar from text composition and place it here as part of the graphic. Draw two thin boxes inside each other to the side of the calendar. Now fill this with your Fill tool. Inside it, draw a smaller filled box, and then enter the text with your I-Beam. That presents us with the Illustration 6:

APRIL '91

S	M	T	W	T	F	S
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	24	25	26
27	28	29	30			

○ = Meeting Date
 □ = Sunday until 11 AM
 Beginners ONLY!!

□	=
F	
U	
N	
F	
L	
Y	

Illustration 6

(Continued on page 72)

WAP GARAGE SALE

Saturday, June 29

Eleanor Roosevelt High School

7601 Hanover Parkway, Greenbelt, MD

**KIDS
UNDER
12 FREE!**

Doors open at 8:00 A.M. for vendors

Open to the public at 8:30

**\$1.00 for members
\$2.00 for non-members**

Non-commercial tables - \$5.00

Commercial tables - \$50.00

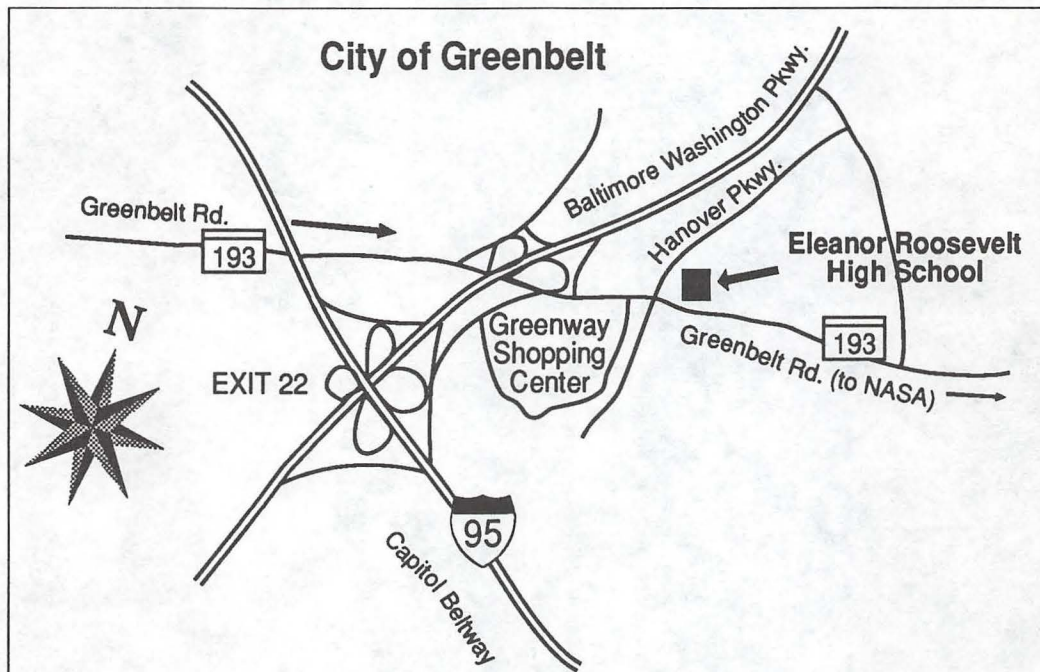
**Purchase of a table allows 1
person entrance**

**From I-95 (The Beltway)
If Proceeding North:**

Get off the Beltway at Exit #22A (Baltimore Washington Pkwy. towards Baltimore). On exit ramp, bear right immediately to Rt. 193 (Greenbelt Road). Turn right onto Greenbelt Road (towards NASA). Turn left onto Hanover Parkway and then take first right onto school property.

**From I-95 (The Beltway)
If Proceeding South:**

Get off of the Beltway at Exit #22A (Baltimore Washington Pkwy. towards Baltimore). Take the Baltimore Washington Pkwy. towards Baltimore to Rt. 193 (Greenbelt Road). Exit to the right, following the exit ramp to the road. Turn left at the light (towards NASA) from exit ramp onto Greenbelt Road and continue to Hanover Pkwy. and then take first right onto school property.



From Washington, DC:

Take the Baltimore Washington Pkwy. towards Baltimore to Rt. 193 (Greenbelt Road). Exit to the right following the exit ramp to Greenbelt Road. Turn left at the light (towards NASA) from exit ramp onto Greenbelt Road and continue to Hanover Pkwy. Turn left and then take the first right onto school property.

From Baltimore:

Take the Baltimore Washington Pkwy. towards Washington to Rt. 193 (Greenbelt Road). Exit on the right, following the exit ramp to the STOP sign, turn left and continue a short distance to Greenbelt Road. Turn left onto Hanover Pkwy. and then take first right onto school property.

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.

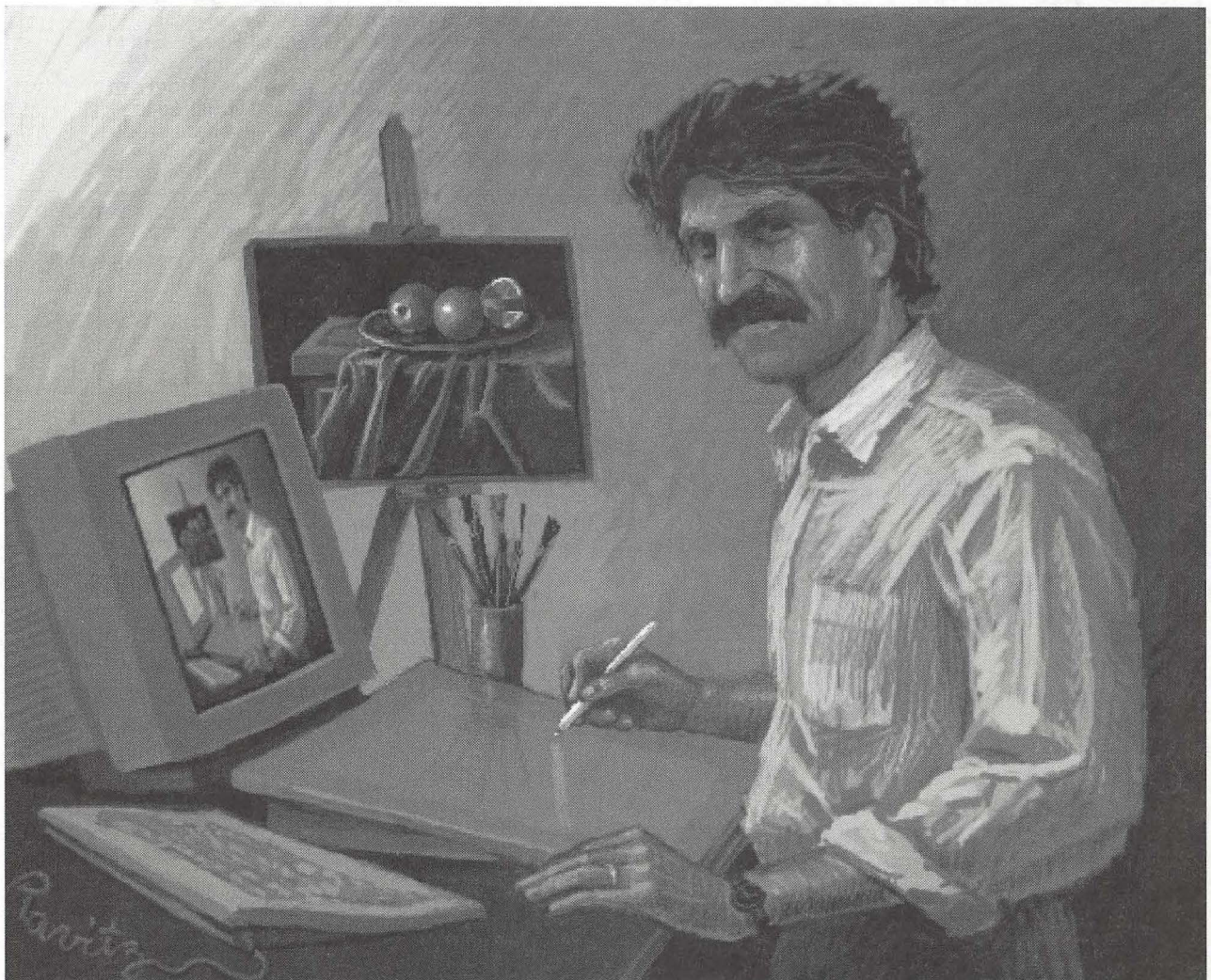
Artist Info: Larry Ravitz is our WAP artist this month. He is a traditionally-trained realistic oil painter. He studied at the Schuler School of Fine Arts and has worked with several prominent realist painters. He is currently producing an all electronic poster series,

teaching PhotoShop for Thomas Piwowar, Inc., and MacInOffice and doing consulting, including with a group producing stamps for the U.S. Postal Service.

Tools: Mac IIfx with a 160 meg hard drive, RasterOps 364 video card, Apple 13" RGB monitor, Wacom 12 x 12 cordless digitizing tablet, Canon A-1 Hi8 video camera, QMS PS-410 postscript printer, Rodime 45MB removable

hard drive, Photoshop 1.07, Letraset ColorStudio, Oasis 1.0, Adobe Illustrator 3.0, PageMaker, and MacroMind Director.

Procedures: "I would normally use a charcoal or pencil sketch to work out the compositional problems in a painting," says Larry Ravitz, "but for *Painting on the Computer* I used my video camera in a strategic way to create the composition. I had my wife, Marika, shoot some footage of



Painting on the Computer

me working at the computer. I viewed the video on my monitor using the RasterOps 364 video card and then selected the best frames. Video cameras take 30 frames a second so I had thousands of images to choose from. Then I adjusted the position of some objects and eliminated others to improve the composition. When I had it just the way I wanted it, I used the retouched photo as a reference for creating this painting with PhotoShop.

"I generally use the Brush tool for most of the painting because it is antialiased (the edges blend with the surrounding colors). I use the keyboard Option key shortcut to convert the Brush back and forth to an Eye Dropper for selecting colors. The biggest problem with PhotoShop for painting is the limited palette which does not save colors between sessions. I am told that Adobe will be improving this in Version 1.5, to be released shortly. PhotoShop has very precise tools and superb image processing capabilities, but the brushes are much slower and smaller sized than Oasis, another fine painting program.

"Dallas was the first portrait image that I finished on the computer. It was done for the Wacom booth at the 1990 Boston MacWorld and is of Dallas Stafford of Wacom, Inc. I got the image from a video clip which had poor colors due to the indoor light and I had to change the eye color at the show but other than that, it was a strong likeness. I created the image with PhotoShop using the imported video image in a split screen mode as reference. The painting was done freehand. If you like computers as I



Dallas

do, and are willing to learn the often complex image processing software, they become almost as capable as traditional painting media. Some fine artists who work on computers would argue that the best way to see their pieces is on a computer. I have output my pieces both to video (using MacroMind Director to animate the images) and to high quality photographic output through service bureaus. Output from the Kodak 7700 dye sublimation printer or positive transparencies from a Solitaire Image processor are the best output solutions I have found."

Larry is teaching some sessions for the DeskTop Publishing SIG and will give a lecture and demonstration at the Smithsonian that will focus on the computer's ability to imitate traditional painting tools. Everyone is invited to attend:

June 26, 1991, 7:30-9:30 pm
S. Dillon Ripley Center Lecture Hall
Phone: (202) 357-3030
\$10 for WAP or Smithsonian members
\$15 for non-WAP members

Exploring Typefaces—4

by Frank Potter

This month, we have what one might call a mixed bag of typefaces: old ones, new ones and new old ones. All of these serve different functions, as might be expected—but then typefaces ought to be predictable, at least to the extent that they will not surprise or shock readers. Most of us will look at type for its content, not to wonder at the ineffable grace of the serifs; when we are struck by the design, it can serve as a distraction that may well be unwelcome.

Goudy Old Style

Goudy has been around for a very long time. If you have been a WAP member for a while, you will recall Jim Donnelly's outstanding series on typefaces last year. He devoted the April, 1990, discussion to Fred Goudy and his influence on type design, and his article is well worth reading once again (as, in fact, are they all). In passing, he noted that "the critics insist unanimously on two points about Goudy's work. First, it's beautiful. Second, it's at its best in the world of advertising."

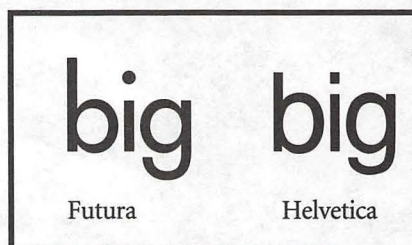
Goudy Oldstyle is frequently used in books and magazines. You can sometimes pick it out by looking at the places where typefaces often differ: upper-case "G" and "Q," lower-case "a" and "g" and especially the ampersand "&."

As you get deeper into the arcana of typefaces, I suspect that you will find that Goudy grows on you; it certainly does on me.

Futura

The Futura typefaces (Futura 1, Futura 2 and Futura Condensed) are fairly stark sans-serif in composition. They are often confused with Helvetica (which is just about the only typeface

that most of us associate with sans-serif type) but they are in fact quite different. Notice, for example, the difference in x-height of Futura 1, when compared with the Helvetica that comes with your Laserwriter:



Futura comes in two flavors: Futura 1, in light and book weights, and Futura 2, which can get quite heavy and dark. You would not expect to find the latter used in text, but it does quite nicely in advertising and display work.

Trajan and Charlemagne

Both of these typefaces, designed by Carol Twombly at Adobe, are derived from historic progenitors, used in the past and showing their roots in their design. Adobe calls them "Modern Ancients" (presumably to distinguish them from "Ancient Ancients," or "Creaky Ancients," like the people who sat around crackerbarrels in old Hollywood movies.)

Trajan was a Roman emperor, and the Trajan typefaces reflect the kinds of letters that were carved in stone at the time. (Serifs are widely believed to have been necessary as a means of easy use by stonecutters who needed a clean and replicable way of beginning and finishing off a letter.) The inspiration for this typeface came from a column erected in A.D. 113, memorializing Trajan's victories.

Twombly found that letters in stone do not translate well when converted to paper; the serifs were too

light, the N too heavy and so on. Where the column provided no help (the Romans tended to have little use for distinctions between "U" and "V" and would not have had a clue about "Z,") she designed the missing letters and punctuation to match what she did find.

Trajan (and Charlemagne, for that matter) have no lower-case letters and will be found in display formats. Adobe makes the point that these work best at 18 points or larger and goes on to state that the careful compositor will use judgement in kerning these letters so that they will work well together.

Charlemagne, another Roman Emperor, (although immeasurably Holier than Trajan), lived six centuries later, and it was during his time that writing on paper (or vellum or parchment or whatever came to hand) proliferated. Scribes of the time developed a style of writing that lent itself to rapid and light work.

Here capital letters came into play as initial letters to verses, and great pains were taken to draw the initial letters with care and to fill or "illuminate" them with elegant and beautiful effects.

This issue

Responding to an almost universal message of approval, we are continuing to produce the Journal using Minion, described in the May issue. This issue has been done more or less universally in Minion 11, on 12=point leading. We'll probably stay with it until we, or you, get bored with it.

Goudy Old Style

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 (48/50)

ABCDEFabcdef—Goudy Old Style *italic*

ABCDEFabcdef—Goudy Old Style **bold**

ABCDEFabcdef—Goudy Old Style ***bold italic***

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

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Futura 1

ABCDEFGHIJKLMNOPQRSTUVWXYZ
 abcdefghijklmnopqrstuvwxyz
 1 2
 3 4 5 6 7 8 9 (48 / 50)

ABCDEFabcdef—Futura Light Oblique

ABCDEFabcdef—Futura Book

ABCDEFabcdef—Futura Book Oblique

ABCDEFabcdef—Futura Bold

ABCDEFabcdef—Futura Bold Oblique

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

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Futura 2

ABCDEFGHIJKLMNOPQRSTUVWXYZ
 abcdefghijklmnopqrstuvwxyz
 1234567890 (48/50)

ABCDEFabcdef—Futura Oblique

ABCDEFabcdef—Futura Heavy

ABCDEFabcdef—Futura Heavy Oblique

ABCDEFabcdef—Futura Extra Bold

ABCDEFabcdef—Futura Extra Bold Oblique

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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Futura Condensed

ABCDEFGHIJKLMNOPQRSTUVWXYZ
 YZabcdefghijklmnopqrstuvwxyz
 1234567890 (48/50)

ABCDEFabcdef—Futura Condensed Light

ABCDEFabcdef—*Futura Condensed Light Oblique*

ABCDEFabcdef—Futura Condensed

ABCDEFabcdef—*Futura Condensed Oblique*

ABCDEFabcdef—Futura Condensed Bold

ABCDEFabcdef—*Futura Condensed Bold Oblique*

ABCDEFabcdef—Futura Condensed Extra Bold

ABCDEFabcdef—*Futura Condensed Extra Bold Oblique*

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

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Trajan/Charlemagne

ABCDEFGHIJKLM
NOPQRSTUVWXYZ
Z1234567890(48/50)

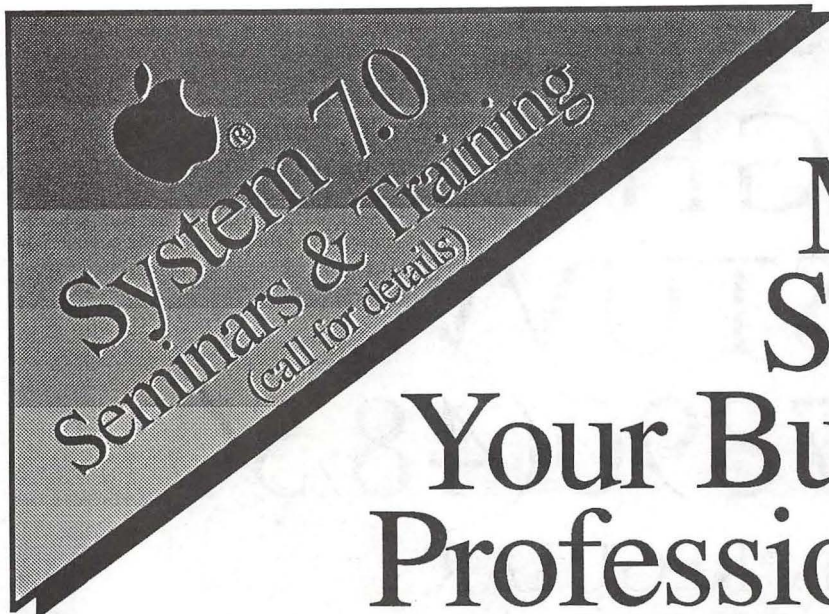
ABCDEF—TRAJAN REGULAR

ABCDEF—TRAJAN BOLD

ABCDEFGHIJKLM
NOPQRSTUVWXYZ
Z1234567890(48/50)

ABCDEF—CHARLEMAGNE REGULAR

ABCDEF—CHARLEMAGNE BOLD



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Software for MacNovices

by Ralph J. Begleiter

Part I

If you're among the many computer users who has been persuaded by new lower prices to switch to a Macintosh, here's a summary guide to some of the best (and worst) software available for MacNovices today. This month—the basic “tools” you'll need to work productively. Next month—a summary of some of the best “accessory” programs for the Mac to enhance your work.

Please remember that the opinions expressed here are my own, and not those of Washington Apple Pi, or the Journal's editors. These recommendations are based largely on personal experience.

The advent of the Mac's new System 7.0 operating system software could well change some of these recommendations. Some software programs are likely to undergo major revisions once System 7.0 becomes widely used. In the meantime, however, here are my summary recommendations on how to equip your new Mac for the work you'd like to do.

Prices listed below are based on retail ordering from MacConnection, a highly-reputable U.S. mail-order firm whose prices, service and warranty policies are among the best available. I have had good personal experience with this firm. Prices followed by a “?” are best guesses.

Although it is true that Microsoft “Works” (version 2.0) is an excellent “integrated” software package containing many of the

tools you will need, I recommend that you consider a carefully-chosen collection of separate applications instead. Except for its word processor, “Works” tools are quite limited.

By the end of 1991, Apple's own software developer, Claris, is expected to publish a similar “all-in-one” or “integrated” product reportedly to be called “ClarisWorks.” Early previews in MacWeek suggest it might be an excellent piece of software. But it's not available yet.

Meantime, here are my MacNovice recommendations, in descending order of preference:

Word Processing

- MacWrite II (v 1.1) - MacWrite, the original Macintosh word processor, is a breeze to learn and to use. Its intuitive operation make it a novice's choice. It produces good-looking documents. Spelling checker & outlining program included. An overall outstanding choice developed by Apple's own software company, “Claris.” \$142.00

- WriteNow 2.2 - WriteNow is a program similar to MacWrite. Still easy to use, and with a few more features. Includes a spelling checker. It handles columns in a limited way. \$117.00

- Works - Microsoft Works' (v. 2.0) word processor is pretty good. It's not as complicated as Word (or the now-defunct Microsoft Write), and it handles columns and graphics well. Limited desktop publishing. \$179.00

- FullWrite Professional (v 1.1) - FullWrite is probably the most featureful word processor available for the Macintosh today. It contains many “Desktop Publishing” features and produces outstanding documents. Includes an integrated “outlining” program. FullWrite's disadvantages are its relative complexity and its computer-memory appetite. If you want to produce truly elegant documents, complete with footnotes, multiple columns (even multiple column-formats on a single page!), spell-checking, thesaurus, and similar features, FullWrite could be your choice. Its features make it a complex product, though still much easier to use than Microsoft Word. However, Ashton-Tate, the developer of FullWrite, appears to be allowing FullWrite to languish. I can no longer recommend this program strongly. The *only* advantage to FullWrite now is that you can get a *very* cheap copy of it for \$39, and upgrade *free* to version 1.1 if you like it. \$275.00

I recommend steering clear of the following:

- Microsoft Word 4.0 - I recommend against Microsoft Word. Because Word was the first “full-featured” word processor to reach the market, it *has* become something of a standard. You'll find lots of people *using* it and dealers *recommending* it. However, it is complex, arcane and quirky. You will find yourself failing to take advantage of its best features because you can't remember how to invoke them! \$245.00 [Ed.—We rarely disagree with Ralph about anything, but we do have very positive feelings about Word.]

- Write - This is Microsoft's stripped-down version of “Word.” It's a poor value, retaining many of the problems of “Word” and only a few of the features. Microsoft has *discontinued* this program. Don't let





a dealer sell it to you. Less than \$175.00

- MindWrite 2.0 - Stay away from this one, too. MindWrite's best feature is its ability to integrate outlining with word processing. But that feature is not worth the hassles you must overcome otherwise. Doesn't do much in the way of desktop publishing. \$95.00

- WordPerfect 1.0.5 - A great "name" in the IBM world has failed to make the Macintosh grade. Converted from IBM to the Mac, this program lack much of the ease of use which makes the Mac famous. Avoid it. \$229.00

Outlining

This is a category you may not think about, but many computer users find it terrifically useful on major projects. Makes organizing thoughts, time-lines, organization charts a breeze. If you don't choose a word processor which includes an outliner, I suggest acquiring an outliner, too. You'll find yourself working with it often!

- More! 3.0 - A truly ingenious tool. Randomly enter thoughts, then reorganize them any way you like at the click of a mouse. Instantly creates organization ("tree") charts, and display chart presentations. Outstanding desktop presentations (flip charts, slide presentations, charts, etc.) Use it to create boilerplate language to sort and enter in your word processor. Creates and sorts lists. Strong "find" function locates text quickly.

Highly recommended.
\$265.00

- ACTA Advantage - a "desk accessory" version of an outliner. Nowhere near as powerful or useful as More!, but a good solid utility just for outlining. ?

Desktop Publishing

Desktop publishing is something many novices can wait for. But if you want to use your Mac for

creating newsletters, handouts, etc., here are a few choices:

- ReadySetGo! (4.5a) - This desktop publisher includes all the bells and whistles you will need, and some you won't even need. Produces good-looking publications, and handles the LaserWriter well. It's fairly simple to learn. The firm makes a more powerful version of this, called ColorStudio, but, trust me, you don't need its features. \$165.00

- Publish It Easy! (v 2.0) - This is a brand new page layout program with which I've had no experience, but which gets outstanding reviews. It's intended for beginners, but it has many very powerful features. An excellent value. \$145.00

- PageMaker (4.0) - PageMaker is probably the Macintosh "standard," but it's more complex than ReadySetGo! and much more expensive. You won't need its additional features. \$499.00

Database

Only one recommendation here. There are lots of databases with big names. But they're all complicated, too powerful for almost anything you'd want to do, and overpriced. I strongly recommend the industry standard for "non-relational" databases:

- FileMaker Pro - (Recently renamed from FileMaker II) This program is an outstanding database. Flexible, easy to learn and use. Handles graphics extremely well. Duplicates and creates forms, form letters. Fast retrieval of records. (Virtually) no limits on the size of databases, records, fields within records, etc. Allows changing any characteristic after creation of a new file, without loss of previously entered data. Easy exchange of data and graphics with word processors, graphic programs, other databases, etc. This is an excellent program now published by Claris. Well worth the money. \$218.00

Communications

This is the software you'll need to communicate by modem with other Macs, and with bulletin board systems. There are only two major contenders in this field. "White Knight" (\$85.00) (formerly "Red Ryder") is a favorite among techies. However, I have long used and I strongly recommend:

- MicroPhone II (v. 3.0) - Easy to learn and use. Once it's set-up, runs like a charm without repeatedly changing settings, etc. Allows creation of customized "scripts" to make your modem work like a breeze. In other words, once you know what you have to do to access a bulletin board, you can have MicroPhone make all the setting changes automatically and log you onto a BBS *fully automatically*. A new version of this program is expected soon, but the current version is excellent \$215.00

Graphics

You will want to create charts, diagrams, signs, and perhaps even some "artwork." There are many excellent programs available in this category. My recommendations in descending order of preference:

- Canvas - (Version 2.1) Canvas combines the ease-of-drawing of "MacDraw" with the detail-work possibilities of MacPaint into a single program. There are a couple of other applications which do this, though not as well. What makes Canvas stand out is that it comes in two formats, including a regular program as well as a "desk accessory." This means that while you are working in your word processor (or any other program) you can instantly call up Canvas at the same time to create or modify a graphic. This feature greatly facilitates cutting and pasting graphics into any other document you happen to be creating. Shares files easily with MacPaint and other programs. Canvas gets extraordinarily good reviews. A new version expected shortly. Outshines Claris'



MacDraw. Highly recommended.
\$189.00

- MacDraw II (v 1.11) - This is an excellent drawing program which has become a Mac industry standard. Newspapers use it to create their graphics and send them to other papers. MacDraw is easy to use and very flexible, but not as good as Canvas and more expensive (!) \$289.00

- SuperPaint - (v. 2.0) Another graphics program which combines "draw" and "paint" features. Easy to use. Shares files easily with MacPaint and other programs. Not up to Canvas, however, and lacks the "desk accessory" feature. \$135.00

- MacPaint II (2.0) - An excellent "paint" program, but lacks the ease-of-creation which is found in "draw" programs. MacPaint and MacDraw would make a good combination to provide both types of graphic creation... but why buy two when Canvas is available? \$92.00

- MacCheese & Kid Pix - These are two of the *many* other "paint"

programs available. While I have no personal experience with these, they receive rave reviews. Kid Pix, especially, is designed to make it easy for youngsters to use their Macs creatively. Check these out before your buy.

Spreadsheet

There are three "contenders" in this category. If you're a big spreadsheet fan, you'll have preferences based on the kind of work you do. I'll offer mine:

- Full Impact (v 2.0) - In my opinion, this is the most user-friendly spreadsheet program for the Mac. It built on Microsoft Excel's original Mac breakthrough and improved the genre. You can create on-screen "buttons" which perform complicated "scripts" automatically. Uses an icon-based "palate" of tools. Creates business charts & graphs right on the same page with the data. Also incorporates text on the same page. My recommendation. \$250.00 (?)

- Microsoft Excel (v 2.2a) - This was the first and best Mac spreadsheet for years. An industry standard. But Microsoft has failed to make it easier to use. A new version of Excel is just out, and it adopts many of Full Impact's features. If you can wait for the reviews, you might wish to do so. \$245.00

- Wingz (v 1.1a) - This spreadsheet is for spreadsheet manics. It does everything except cook breakfast, including creating 3-dimensional charts and graphs. If you're a scientist or mathematician, this is the spreadsheet you'll want. \$245.00

With thousands of Macintosh computer programs now available, I've touched on only a relative handful. You may well discover a program you like better. Some software sellers allow you to "test drive" before buying (or at least to return the program if you don't like it). Ask before you buy.

Next month, a summary of the Mac's best utility and accessory software. 🍏

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Notes on the Mac

by Paul Schlosser

Assorted Apple News

Apple gave a detailed presentation of System 7.0 to the New York Macintosh Users' Group in early April. Apple System Engineer Jesse Stein, speaking after his in-depth presentation of System 7 to over 125 people said, "The new operating system answers a lot of questions that users have had. It brings the Macintosh to a new level of intuitive processing. We have listened to the features that users wanted and have implemented them." Representatives from Apple will give Washington Apple Pi members a System 7.0 demonstration on Thursday, May 23rd, from 7 to 10 pm. The special meeting will be in the auditorium of the University of Maryland Adult Education Center. For additional information, see the ad elsewhere in this issue or call the Pi Office at 301-654-8060.

Apple has announced plans to completely eliminate the use of chlorofluorocarbons (CFCs) in its manufacturing plants, and has developed a new process for circuit board assembly that does not require the boards to be cleaned with CFCs. "Apple's goal is to reduce and eventually eliminate the use and emission of CFCs in all of our operations," said Fred Forsyth, vice president of world-wide manufacturing. "We are well on our way to achieving that goal. Progress has been excellent, and we believe that all our manufacturing sites will be CFC-free by 1992, almost a year ahead of our original schedule." Apple also indicated that they will share this new technology with

other manufacturers in the industry. CFC's have been shown to harm the earth's ozone layer.

Apple has informed MicroSoft that it intends to include Windows 3.0 in its copyright infringement lawsuit that is currently pending. The suit was recently limited to 10 alleged similarities between Windows and the Apple System Software.

Apple has begun a new program to help reduce the traffic problem in the San Francisco Bay area, offering its employees a series of alternatives to driving their own car to work. The program offers employees commuting options, including free shuttle buses from Caltrain stations to Apple sites, a fleet of company bicycles, an electronic database of ride-sharing opportunities, telecommuting, and a guaranteed ride home in case of personal emergency. The employee gets a dollar credit in the company store each time they use one of the new options. "We are committed to joining with others who are reducing vehicle emissions and traffic congestion, while not inhibiting the personal mobility of our workers," said Glenn Barber, Apple's director of facilities.

Apple's net revenues increased by 19 percent in the fiscal quarter ending 3/29/91, while shipments of Macintosh computers rose by 85 percent compared to the same quarter last year. Net revenue for the quarter was \$1.6 billion, compared to \$1.3 billion a year ago. Overseas sales continued to climb, accounting for 52 percent of total

revenues, compared to 47 percent a year ago. Net income for the quarter was \$131 million. "We continue to advance our strategy of increasing unit shipments and reaching new users," said John Sculley, chairman and chief executive officer. "We are very pleased with our second quarter results. We saw strong demand for our new lower priced products, and as a result, we experienced renewed growth in our U.S. business and continued strength in our international sales. For the first time in Apple's history, international sales accounted for over half of total revenues."

New Full Page Display from Radius

Radius has announced a new, low-cost full page display that can be used with the Mac Classic and LC, as well as other machines. The 15 inch, full page monochrome monitor can be used to display documents in portrait (vertical) format, and will retail for \$895. This new display works with the built-in video hardware (on Macs so equipped), the Classic interface board is \$295, while the LC's is \$395. An eight-bit interface for the Mac II, SE/30 and LC is \$795. A tilt and swivel base is optional (\$39). The monitor has 78 dpi resolution, at 640 x 870 pixels. The bundled RadiusWare utilities include tear-off menus, enlarged menu fonts, a screen capture utility and configurable screen savers.

Convert Type 1 Fonts to TrueType Format

There is a new version of a font conversion utility from Ares Software that can convert between PostScript Type 1 and TrueType formats. It is called FontMonger, and retails for \$99. A unique feature of this software is its ability to combine several typefaces into a single font, permitting fast access to all fonts a user normally uses.



New HyperCard Newsletter

"Inside HyperCard" is a new monthly newsletter aimed at software developers and HyperCard programmers that will provide tips and techniques on enhancing the performance and appearance of stacks. Each issue will be 16 pages, and the subscription rate is \$69 a year. For a free issue call The Cobb Group at 1-800-223-8720.

Price Reduction on the Mirror SyQuest

Mirror Technologies has reduced the price of their removable drive to \$497 (down from \$617). The removable SyQuest drives have become very popular for archiving or backing up fixed hard drives onto the removable platters. Mirror offers a 24-hour toll-free hotline, lifetime technical support, overnight delivery and a 30 day money back guarantee. The Mirror removable drive comes with a two year warranty.

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Apple IIe Card for the Mac LC

The Apple IIe Card, designed for the Macintosh LC, is now shipping. The card allows the Mac LC to run the many, many programs available for the Apple II line of computers. The IIe card is aimed specifically at educators, who have a high investment in Apple II software but are eager to upgrade to the Macintosh product line. The Apple IIe Card retails for \$199, and can use up to 1 megabyte of the LC's RAM. It also features a floppy disk drive controller and a joystick port. The unit is virtually a IIe on a card, capable of running IIe programs on the Mac LC with better screen resolution and speed than the original IIe can.

New Files on the TCS

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

File area 13 - Mac Fonts

OSWALDTT.SIT TrueType version of OswaldBlack
BODIDLYTT.SIT TrueType version of BodidlyBold
ALBTROSTT.SIT TrueType version of Albatros
CARTWRITT.SIT TrueType version of CartWright
BLACKFRSTTT.SIT TrueType version of BlackForest
INKABODTT.SIT TrueType Version of InkaBod
JUDASTT.SIT TrueType version of Judas
LOOPTT.SIT TrueType version of LoopDeLoop
PREM.THIN.CPT Premium Thin typeface
ISADOR.SIT Type 1 font. Art-Nouveau display.
STFRAN.SIT Type 1 Laserfont, SaintFrancis.
GOUDYHU.SIT Type 1 Laserfont, GoudyHundred.
DRAGON.SIT Type 1 Laserfont, Dragonwick.
CRACKL.SIT Type 1 Laserfont, CracklingFire.
LUXEMB.SIT Type 1 Laserfont, Luxembourg.
MIAMIN.SIT Type 1 Laserfont, MiamiNights.
SHOWBO.SIT Type 1 Laserfont, ShowBoat.

DURANG.SIT Type 1 Laserfont, Durango.
NORDIC.SIT Type 1 Laserfont, Nordic.
SCHWAR.SIT Type 1 Laserfont, SchwarzWald.
ZALESK.SIT Type 1 Laserfont, ZaleskiCaps.
ASHLEY.SIT Type 1 Laserfont, Ashley.
ARCHITEC.CPT Tekton Type 1 knock-off - Nice.
VT.DAS.SIT 4 Vartyper PD Font Utility DAs
File area 14 - Mac Games
GLYPHAI.CPT Color Joust-like game. Not for 12" LC.
BALOON.CPT Fly a Hot Air Balloon using the Mouse
File area 15 - Mac Graphs
MACMOLEC.CPT Excellent Mac-II color/3-D molecules
File area 16 - Mac Hypercard
PROJECT.CPT Manage scholarly research projects
File area 17 - Mac Technotes
APPLE.PRICE.CPT 4/15/91 Apple price list
TIDBIT55.SIT Tech TidBITS for 15 Apr 1991
File area 18 - Mac Utilities
PASTEITN.CPT "Post-it" notes for Mac Desktop
SOFT.FPU.SIT SoftwareFPU - see browse description
EXTRACTOR v1.20, free util for unpacking
DESKWRITER.CPT DeskWriter driver v2.1
TYPEBOOK.SIT theTypeBook v2.0.4
MODEM.INIT.CPT Send AT commands to your modem
FLASH.IT.CPT Flash-It v2.2b1, for Sys 7
ZOOMBAR.SIT ZoomBox 2.0 - shrink windows
SCROLL2.CPT Modify your scroll arrows!
POPCHAR.1.5.CPT Finds any character in a font by menu.
FILECLEANER.CPT A data fork cleaning utility.
SWATCH.CPT v1.2 Monitor System Heap activity
KOPY.KAT.SIT Enhance Cut, Copy and Paste
DSKTOP.CHCK.CPT Check your invisible Desktop file
MEGA.CALC.SIT Calculator desk accessory
PHONEBOOK.SIT PhoneBook DA v2.4.3
PRINT.AID.SIT CDev allows background printing
OPEN.WIDE.SIT Modify file dialog windows (v2.0)
DISK.STATUS.SIT Display used/free disk space
SCSI.PROBE.CPT SCSI Probe v2.0.7, Sys 7 ready
SPEEDOMETER.SIT Speedometer version 2.51
IDEALINER.CPT Idealiner 3.0 Text Outliner
GIFCONV.2.2.6.C GIFConverter Ver.2.2.6, shareware
COLORDEX Automated floppy file database
SUNDSKSTP12.CPT SunDesk Strip v1.2, ICL8 utility
POPCHAR1.4.SIT Finds any character in a font by menu.
TESTPA.SIT Test Pattern Generator 1.08
SIGNALEDITOR.SE A signal processing program for the Mac
SYSWATCH.CPT Init/app to monitor/compact system heap

Quadruple the speed and performance of your Mac SE!



A word from the wise...

DTP Legal Issues—Part 1

by Harvey Kaye

Fonts

This the first in an occasional series of articles concerning legal issues arising in connection with desktop publishing, although admittedly the connection, at times, may be thin.

"Fonts" or "typefaces" are the subject of this first article.

The US copyright law is fundamentally based upon the Constitution in the same way patents are. Article I, Section 8, provides: "SECTION VIII. POWERS GRANTED TO CONGRESS...8. To promote the progress of science and useful arts by securing for limited times to authors and inventors the exclusive right to their respective writings and discoveries;"

The Copyright Act of 1976, provides, in section 101, that "Pictorial, graphic, and sculptural works" ... include works of artistic craftsmanship insofar as their form but not their utilitarian aspects are concerned; the design of a useful article, as defined in this section, shall be considered a pictorial, graphic, or sculptural work only if, and only to the extent that, such design incorporates pictorial, graphic, or sculptural features that can be identified separately from, and are capable of existing independently of, the utilitarian aspects of the article."

The House Judiciary Committee working on the Copyright Act of 1976 said that it considered, but chose to defer, the possibility of protecting font or the design of typefaces. According to the Com-

mittee "A 'typeface' can be defined as a set of letters, numbers, or other symbolic characters, whose forms are related by repeating design elements consistently applied in a notational system and are intended to have embodied in articles whose intrinsic utilitarian function is for use in composing text or other cognizable combinations of characters. The Committee does not regard the design of typeface, as thus defined, to be a copyrightable 'pictorial, graphic, or sculptural work' within the meaning of this bill and the application of the dividing line in section 101."

* * *

In 1971 one of the world's leading typeface designers, Hermann Zapf, was commissioned to create a new typeface design. He was hired by the Mergenthaler Linotype Company Division of Eltra Corporation which makes and sells photocomposition equipment. It had in excess of 600 different typeface designs in its library available for its typesetting equipment. From January 1972 to January 1974 Mr. Zapf devoted nine months of full-time work to drawing a new typeface which was initially called PEGASUS but which was later renamed ORION. That typeface was substantially different from any existing typeface designs and was a new calligraphic treatment of a conceptual principle known as Super Ellipse—a squared-off circle. Mr. Zapf was paid \$11,000 for his efforts.

In proceeding with his design Mr. Zapf drew, revised and refined

numerous combinations and permutations of the design until he was satisfied that the entire typeface design was aesthetically pleasing. It incorporated both new and existing design elements in a new arrangement and provided a typeface design that was markedly different from prior ones.

On April 1, 1974, Eltra Corp. first published the ORION typeface design on filmstrips for its V-I-P photocomposition equipment, and the copies were provided with a copyright notice in accordance with the copyright law. A few months later, on July 2, 1974, Eltra Corp. filed an application to register its ORION typeface design which appeared to be in proper form. It filed the statutory fee of \$6.00 and deposited the two required copies of the ORION typeface design bearing a proper form of statutory copyright notice.

On December 19, 1975 Richard E. Glasgow, Chief of the Examining Division of the Copyright Office, rejected Eltra's application in a final refusal of the Copyright Office to register the copyright, and the application was suspended pending the outcome of a "typeface" hearing being conducted by the Copyright Office at that time. The refusal to register by the Copyright Office, based on certain sections of the Copyright Office Regulations, was simply because the subject matter was a typeface design. The pending hearing was in connection with a proposal to make a change in the Regulations of the Copyright Office to permit registration of the copyright in original typeface designs. The registration was never approved and the Copyright Office had not, as of 1976, issued a statement of its conclusions based on the typeface hearing.

On April 7, 1976, an appeal was filed in Federal District Court from the refusal of the Copyright Office to grant the registration, and at the time the District Court judge



decided the case on October 26, 1976, the Copyright Office had still not issued a written public statement of its conclusions based on the typeface hearing.

In the *Eltra* case, the District Court Judge affirmed the decision of the Copyright Office on October 26, 1976, and a short time later an appeal from the decision of the District Court was filed to the United States Court of Appeals for the Fourth Circuit. The latter Court, on June 14, 1978, affirmed the decision of the district court and no copyright registration was issued to *Eltra* for its fonts. This case remains one of the landmark decisions on the ability to copyright fonts or typefaces.

In 1986 the Copyright Office made a public inquiry concerning the registration of copyright claims in digitized typefaces, concerning the copyrightability of digitized typeface separate from the uncopyrightable typeface design. In its notice the Copyright Office referred to the *Eltra* case as justifying the Copyright Office's holding that applications for registration of typefaces would continue to be rejected because "typeface is an industrial design in which the design cannot exist independently and separately as a work of art."

In 1988, the Copyright Office published a "POLICY STATEMENT ON REGISTRATION OF DIGITAL TYPEFACES" 53 CFR 38110, effective date: September 29, 1988, which stated that computer data for producing typeface designs does not qualify as a compilation or any other original work of authorship because the typefont data is determined by the ultimate shape of the typeface character and requires little or no selection and arrangement. However, computer programs used to control the general digitization process are registrable even though their use is generating unprotectable typefonts. The rationale for holding digitized

typefaces uncopyrightable is that like analog typefaces, "digitally created typefaces exhibit no creative authorship apart from the utilitarian shapes that are formed to compose letters or other font characters."

While typefaces or fonts are generally considered not to be copyrightable, there is disagreement among some legal commentators whether this should be the current state of the law or be changed. Such a change would need to come from Congress. 🍏

Harvey Kaye has been a member of WAP since 1985. He has served on its Board of Directors three times, is a sysop on the TCS and has prepared indices of the WAP Journal for the years 1985-1990. When not engaged in WAP activities, he practices law in the computer, patent, trademark and copyright areas with a Boston general practice firm, and he manages the firm's Washington, DC Office.

For some additional background on the state of the law at the time of the *Eltra* decision, the following brief review should prove helpful:

Shulsinger and others, published a set of books under a title beginning "Mikraoth Gedoloth The Pentateuch with 60 Commentaries," which consist of the five books of Moses: Genesis, Exodus, Leviticus, Numbers and Deuteronomy, printed in Hebrew with commentaries. The Pentateuch portion was produced by photographing an edition of the five books of Moses published in Vilna in 1899, which is an exact copy of an earlier edition published in 1889, except for some changes in the commentaries. Schulsinger obtained the services of Hebrew scholars who carefully went over the Vilna edition and made many corrections in the accents and cantillation marks over the Hebrew characters. He spent \$50,000 on this editing to produce the first absolutely accurate edition of the five books of Moses. To publish the books, Schulsinger made photographic negatives of the pages of the Vilna edition, then made corrections upon the negatives, then made printing plates from the

negatives and, finally, printed the books from these plates. Grossman made perfect facsimiles of the pages of Shulsinger's books even as to pagination and inclusion of the marginal commentaries. They used the same photographic process as Shulsinger but denied that Shulsinger's books had been copied. Grossman, however, could not show which material had been photographed to produce their books. The Court found that there was copying and copyright infringement *Shulsinger et al v. Grossman et al*, 119 F.Supp 691 (SD NY 1954).

In 1961 a Federal District Court decided a case involving the copying of a publication of Standard Gregorian Chants regarding use of the Solesmes rhythmic signs, and other works, *Desclee & Cie., S.A. v. Frederick E. Nemmers, et al*, 190 F.Supp 381 (ED Wis 1961). The court stated that there is no special reservation of rights in the typography of a published work, and this may be copied, except insofar as the copyright makes copying of the work itself unlawful. 🍏



Mail-order—or not?

by John O'Reilly

If you've ever been to Software, Etc.; WaldenSoftware or a major retailer and investigated the prices of the software necessary to make your hardware worth its while, you've probably experienced software sticker shock. Necessary software carries immense markups at retail stores. The typical salesperson at a major retailer will ask you to fork over \$400 for Microsoft Word, (or if you're lucky and s/he doesn't work strictly on commission) perhaps only \$150 for WriteNow, to write a simple letter. Add sales tax for a little extra kick, and you're talking some serious bucks here.

The answer, as many of us have learned, is mail-order. The advantages of mail-order software, and even hardware, are clear. The overhead is reduced substantially by the lack of a "showroom" display, and there is a major advantage in a national, rather than local, potential market. Real estate costs can be decreased by putting the sales force in small towns far away from the land of \$30 per square foot. And, since customers deal only with voices, and not in person, the buying public doesn't have to support the expensive clothing tastes of a cosmopolitan sales force. All of this leads to (usually) lower prices.

The advantages are clear, but mail-ordering software can be something of a tricky business. By and large, the process can be free of worry, however, if you pay attention to the fine print.

Most of the information about mail-order houses can be found in

your monthly copy of MacUser or MacWorld. You'll find a few ads of more than two pages, often with fold-out sections, clever graphics, lots of copy to read and competitive prices. These places are often quite similar in terms of prices, return policies and so on. Toward the back of the magazine, there are several smaller (one page or less) ads with incredibly small print listing a smaller variety of items.

Generally speaking, when you call the mail order firm's representative will ask for a credit card and will tell you if they have the item in stock, how much the shipping charge will be and by what method your purchase will be shipped.

However, it's not always as simple as this. Especially if try to shop for the absolute lowest listed price, you will run into some traps. Often the smaller houses present low prices in the ads, only to run out of popular items rapidly or stick you with expensive freight charges (or very slow delivery times if they use UPS ground service).

Here are a few questions you should ask to ensure you'll be satisfied:

Is the item in stock? Make sure to verify this. If an item is not in stock, I generally tell the representative I will call back in a couple days to check again. If you place an order for an out of stock item, it could take days or weeks for it to arrive. Do not take the representative's word for it when you're told it should be in any day now.

How do they ship the order to you? Some places have excellent arrangements with overnight delivery companies such as Airborne Express or Federal Express, where you pay a flat cost (usually \$3) and receive the package by 10:30 the next morning. This kind of service simply cannot be beaten—if you call one of the big houses at 10:30 at night, you can get the goods even before SoftWarehouse opens the next morning! One place even offers same-day delivery if you call before 3:15 am! (They maintain a warehouse right at the airport.) Other places offer UPS ground, which is two to five days. UPS Red (overnight) and Blue (second day service) are offered for a surcharge. Watch for percentage charges or additional shipping and handling.

Do they say explicitly that your credit card is not charged until the items are shipped? If not, they could charge you for the item, and then tell you it's on 3-month backorder.

Is it the latest version of the software? This factor tends to scare some folks into buying something they're able to examine before purchasing, leading them to a full-price retailer. Some vendors state that they ship *only* the latest versions. This is a good opportunity to test the knowledge of the telephone representative.

Does the telephone rep seem anxious to sell or get you off the phone? Some of the larger firms have real enthusiasts on the phones. One memorable experience (with Mac's Place) concerned a back-and-forth discussion of the many adventure and sports games available for the Mac. The rep seemed perfectly willing to chat all day about the games he has used, has seen others use, and whether or not he would recommend them. I ordered based in part on his recommendation, and was quite satisfied. On other occasions, I have called MacConnection two and three times to track the release of a



program, gotten dates and status reports and only later placed orders, without any pressure on their part. I believe this is the level of service we deserve.

Does the telephone rep seem knowledgeable about the computer? About the software? On several occasions I have called one of the major mail order houses to ask about the "new version" of a program. The usual response is to the effect of "Oh, I'm sure that's the one we have." Don't take their word for it! Make them recite the version number to you (call the manufacturer to get it first, if need be). If they can't, at least ask what the return policy is on outdated software. And an upgrade offer is not enough—that often will cost extra, and because you're now dealing with the manufacturer, it could take weeks. Also, good telephone reps have had some experience with many of the software packages around. Ask if he or she has used it, or heard anything about it. If they say no, they're at least being straightforward. If they make vague comments about it being "best-selling" or "very, very good," be very careful, especially if you don't know much about it yourself. MacConnection makes it a point to say that they carry the latest available version of everything, but that's not always the case everywhere. Be specific.

Are there user-group discounts? Often a company offers either a small discount or waiver of shipping fees to WAP members. Ehman Manufacturing, in Wyoming, markets low-priced hardware, including hard drives, and monitors, and will ship free via UPS Ground to WAP members. So will MacConnection, a software and peripherals house in New Hampshire. They are perhaps the best-known of the large mail-order vendors, and will ship free to WAP members via UPS ground. However, their fee for overnight delivery

is only three dollars, as opposed to two or three days. For me, it's worth it.

A few warnings about price: when comparison-shopping, a difference of five to ten dollars shouldn't dissuade you from ordering an in-stock item. A backorder of two to three days doesn't ensure that you (or they) will have your item at the end of that time period. If they say they will have it in three days, call them then. You won't get it any sooner, and you might find it for a better price elsewhere.

Watch out for the company that has a 900-number to call to place your orders. It costs \$2 a minute just to ask them if they have something in stock. They claim that even with the \$2/min. charge their prices are lower, but it's easy to beat their listed price in other ads. By the way, they have a 900-fax, but that's \$10 per call. This seems like a cynical and self-destructive way to attract business.

Finally, a few words about consumer rights are in order.

Paying by credit card gives you certain rights which can prove helpful. For one, if the company simply fails to deliver the products, you can contest the credit card charge, and your bank will investigate the charge. You will not be liable if the bank confirms that the company failed to live up to its contract. And second, federal mail-order regulations require that backorders which languish for more than a couple of weeks require the consumer to be notified and offered money back or offered a similar substitute (where appropriate). Just some ideas to consider if you're afraid of being ripped off.

I have ordered virtually everything for my Mac through the mail, including the Mac itself, the hard drive, most of the software, RAM cards, a modem, and even a book on HyperCard. All were substantially discounted, and I have yet to be dissatisfied with any of my orders. So figure out what you need, shop for a price, and light up those 800 numbers! As Apple said in a print ad (since discontinued), who pays retail anymore? 🍏

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Mac's Sign of the Times

by Bill Jensen

The versatility of Broderbund's Macintosh version of **BannerMania**, the popular banner making program, is belied by its simplicity. Since I have difficulty mastering even MacPaint, I was grateful for the quick success the program offered. Yet that early gratification led me to experiment with its depth. Like many fine programs, **BannerMania** left me hungry to try more, and frustrated since its potential is beyond my current hardware limitations.

If all **BannerMania** did was to help create banners, it would be well worth its modest price. Yet its depth of features allow far more than advertising Aunt Millie's 75th birthday. Keeping all of these features within the capability of grade schoolers shows genius on the part of the programmers.

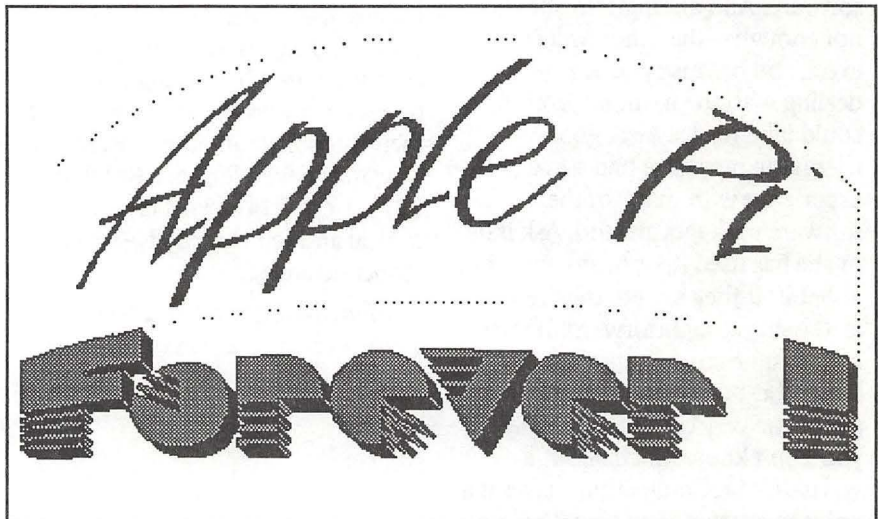
BannerMania is small enough to be run just from a diskette, as the manual explains. The most complex setup procedure is simply telling your printer if you can print in color or not, and whether to print landscape or portrait. Copying to a hard disk is easy, since the disk does not contain a system file.

Inexperienced Mac users will feel comfortable starting the program, exploring the 88 existing sample banners, and making new ones in minutes, without consulting the manual. Having 19 of its own fonts, it also can import others, including Adobe Type I typefaces. Samples include color and black and white banners, making me wish for one of the color Macs. Printing is supported for the Apple printers

(my old ImageWriter I worked fine) as well as the GCC and several HP printers. Print length and height is changeable from the edit menu, and you may want to purchase banner paper for the final version for best viewing effect.

myself. Transmogrification causes the program to continuously modify the shapes (arch, convex, ribbon, or pennant styles for example), justification, effect, layout, font, and length. Once you see an altered format that you like, you select it, and go to print or even manually customize it.

Essentially if you can think of a couple of words, or a phrase, and look at it twisted into almost infinite variety, you can be creative using **BannerMania**. As the manual notes, a business could have the message transmogrified continually by displaying it. Maybe I will leave it



The program's ease of use invites you to delve into its power. Being creative isn't necessarily straightforward in terms of manipulating graphics. **BannerMania** lets the user choose between the manual approach, defining line sizes, font styles and banner shapes, and the more automated approach of "transmogrify." Lazy users like myself will grab onto the transmogrify feature instantly.

"Trans WHAT?" my kids would say? [Ed.—his children are culturally deprived, or don't read "Calvin & Hobbes." Does anyone not read "Calvin & Hobbes"?] They should have called it "Presto Chango" for graphics novices like

on with the message "Do your Homework!" for my younger users.

It is for my kids that I have the greatest interest in using this software. My youngest has shown me that the most educational program available on the Mac for him is a word processor (in our case MacWrite 4.5). I am gratified by his willingness to sit and write stories more than use some of the drilling programs like **NumberMunchers** and **WordMunchers**—two other excellent exports to the Mac world. **BannerMania** not only makes creativity fun, it invites one to manually change the computer generated image. Making something your own is a valuable lesson

for a child, and yes, even for an adult.

Drawbacks? Very few indeed. When opening a document, and waiting for the personalization to occur, click the mouse rather than being mesmerized by the display of transmogrification. This information is not included in the instructions, and you may think that the program is loading for 5 minutes because the clock spins round and round.

Even though support may not be necessary given the on-line help

and the manual, I wish Broderbund had a toll free support number. Another thing the manual did not mention was MultiFinder capability. I was able to use the program under MultiFinder with no problems. Since I do not have a laser printer, I am not sure if printing can be done in the background.

Compared to MacBillboard from CE Software, which also can create and print banners, BannerMania is elegant. For nearly the same amount as the shareware

fee for MacBillboard, BannerMania offers ease of use, an almost infinite variety of alterations through transmogrification and numerous pre-made samples not available in MacBillboard.

If it seems that I was reaching when looking for negatives, it is only that something that does one thing so well makes writing a review tough. If I had a color Mac, or a color printer, BannerMania would be more of a hit than it already is. Transmogrification can be a family activity! 🍏



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Random House Encyclopedia, (EE)

by Dan Wahl

The Random House Encyclopedia, Electronic Edition (RHEEE) by Microlytics is a desk accessory version of a reference book, the single volume Random House Encyclopedia (RHE) from Random House. I'll introduce the RHEEE with a quick description of the RHE.

According to its preface, the RHE is a general encyclopedia, a

The RHE performs this trick by offering two sections. One, called the "Alphapedia", is alphabetically organized with very brief descriptions of a wide range of subjects, topics, people, ideas, etc. The other, called the "Colorpedia", contains longer, well-illustrated expositions on important topics. These are typically in subject areas, such as technology, history and science, where more text is needed to clearly

over 13 megabytes of text into just over 5 megabytes on your fixed drive! And access to items is fast. Features include keyword search, top-down topical organization and access, cross-references, bookmarks, and quick export to the clipboard.

Perform a keyword search using the Reverse Dictionary, as shown in Figure 1. Enter the text you want to search for, in this case "Monroe", on the left side of the screen. As the search proceeds, the titles of items with matching text appear on the right hand side of the screen. Double clicking the item title brings up the text of the item at the bottom of the screen.

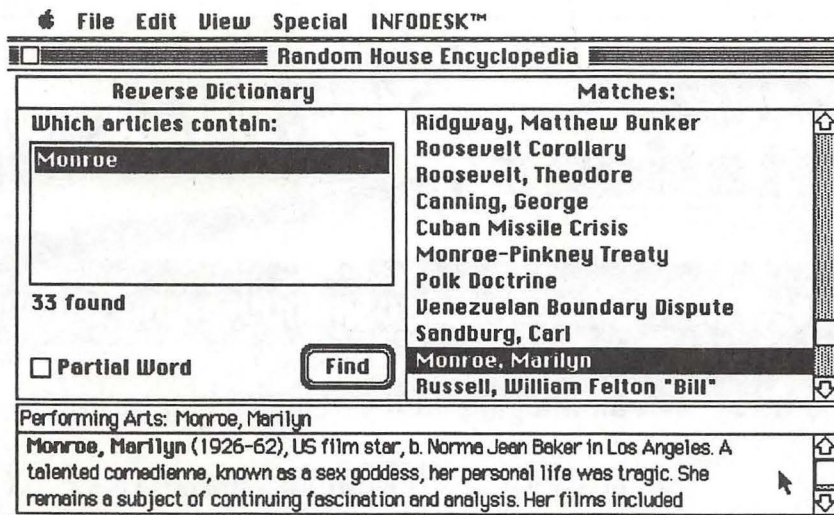
Figure 2 presents a search that takes advantage of the RHEEE's topical organization. All items are organized in nine topical categories: Geography, History, Philosophy / Religion / Mythology, Social Sciences, the Arts, Science, Sports and Leisure, Law, and Government. Double clicking on any of these categories brings up a list of subtopics.

Selecting a subtopic yields a list of item titles. Figure 2 presents the topical organization in outline form. It can also be displayed graphically.

Cross-references appear at the end of many items. The referenced items can be accessed quickly through a "See Also" button in the lower right hand corner, as shown in Figure 3.

The bookmark feature keeps track of item titles you designate. You can keep a log of your searches, and quickly re-access items. The entire text for an item can be quickly exported to the clipboard through a "Copy Definition" selection on the INFODESK menu. You can, of course, selectively pull text using the "Copy" option on the "Edit" menu, as well.

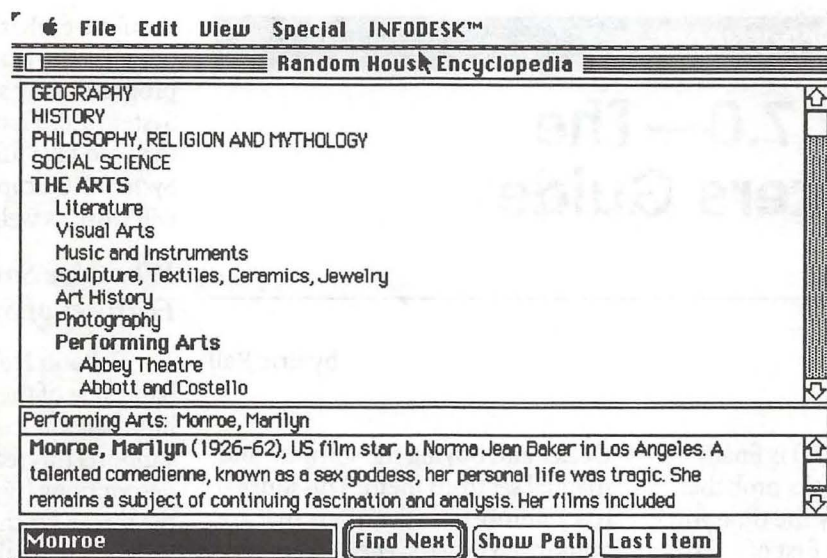
An interesting feature of the RHEEE is a timechart. This lists a couple of the most significant



book giving basic information on all major areas of knowledge. Its target audience is ordinary people, not specialists. It is a marriage of two concepts of an encyclopedia. One concept is that of a comprehensive fact book for easy, quick reference such as an almanac. The second is that of a complete library with detailed treatises on all subjects, such as the Encyclopedia Britannica.

present ideas, developments, and significance. Black and white photos accompany selected items in the Alphapedia. The Colorpedia contains a wealth of excellent full color graphics and photos.

The RHEEE is an online version of all items in the Alphapedia and selected condensations of items from the Colorpedia. Microlytics has managed to squeeze

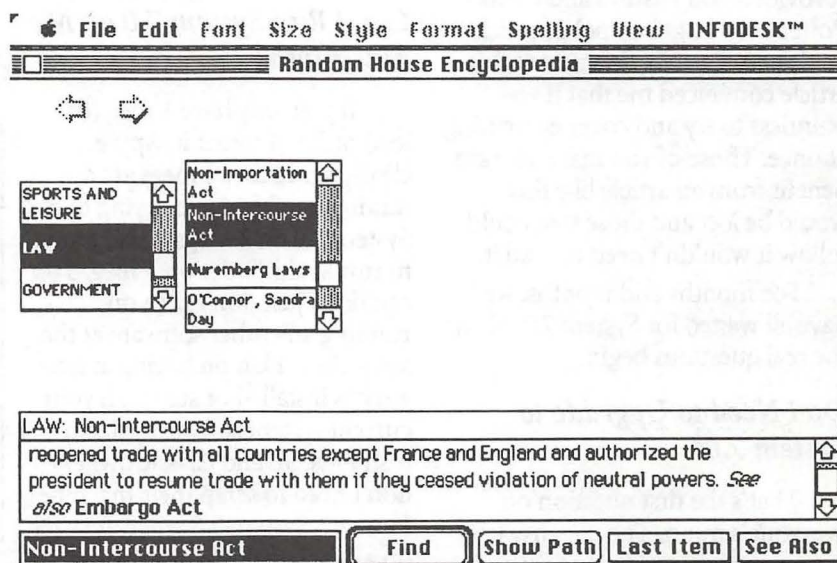


developments or events in each of several topical areas for a particular timeframe. These timeframes are surprisingly fine—50 year intervals in 1200 BC, narrowing to five year intervals and less in the 18th century through to the 1980's.

The RHEEE is a useful online reference, and offers a number of features that make it fun and easy to use. Response time is surprisingly good (I used it on a Mac Plus) given the volume of data searched. The RHEEE will be updated whenever the RHE is updated. Past updates were in 1977, 1983, and 1990.

The primary drawback to RHEEE's online wealth of information is its five megabyte storage space requirement, a very big chunk of a typical 20 megabyte fixed drive such as mine. For those with larger drives, this constraint may not be so binding. This appears to be an excellent application for CD ROMs. According to Microlytics, however, there are currently no plans to move in that direction: They feel that the number of CD ROMs owners is too small to form a profitable market any time soon.

The RHEEE's toughest competition may be the hardcopy RHE itself. For approximately the same price (\$104.99 at Crown), the RHE offers excellent photographs and



illustrations, and it provides detailed discussion of many more major topics. On the other hand, the RHEEE making it much easier to search for the information you are interested in. The keyword search and topical organization features are only available in the RHEEE.

Technical requirements: Apple Macintosh computer with 1Mb RAM, System 6.0 or higher, and a fixed drive with free space of 5,250K bytes for the complete encyclopedia with all functions (350K for categories and titles; 3,600K for text; 1,300K for keyword/phase search capability). 🍏

Microlytics Inc.
Two Tobey Village Office Park
Pittsford, NY 14534-9972
\$99.95



System 7.0—The Hitchhikers Guide

by Eric Rall

Apple's System 7.0 is finally here. Or at least it looks probable that it will be here by the time you read this. This is the first of a series (provided Lou Pastura and Frank Potter keep bugging me) of articles on System 7.0. My first pass at this article convinced me that it was pointless to try and cover everything at once. Those of you that can most benefit from an article like this would be lost and those that could follow it wouldn't need to read it.

For months and months, we have all waited for System 7.0. Now the real questions begin.

Do I Need to Upgrade to System 7.0?

That's the first question on everyone's mind. The pat answer from any responsible user group is that you never *need* to upgrade system software. The version that came with your machine is just fine. So much for fantasy; let's get back to reality.

If you're happy with your current setup then, by all means, stick with it. You're a better person than I. You probably have more money in the bank than I do, too.

System 7.0 has a myriad of new and neat features. These features come at a price.

First you need to buy the upgrade. It's cheaper if you buy it from Washington Apple Pi, but you don't get the manuals. If you really feel you need a manual, plan on visiting your local authorized Apple

Dealer and buying the software and manual set from them. This journal has a number of advertisers that are authorized dealers; check them out.

Can I Run System 7.0 on My Macintosh?

If you only have 1 meg (or less) of RAM forget it. Apple clearly states that 2 megs are a minimum. Of course, trying to run System 7.0 on 2 megs is like trying to run MultiFinder on 1 meg. You can do it, just don't plan on running any other software at the same time. Plan on having at least 4 megs installed or stay with your current system software. Macintosh Plus, SE and Classic owners don't need to scrap their machines. I know... System 7.0 will run faster on a Macintosh IIx. Just about everything runs faster on a IIx. The point is a 68000 based machine will be just fine with System 7.0.

Will My Favorite Game Run with System 7.0?

That's a really good question. The only way to find out is try it and see. You will also have to plan on living without a number of "necessities" like some of those neat little shareware and freeware DAs and INITs. Many of your high priced commercial software packages will require high priced upgrade purchases.

Exercise some restraint before upgrading everything you own. (That's easy for me to say,—you

should see what I spend each year on upgrades alone.) Many of your programs may already work with System 7.0. That doesn't mean that they can take full advantage of all of System 7.0's capabilities, but they will work as well as they do now.

What Are Some of the New Features of System 7.0?

Balloon Help In the upper right hand side of the menu bar there's a little balloon icon. If the application supports this feature, you can see descriptions (figure 1) of things on the screen by choosing Show balloons from the Help Menu. That's a real big "if." The only application I've found that supports that feature so far is System 7.0 Finder.

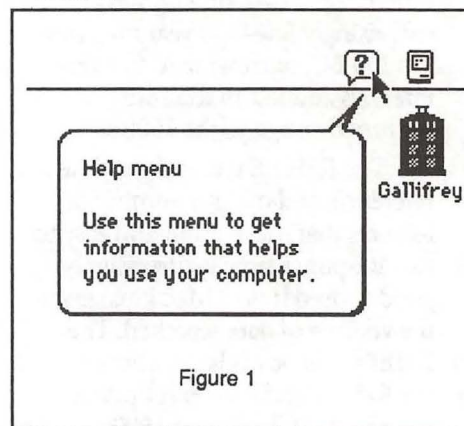


Figure 1

You Can Run Any Application From the Apple (DA) Menu.

Just put a copy of the application into the Apple Menu Items folder inside the System Folder and you can launch that application from the DA menu.

Make Alias

This is a strange new choice buried under the file menu. The idea is simple, but hard to explain. Stick with me on this one and I'll try to explain without too many bruises.

An alias is just a copy of the icon of the original file. Look at it as



kind of a stand-in for the original. When you double click on an alias it will open the application right in the application's original folder just as if you had opened the folder and double clicked on the real application. The alias saves you all those steps of opening and closing folders. This is just one of the many uses of Aliases.

There is an absolute vital use for Aliases that Apple doesn't discuss in its documentation. Sometimes, the only way to get some INIT/CDEVs to work is with an alias. Don't panic during this next part. I know it is confusing, but let me try to make it clearer. The good news is that you didn't have to find this out on your own, as I did.

When you drag your favorite INIT/CDEV into the System Folder, System 7.0 automatically puts it in the Control Panel folder. I guess that makes sense. After all, you may need to access the CDEV through the control panel. Unfortunately, some of these goodies need to be loaded with the rest of the INITs during startup. With System 7.0, INITs should be placed in the Extensions folder. Confused? Don't feel bad, you're not alone. That little INIT/CDEV may be every bit as confused as you are.

Here's what you need to do. First forget about all of this junk and just try it first. Drag the INIT/CDEV onto the System Folder. Let System 7.0 put it wherever it wants. Then restart your Macintosh and see if that INIT/CDEV works correctly. If it doesn't, open the Control Panel folder and select the INIT/CDEV. Then chose Make Alias from the file menu. Put the original of the INIT/CDEV into the Extensions folder. Leave the alias in the Control Panel folder. Now, restart your Macintosh. If the INIT/CDEV still doesn't work, you're on your own. Most of the INIT/CDEVs I tried this with came around and worked normally. If trick didn't make them work, then I assumed

they weren't compatible with System 7.0.

Fonts and Sounds

For all practical purposes, you won't ever need to deal with the obscure interface of Font/DA Mover! To install a Font or Sound, just double click on the suitcase and select the Fonts you want. Then, drag the selected fonts onto the System Folder or onto the system file itself. That's all it takes.

System 7.0 comes with some of Apple's TrueType Fonts. TrueType Fonts are Apple's answer to Adobe Type Manager (ATM). Or is Adobe Type Manager, Adobe's answer to Apple's TrueType Fonts? Whatever, the point is that you can get smooth font rendition with either one without a PostScript printer.

Which one you use is entirely up to you. If you have a PostScript printer, I recommend sticking with the Adobe fonts. If you don't know if your printer is a PostScript printer, it probably isn't. For non-PostScript printers, either TrueType or ATM will work equally well.

Whatever you do, don't do what I did. I have a LaserWriter IINT (that's a PostScript printer). I tried to install both the Adobe screen fonts and the TrueType Fonts. What I Saw Was Not What I Got (WISWNWIG). It was easy enough to solve. (I can say that now, after I figured it out!) I just removed all of the screen fonts for my standard Laser Fonts and then reinstalled all the fonts from my original (you didn't think I could find my originals, did you?) LaserWriter IINT Font disk.

Getting ATM to Work with System 7.0

If you have ATM and a bunch of money invested in Adobe Fonts, you probably would like to get them to work with System 7.0. The following information is worth the

price of your membership renewal in WAP all by itself.

Put the file named "~ATM" in the Extensions folder. You can find the Extensions folder in the System Folder. Put the file named "~ATM 68000" or "~ATM 68020/030" (whichever is right for your Macintosh) directly into the System Folder. If you do not have Suitcase II, put all of the PostScript (also called outline) fonts directly into the System Folder. Do not put them into the Extensions folder like System 7.0 would have you do. It will make your System Folder messy, but it will work. If you have Suitcase II, here's a neat trick. I'll explain this one quickly, because if you have Suitcase II you should be able to follow this explanation. Put a screen font into the extension folder. It can be any old screen font. Then use Suitcase II to open that font, just like you did with earlier systems. Now put all of your outline fonts into the Extension folder. ATM will now be able to find them without any problem.

Virtual Memory

There has probably been more written about Virtual Memory than I can remember. Many people are afraid that without a high-priced Macintosh that can use virtual memory, they shouldn't even try to use System 7.0.

For those out there that don't know what virtual memory is, here's the nickel explanation. Virtual memory is a sleight-of-hand some Macintoshes use to make hard disk space act as though it were random access memory (RAM). It sounds better than it is.

Pluses, Classics, SEs, and Macintoshes with 68020 chips and no PMMU chip are not capable of using virtual memory. If you own one of these machines don't feel bad. Virtual memory isn't anything to lust over.



My SE/30 has 8 megs and is capable of handling virtual memory. If I want to use virtual memory to pretend that I have 10 megs of RAM, I have to pay a price: I need to give up 10 megs of hard disk space. (Not the 2 extra, but a full 10 megs!) Even if the programs I have open only use 8 megs, the execution speed slows down noticeably with virtual memory. Instead of fast electronic RAM, the memory is relatively slow hard disk memory.

The net result is that after the novelty of having a 10 meg machine wore off, I turned virtual memory off. In return, my machine sped up and I was able to reclaim 10 megs of hard disk space. The grass isn't always greener on the other side.

Next Month

Next month I will show you how to change the icon without ResEdit, how to make a stationary pad of almost any document and, if Frank and Lou really pressure me

I'll talk about publish and subscribe. [Ed.—count on it, Eric. Readers—next month Eric will deliver, or we call the kneecappers out of retirement.] 🍏

[Ed.—We would use this space to tell you a little about Eric, but you wouldn't believe it, anyway. the fact that he stays active in his job, current on Macintosh matters, sane as president of WAP and can make it around a gold course (we will remain mercifully silent about his scores) speaks volumes.]



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FAX #703-263-7429



Apple II/III

Apple II

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BPI & Howardsoft (Tax)
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AppleWorks Database

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John Love (703) 569-2294

Machine

John Love (703) 569-2294

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C and TML Pascal

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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

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RWTS, Disk structure

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Barry Fox (717) 566-6709

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Andy Gavin (703) 734-3049

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Gary Hayman (Greenbelt) (301) 345-3230

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Allan Levy (North Potomac) (301) 340-7839

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Don Avery (Bethesda/DC) (202) 362-1783

VIRGINIA

Kenneth De Vito (Alexandria) (703) 960-0786

Neil Laubenthal (703) 691-1360

JUNE

3 Monday	7:00 PM	PI-SIG call
4 Tuesday	7:00 PM	Tutorial (Apple II GS, Part I)
	7:30 PM	dPub SIG PEPCO
	7:30 PM	Mac Programmers office
6 Thursday	7:00 PM	Columbia Slice Columbia
	7:30 PM	GameSIG office
8 Saturday	9:00 AM	Tutorial (Advanced Excel)
	9:00 AM	Annapolis Slice Severna Park
	9:30 AM	Frederick Slice Frederick
	10:00 AM	WAP Open House Bethesda Holiday Inn
10 Monday	7:00 PM	Tutorial (Mac Intro (I))
11 Tuesday	7:00 PM	Tutorial (Apple II GS, Part II)
12 Wednesday	7:30 PM	Database SIG/4D Computer Factory
13 Thursday	7:30 PM	Board of Dir.'s Mtng. call office
	8:00 PM	StockSIG office
17 Monday	7:00 PM	Tutorial (Mac Intro (II))
18 Tuesday	7:00 PM	Tutorial (Apple II GS, Part III)
19 Wednesday	7:00 PM	WorksSIG office
	7:30 PM	Excel SIG office
	7:30 PM	Fed SIG call
	7:30 PM	HyperTALK SIG call
20 Thursday	7:30 PM	AV SIG office
24 Monday	7:00 PM	Tutorial (Mac Intro (III))
	7:00 PM	Apple IIGS SIG McLean (call)
		Writers' Deadline—August Issue
		Ad Space Deadline—August Issue
25 Tuesday	7:00 PM	Tutorial (Telecommunications)
26 Wednesday	7:00 PM	Tutorial (System 7)
27 Thursday	7:30 PM	Ed SIG call office
29 Saturday	9:00 AM	WAP Garage Sale!! (See p. 15)
		Tutorial (WAP TCS)

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 Pochepko 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 Rd(off Rt. 2) Severna Park, MD, 9:00am.

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 345-3230 for information.

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

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; Jan. meeting at Mt. Hebron High School. Usually at the Howard County Board of Education Bldg., Route 108, Columbia, MD.

Database SIG/4D—Second Wednesday, 7:15 pm start (until about 9:30 or 10:15 pm); Mac-In-Office Training Room, 4th Floor, Brick Triad; 101 West Broad Street, Falls Church, Virginia; (Along Route 7 at the intersection with US 29/211—Free office parking lot abundantly behind the office buildings) (Via Metrorail, use *East* East Falls Church Metrostation. Call Eric Gutsche to confirm, (703) 379-1265.

June

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						

Meeting Notices

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.

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

Fed SIG (Federal)— 3rd Wednesday; alternates
between Falcon Training Center, 1745 Jefferson Davis
Hwy. Suite 502, Crystal City, and Apple Fed. Sys. Office,
1892 Preston White Dr., Reston, 7:30 PM. Call Jim
Manley (703) 490-1034 to confirm location.

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

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

HyperCard SIG—currently dormant.

HyperTALK SIG— not dormant at all (contrary to
what we told you last month); they continue to meet (as
always) on the 3rd Wednesday of the month at the
Fairlington Community Center, 3300 South Stafford
Street, Arlington, VA at 7:30 pm.

Mac Programmers— 1st Wednesday; WAP office,
7:30 PM. No January meeting; next meeting will be Feb.
6.

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—currently unscheduled.

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

JULY

1 Monday



Editorial Deadline—August Issue

Ad Copy Deadline—August Issue

3 Wednesday

7:30 PM
7:30 PM

dPub SIG PEPCO
Mac Programmers office

4 Thursday

@7:00 PM
7:30 PM

Columbia Slice Columbia
GameSIG office

8 Monday

7:00 PM

PI-SIG call

10 Wednesday

7:30 PM

Database SIG/4D Computer Factory

11 Thursday

7:30 PM
8:00 PM

Board of Dir.'s Mtng. call office
StockSIG office

13 Saturday

9:00 AM
9:30 AM

Annapolis Slice Severna Park
Frederick Slice Frederick

17 Wednesday

7:00 PM
7:30 PM
7:30 PM
7:30 PM

WorksSIG office
Excel SIG office
Fed SIG call
HyperTALK SIG call

18 Thursday

7:30 PM

AV SIG office

24 Wednesday

7:30 PM



Apple III SIG office

Writers' Deadline—September Issue

Ad Space Deadline—September Issue

25 Thursday

7:30 PM

Ed SIG call office

25 Saturday

8:00 AM
9:00 AM
noon
noon

AppleWorks SIG before WAP Mtng.
WAP General Mtng. call office
HyperCard SIG after WAP Mtng.
New SIG after WAP Mtng.

29 Monday

7:00 PM

Apple IIGS SIG McLean (call)

July

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				

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Books About Desktop Publishing

by Frank Potter

Desktop Publishing Success

For those of you who are now engaged in, or are contemplating getting engaged in, or may even be fantasizing about getting engaged in desktop publishing, relief for your uncertainty has arrived. Felix Kramer and Maggie Lovaas have written a book, entitled *Desktop Publishing Success*, that takes you in hand and walks you through some of the most important but most difficult steps of the business.

The book was written to answer the questions that must inevitably arise as one contemplates starting and running a desktop publishing business. It answers the questions you know you will need answered: "What is the work like...How do you learn the tricks...What software do you want...How much money can you make..." and so on. It also answers the questions that you may not yet have figured out you need answers to: "How to make a business plan...Where to locate...How do you find customers...How to connect with other desktop publishers...How to work efficiently...How to price your services and bid on jobs..." and more.

The information is well organized, and it includes checklists on things like estimating jobs and laying out complicated projects well enough that you won't find yourself wrapped around your own axle as you are heading down what you

had believed to be the home stretch, with a deadline growing more terrifying with each passing minute.

There are some questions that the book doesn't answer, or attempt to answer. Many people assume that because they can lay a page out, it will look attractive and inviting to potential readers. Being able to do desktop publishing does not, unfortunately, connote being able to do it well. Other books have been written about the importance of graphic design; this book assumes that the reader is familiar with the concepts.

One such book, *Graphic Design for the Electronic Age*, by Jan White, will help you along this other road, and it is also highly worth reading. I will review this book in a later issue of the Journal, but will steal some of my own thunder: if you need to know about graphic design, you are not likely to find a better place to start learning than by reading and understanding what Jan White has to say about it.

Desktop Publishing Success: How to Start and Run a Desktop Publishing Business, by Felix Kramer and Maggie Lovaas. New York: Business One Irwin, 1991. \$27.50

Real World Pagemaker 4

There are a multitude of books about PageMaker. There are even a multitude of books about PageMaker 4 for the Mac—I know because whenever I see a new one, I

buy it. Some of them are simply different versions of the manual for the program; I can't knock them because I found the manuals difficult to wade through.

Real World PageMaker 4: Industrial Strength Techniques is not one of these. It is instead a book about the strengths of the program, written by people who are intimately familiar with it, and who are willing to show you behind the scenes and tell you about the other things that it can do—things that are not in the manual, but that will help you solve real world problems that arise as you work to make the program do what you want it to, not what it wants to do, because it's easy.

If you have and use PageMaker, you owe it to yourself to buy this book and to read it carefully. I will flat out guarantee that you will find tips and suggestions in it that will solve vexing problems that have defeated you in the past, and it will give you hints about problems that you never even knew about before.

If you want your desktop publishing output to look as though it were done by a professional, familiarity with this book will prove to be of enormous value to you: it really is *that* simple.

The organization of the book is straightforward: What's New in PageMaker 4, Building a PageMaker System, Making PageMaker Mind, Words, Pictures, Printing, Color, Workgroup Publishing, How We Made this Book and Resources.

Just buy it, okay?

Real World PageMaker 4: Industrial Strength Techniques, by Olav Martin Kvern and Stephen Roth. New York, Bantam Books, 1990. \$24.95





Hardware review

StyleWriter Printer—A First Look

by Bill Jensen

I have been told that I am prone to judge too quickly. Yet my latest Apple purchase has me hoping that my first impression will last a long time. If the medium is the message, mine just got a lot better.

Apple recently introduced two new printers, the Personal LaserWriter LS and the inkjet StyleWriter. Both of them feature use of the True Type™ fonts which is Apple's answer to Adobe's outline fonts. The StyleWriter has a price and performance that may grab a majority of the market away from two similar inkjet printers, the Hewlett Packard DeskWriter and the nearly miniature Kodak Diconix/GCC WriteMove. Its major feature is print output at 360 dots per inch (dpi).

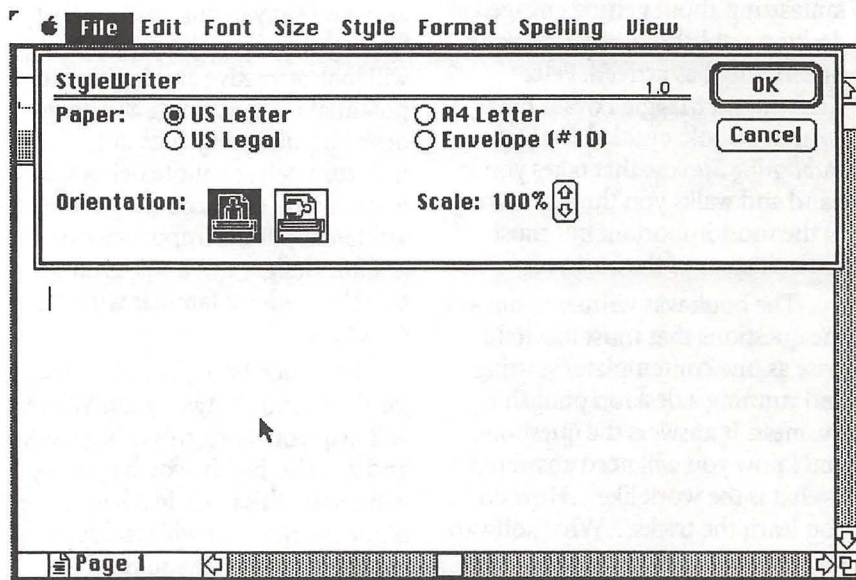
You have got to hand it to Apple. Their sales have grown dramatically with the new line of inexpensive computers starting with the Classic. Just a few months after that runaway hit, Apple scored again by producing an inkjet printer that boasts better resolution than the typical laser printer, at an ImageWriter price. Really, all the other features aside, a printer must deliver quality output. Put on the Apple logo, add aggressive pricing and the results are backlogged orders.

The StyleWriter has more going for it than great resolution and a relatively small price tag. In this case more is less—less space on the desktop with its shoebox-sized

cabinet. ImageWriter owners will also appreciate the reduction in noise. Yet there are compromises,

These outline fonts, available through the Pi office, or on the TCS, are the same as the ones supplied with the StyleWriter—Courier, Helvetica, Times, and Symbol. You can keep any additional bit-mapped fonts along side the outline fonts, and you can also use ATM, although I have not tested it.

The StyleWriter comes with a serial cable connector. If you have an old Mac 512 or 128 with a third party upgrade to a Mac Plus equivalent, you need to get a DB-9 to a mini-8 din cable, available



so let's see its strengths and weaknesses in use.

What You Need:

In order to make the StyleWriter work, you will need System 6.07 or higher. (As I write this, rumor has it that System 7 will appear in less than a month). System 6.07, with Font/DA mover version 4.1, supports the new True Type™ outline fonts which the StyleWriter uses to achieve superior resolution. Outline fonts manipulate font sizes without the need to have all the individual font sizes installed in your System folder.

easily through mail order for \$12 including shipping.

The StyleWriter can supposedly run on only 1 Megabyte of RAM, but I cannot imagine trying to use System 6.07, in addition to the outline fonts, with less than 2 Megabytes. Note—do not believe the information that some of the dealers dispense about 6.07, or the StyleWriter's RAM requirements. One chain store in the area insisted that I needed at least 4 Megabytes to be able to run it on a Mac Plus, and another store said System 6.07 was only available on high-density disks, and therefore not designed

for the Plus. You will find good information concerning the StyleWriter and True Type™ in MacUser and MacWorld in their May 1991 issues. [Ed.—and, of course, in Ken Knight's article on TrueType in the last Journal.]

What You Get:

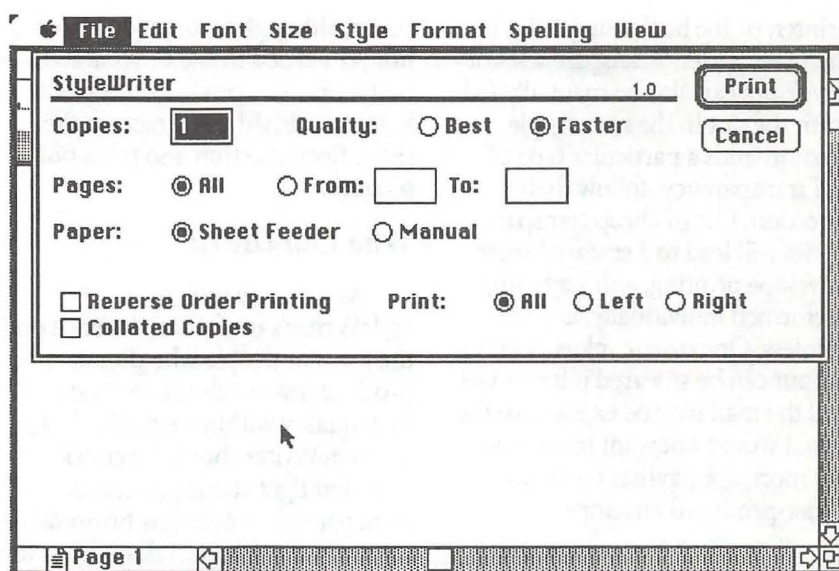
Apple has designed the StyleWriter to fit a number of needs. It comes as a package with a printer and a separate sheet feeder that docks on the rear of the printer. There is a power cord with voltage adapter, paper support, and one ink cartridge. The installation instructions, fonts, and printing tools come on three diskettes; the manual and cable complete the system.

By delivering the printer as a stand-alone piece, and using a power cord with a plug-in adaptor, Apple has encouraged the development of a portable application, although a battery power adaptor is not yet available. It weighs in at a mere 7.5 pounds. The upright design is only 13.25 inches wide and 5.6 inches deep, when the built-in output tray is closed. Even though it is directed to those users with low-volume needs, one can imagine the printer with a Portable for business users requiring last minute, customized needs.

For the student, teacher or the home user, its compact lines and quiet ways are a welcome relief from the dot-matrix blues. I have been able to reclaim a large portion of my desk, previously occupied by the printer and its stand. Because of its slender size, college students may want to use the security cable connection, so that it doesn't become too popular at the dorm.

Printing in Style:

Setup is a breeze with the well-written manual. Putting the printer and the sheet feeder together takes less time than reading the instructions. The ink cartridge snaps in



effortlessly. That done, load the paper, open the output tray, and turn to the Mac to install the software.

After installation of the StyleWriter Printer software, you select the StyleWriter in the Chooser located under the Apple menu. When printing documents that were formatted by the ImageWriter driver, the StyleWriter driver instructs you to open Page Setup (see Figure 1) under the Edit menu. This could reformat your documents (throwing the tabbing and spacing off), so make sure you try to print on a copy of the file. After this step, choose Print (see Figure 2) and wait.

And wait you will. Be warned, the StyleWriter might be long on looks (both its printed output and the unit itself) but it is also long on printing time. Although background printing is not officially available under MultiFinder for the StyleWriter, the TCS has a utility called PrintAid that allows for background printing for ImageWriters and the StyleWriter. I am quite used to slow speeds (I am using an upgraded Mac 128, so I learned patience early on), so I generally print and wait. Apple claims one page every three minutes for text under the "Best" printing

selection, with "Faster" cutting the time and the quality in half. My experience confirms these times with MacWrite II documents. If speed is a requirement, look at the Personal LaserWriter LS, or some of the other laser printers.

The comparison with the ImageWriter output quality is no contest at all. While you can (and I did) improve ImageWriter output substantially by using True Type fonts, the 180-dpi quality of the StyleWriter on Faster blows away the ImageWriter. The ImageWriter II will continue in Apple's lineup for people needing color printing or impact printing for multipart forms, which the StyleWriter cannot accommodate. You also cannot connect the StyleWriter to a network, so ImageWriters will still have a place in schools.

Apple recommends 20-pound cotton bond for best printing results. Prior to opening the box and reading the manual, I purchased probably the most incompatible paper—some very shiny laser printing stock. Even on the worst of papers for an inkjet, the printing is still crisp. On cotton bond, the definition is incredibly tight.

Manual feeding of paper can be done from either the front of the



printer, or the back using a slot in the sheet feeder. Transparencies or envelopes can also be manually fed from the slot in the rear. Apple recommends a particular type of 3M transparency—follow their direction. Use of cheap transparencies will lead to a smeared mess. Envelope printing, although only performed individually, is quite painless. One *caveat*: inkjet printing output can be smeared if it gets wet, and the mail may be exposed to the rain. I would not want to address my mortgage payment with an inkjet-produced envelope.

The output tray, which slides out of the base of the unit, is yet another indication of the elegant simplicity of the StyleWriter's overall design. Paper guides fold out in two directions to accept the automatic feed of printed material.

The front of the printer opens for access to the inkjet cartridge (refills are approximately \$24 from the dealer, and depending on your quality and coverage demands should last from 250-500 pages.) You can adjust the printer for envelopes or single pages. There is a separate lever for releasing jammed

paper, although fortunately I have not yet needed to use it. Separation of the printer from the sheet feeder is accomplished using tabs on the sides. Reconnection also takes only seconds.

Who Can Use It:

As with any tool, the StyleWriter's usefulness depends on the job. For people who do not produce heavy volume, yet want high quality within a strict budget, the StyleWriter should be considered. For light correspondence, term papers, or overflow business memos when you just don't want to go to the office on the weekend, the StyleWriter can fill the need. Apple built much of its market on the education and small business market, and the StyleWriter follows that tradition, while raising the standard. Children will notice the improvement in output from programs ranging from KidPix to BannerMania, and the old reliable MacPaint.

How Much:

I am nothing if not persistent. I priced the StyleWriter at every major dealer in the area. I was quoted costs from \$449 to \$550. Depending on the dealer, you may be encouraged to look at the HP DeskWriter. If speedier inkjet printing is what you want, perhaps the extra \$200+ is worth it, especially if your needs include networking. GCC recently decreased the price of their WriteMove printer (a Kodak Diconix in GCC clothing) to \$399. Yet its print quality is only 192 dpi, so it really is not even a competitor.

Since the StyleWriter is new, with some dealers not even having demo models in late April, pricing may have improved by the time you read this. The information given at many of the dealers was so misleading, that I really do not think potential customers would be hurt if Apple decided to distribute some

of the products like the StyleWriter through department stores. I would rather a salesperson would say "I don't know" than tell me the wrong thing.

First impressions summarized

The StyleWriter reminds me very much of the ImageWriter I: it works simply and well. If it is as reliable as my seven-year-old ImageWriter, I will be pleased. Of course, the big difference is the incredible output. True Type made many of the jagged edges disappear on the ImageWriter, but going from 140 dpi to 360 dpi just cannot be described in words. It has to be seen.

The StyleWriter is so competitively priced that some people may want to keep their ImageWriters for draft work, or impact printing, and use the StyleWriter for distinctive printing. And Macintosh Portable users may find a nice companion in the StyleWriter if a battery power unit is developed.

The StyleWriter sports a combination of inkjet printing as the poor person's alternative to laser printing, and outline fonts to bridge the gap between Apple's Quickdraw and Adobe Postscript for simple word processing and graphics. This blend makes it a winner. Its low price and high print quality and the Apple name ensure the interest of quite a number of current and prospective Macintosh users. Its diminutive size and price will allow you to easily fit it on your desk and in your budget. 🍏

[Bill Jensen is a regional manager for a benefit administration firm, and spends his nights and weekends fighting System bombs and his kids for time on the old Mac.]



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Typing Instructor Encore

by R. Bradley Andrews

Ever since I began working with computers in college, I have been very thankful that my mother forced me to take a typing class during high school. Though I never became an expert, I learned basic typing skills that have proven valuable in both my programming and writing experience.

When Typing Instructor Encore, by Individual Software Inc. came up for review I decided it would be interesting to look at. Though I can type fairly quickly, my method is far from perfect and this looked like a good way to increase my proficiency.

The packaging is fairly simple and comes in a standard slipcase box that holds the program disks, a brief manual and a license statement. Starting up the program is very straightforward—simply copy it to a hard disk or blank floppy disk (the program is not copy-protected).

The program is divided into five main parts: learning, skills, tests, reports, and sea adventure. The learning section provides a detailed tutorial on how a typist of any skill level can use the program to improve their typing as well as additional factors that have an impact on typing skill, including proper posture while at the keyboard.

The first part of the skills section focuses on learning the location of the different keys on the keyboard. Beginning with four of the "home" keys, each lesson focuses on a small number of new keys, building on the experience

gained in previous lessons. During each lesson, a graphical version of the keyboard is shown on screen with the current keys being tested highlighted. Lessons are also included that focus on the numeric keypad, very useful in becoming proficient with number entry.

The second part of the skills section serves to develop the user's speed and accuracy through repetitive typing of a series of common words. As it states at the beginning of this part, repetition is the key, and a significant number of different words are included to minimize the tediousness of the repetition.

The test section includes eight different standard tests that loosely correspond to the basic skills. An option is also available to develop an unlimited number of user-created tests, further expanded the test section. Finally, eighteen different Type 'N Discover™ tests are added that help take away much of the tedium that is common in typing training. They cover subjects from entertainment, to medical knowledge and sports. Each has a series of anecdotes about the subject matter that are both interesting and challenging to type. My desire to read more of them didn't actually increase my speed as they claimed it might, but they were interesting and enjoyable to work with.

The reports section enables the program to be used to keep statistics for any number of different users, very useful for tracking progress over the time it takes to master the keyboard. I did notice a glaring

omission with respect to this section however. If you quit the program with an open report, you will lose all information entered since the last save. What makes this so bad is that the program doesn't give the slightest peep before trashing your data. I lost a valuable session this way and hope they fix this in the next upgrade.

The reports themselves are very exhaustive and cover just about every imaginable statistic, ranging from the expected words per minute and typing accuracy, to the more elaborate accuracy of each finger and the speed of typing the letters that finger is responsible for typing.

All the various reports can be printed, and looked reasonably well on my ImageWriter. Although my title got merged together slightly, it was still legible.

The fifth part of the program, the Lobster Sea Adventure, is a small game whose goal is to stay ahead of the advancing lobster by correctly typing the words that appear on the screen. If the lobster catches up, the current game ends. Three different files full of pithy sayings provide the typing material and add to the experience. The lobster's speed can be varied to provide the proper level of challenge.

While the graphic presentation of the program is obviously simple, it is completely adequate for the task, and color is used when available to further add to the visual display. I liked using the program in color the best, but the black and white version was still very usable.

The interface is reasonably well designed, though it is missing a few Mac-like features. One example is that when a list of possible lessons is presented on the screen, the only way to select one is by using the keyboard. I suppose this is not unreasonable for a typing program, but setting a few "hot areas" on the

screen would have avoided this problem.

On the whole, I found the program very useful and it certainly should prove a very fine way to develop and hone touch typing skills. The only thing the program can't add is the patience required to consistently repeat each practice until it becomes automatic. Anyone who can find this patience within themselves has quite a good tool to greatly improve their typing skills. Recommended. 🍏

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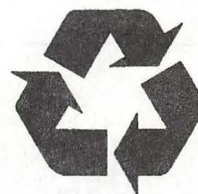
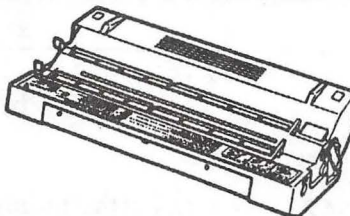
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Neat Tricks: Illustrator and FileMaker Pro

by Kevin Martin

Undocumented Trick #2567 *—PMS Process Color* *Equivalents*

Wish you had a handy chart for converting PMS spot colors into process color equivalents? You can buy one, but it's expensive and may be more than you need. With a little ingenuity, Illustrator 88 or 3.0, and a word processor, you can generate your own.

The steps listed below are aimed at eliminating as much repetitive manual editing as possible. There are 736 Pantone colors so any change made must be global.

Step 1: Open the PANTONE @* Colors file that comes with Illustrator with a word processor, select all of the text, and save a copy as a word processing document.

Step 2: Strip away the unnecessary Postscript text at the beginning

and end of the document. The first color is 0 0 .51 0 (PANTONE 100); the last is 0 0 1 0 (PANTONE YEL). The numbers preceding the Pantone name and number are the percentages of cyan, yellow, magenta and black. Pantone 100, for instance, may be simulated with a mix of 0% cyan, 0% yellow, 51% magenta, and 0% black.

Step 3: Refine the text by finding and replacing the characters %%+ and the space following them with nothing. Then replace all spaces with tabs. Use the same procedure to remove any other unwanted words or characters. You will now have a serviceable conversion chart.

Step 4: To make the word processing file a dynamic electronic document, save it as a text file and import it into a database. In

FileMaker you can then create calculated fields to turn the CYMK values into percentages, making them easier to read. Similarly you can create calculated fields to concatenate the name Pantone or PMS with its corresponding number and those colors not having number designations such as Wm Gy (warm gray).

Undocumented Trick #2568 *—FileMaker Pro*

I have always disliked having to enter the first and last days of a month, separated by an ellipsis, to find the records for a given month. A slicker way to do this is as follows:

In addition to a date field, create a calculated date field using the MonthName function. This function returns the month's name in text from a date field with numbers and back slashes. Now, when you perform a find, simply enter the first three letters of the month you wish to find in the calculated month field and press find. You will be presented with all of the records for that month. It's sort of a reverse calculated field. If you routinely work with records that span a number of years, add a calculated date field using the Year function as well. 🍏

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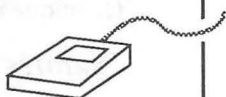
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VideoPaint

by Teresa J. S. Drag

VideoPaint is published by Olduvai Corporation, but it was developed by GM Technologie, Paris, France. I was very excited to try this program as it was said to be more sophisticated than Pixel Paint. As you will read below, my first impressions were disappointing, and have not improved much. This program bombed at least once every session.

I read the first part of the manual even before inserting the diskette. There is no special installation procedure—just copy and go. Unfortunately, the “waterscene” file on the examples diskette “could not be read and was skipped - disk error.”

Manual

It was tempting to blame the many faults of the manual on a bad translation. Unfortunately, there were too many names listed in the front credits which are not linked to GM Technologie for that to be the entire explanation.

My second major complaint was lack of color in the manual. O.K., so four color printing costs more. But for a color program's manual in the sections dealing with color special effects, I found it a bit insulting to have to decipher black and white patterns. While a skinny manual is not necessarily a bad thing, it must be well-written and cover all the program's features. I hope Olduvai overhauls the manual before the next edition.

Tutorial

The explanations in the Guided Tour tutorial are fairly straightforward, and the best written part of the manual. The Tour guides you through opening, saving, using a mask, and a special fill effect. However, it does assume a bit in terms of buildings-oriented vocabulary, and also glosses over the techniques needed to make a picture polished, and not just finished.

Once through the tutorial, the next step was to try and create a file from scratch—but how to test the features? On the back of the box, one of the examples shows a fairly complicated golf ball logo. The text explains superficially how it was done, so I tried to copy the image. My first attempt was not a strict failure artistically, but looks nothing like the promised golf ball. Later, I made more attempts, but none succeeded. I think I finally figured out the steps used, but I lack any more patience to try with this program.

One nice touch is the novel explanation of dithered vs. colors shading which is “obtained via color layers of regular height or via layers whose colors are sprayed into each other, giving a spray gun effect.”

The concise and relatively clear directions and explanations of the Guided Tour tutorial fail in the last example. After effecting all the changes to the document, the user is directed to create a mask to assist in reflecting the sky into the pool area. The steps to create the desired result

are clearly set out, but there is no helpful explanation to apply this technique in original files.

Features

The shades...control box has some nice added touches. In addition to being able to visually specify the orientation vector of a concentric shade, the vector can be lengthened or shortened to place the highlight at the desired spot. This allows effects such as a light bulb, or simple off center reflection to be done with many fewer steps.

There are many interesting visual effects one can choose to apply to a selection. Applying them one after another gives nice variations. As a trial, I took the example file “girl” and applied the following effects in the order listed: sharpen, diffuse (twice), thin, filter, shadow 2, shadow, sharpen (twice), diffuse, filter, and thin. The black and white printout is not as impressive as the color version on screen, but gives an accurate representation of the filter effects. This is a good example of how some amazing effects can be generated by experiment. Yet, planned movement to a pre-imagined finished picture is almost impossible.

One interesting command linked to the color palette is “animate palette,” which gives a controlled color-cycling effect. Unfortunately there is no documented method of saving this effect to use it with other programs for a more permanent ‘animation.’ So this becomes a very impressive, but ultimately useless feature.

The addition of three-dimensional tools can be very useful, especially if the desired effect is to create a complicated background image rather than a more complicated model or animation of movement (in which case a program similar to Swivel 3D would be used). Unfortunately again, the controls are obscure, even with



constant references to the manual. Trial and error is a guaranteed necessity. And even on an 8 Meg IICx, screen redraw is slow. The only benefit to that is the time is needed to stop the process and tweak the effects. If the process isn't stopped and the results aren't satisfactory the "undo" command must be used and then the process started from the very beginning - rather than starting from the middle.

The "incrust" feature is my favorite. I had some photos for a booklet that we thought would look much better cropped to an oval. But how to show that on the computer? I first tried importing a TIFF version into Freehand and doing "paste inside" an oval. That looked nice enough on screen, but took twenty minutes plus to print. Then when I exported to an .eps file and placed it in PageMaker I lost all the grey scale information. So, I imported the scan into VideoPaint. The procedure then entails sending the picture to the stencil, making a

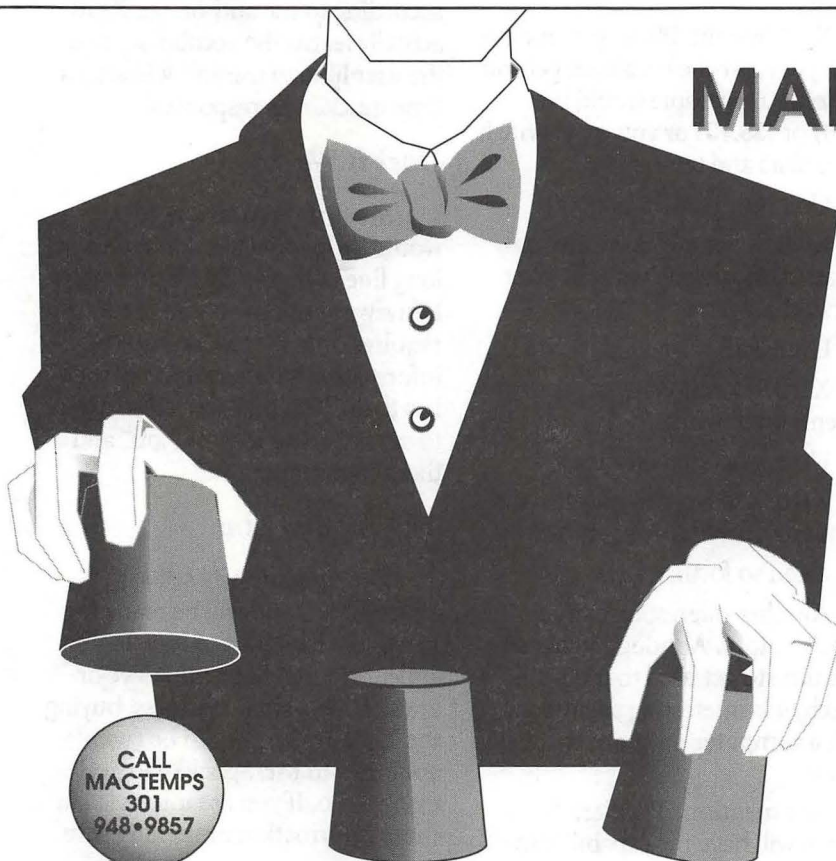
large black-filled oval, then setting the paint bucket to incrust and clicking inside the oval. This prints in about half the time, but still doesn't print well from PageMaker.

I had many problems in printing. There are two menu choices for printing: Standard, and High Quality. The manual explains that standard is for non-PostScript printers, such as the ImageWriter, while High Quality is for PostScript printers and allows one to specify print screens by function (dot or line), rotation, and frequency. Unfortunately, I couldn't always get the High Quality choice to work—it frequently caused a bomb either immediately, or when closing the file. If I chose Standard without having first chosen HQ, then I could sometimes print to my LaserWriter IINT or LaserWriter Plus. This seems to be the most bug-ridden area of this bomb-ridden program and totally unpredictable.

Conclusion

On the whole I enjoyed trying to work with this program, and it has some outstanding features. It is tempting to write off the package because of these problems and the frustration caused, but the program seems far too powerful a tool to ignore. Unfortunately, with all the other programs out there, the frustration level and key omissions cause me to doubt I'd be happy after spending the \$495 list price, or possibly even the \$280 street price. The person most likely to be pleased with such a purchase is an extremely patient fine-artist, or a well-heeled experimenter. 🍏

Teresa works as a Graphics Consultant at Ernst & Young's Transportation Consulting Group - lots of DTP work on reports and brochures, also some slide imaging and 'animation' with MacroMind Director. She also does freelance DTP work in her spare time. She and her husband live in Bethesda.



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Look Mom, No Menus

by Lou Pastura

Well, it had to happen. A Star Trekkie, convinced that the time has come for the "Next Generation" of computer programs. I was asked to take a look at a beta copy of something called the X-10 System, a program based on the concept, I was told, that the program should be at least as smart as the user, and in some cases (certainly in mine) maybe smarter. I was so intrigued by the this idea that I agreed to take a look. I was so taken with the way it was implemented that I thought that, with the author's permission, I'd give you all a brief look.

The Overall Concept

The program, as delivered, will come complete with no manuals to read—just a program that understands English and is smart enough to ask the user for help when needed. There are no-pull down menus and the program doesn't even use the mouse. A mouse-less program for the Mac—what an idea. The X-10 system should make all you Trekkies out there feel right at home. All that separates this program from the Enterprise's anthropomorphised computer is speech input, and the program will include that, I'm told, in a future release, although not in the first one. All the user does is address the computer via the keyboard and the X-10 does the rest.

The following is a sample from a dialogue with the X-10 system:

User: I want to add a company.

X-10 System: What is the company name?

User: Lou's Loss Leaders
X-10 System: How many employees do you want to add?

User: one

X-10 System: Give me the employee name

User: Lou Pastura

X-10 System: How many hours did this employee work?

User: 4

X-10 System: This is a new job. This is a new employee at this job. What is the pay per hour this employee receives?

User: what the heck do you mean?

X-10 System: Please give me the wage per hour the employee gets on this job. An example would be (5.10) or (\$5.10) or you may write it five dollars and ten cents.

User: he gets 8.25 per hour

X-10 System: Please enter only the exact hourly pay without your description.

User: 8.25

X-10 System: What is the date the employee worked?

User: what do you mean?

X-10 System: You may use the following: mm/dd/yy or mm-dd-yy ...and so forth.

Another interesting extra, is the speech output. Although it takes a little time to get used to the Apple speech, it is interesting to interact with a computer program that talks to you.

As I mentioned earlier, the system will have the capability to

manage speech in, although it will not be included in the first release. It is planned that the system will have the capability to use the new Voice Navigator system.

What Does the Program Do?

The X-10 System is a program designed for users who have one or more businesses that they want to track at home. The program is not designed to replace a bookkeeping system, but will replace the spreadsheet and do most reports that a home business user would be interested in. The program tracks multiple jobs and multiple employees per job. Once an employee is on a job, the program remembers the employee's pay rate and enters it the next time the employee is entered on that job. The user can ask for a list of all jobs the employee has worked and the total amount of pay received, along with a list of all jobs and the total expense for each. All instructions and questions are entered in plain English and, according to the author, the X-10 actually learns the vocabulary that the user likes to use and will after a time quicken its responses.

Does it Work?

My first reaction was that it would be inconvenient to type a long line of text to do a simple job. However, I observed that the X-10 requires only a small amount of information to understand what it has to do. To add a job, all you have to say is "Add a job" or "job" and the system understands.

The Bottom Line

The program will sell for around \$175 and will be ready for sale in the later part of July. It appears to me that if you have or are starting a small business, buying the X-10 System would be (with apologies to Mr. Spock) a logical thing to do. If you are interested in more information or making sure

that you receive a copy of this new program you can write to: X-10 Systems, P.O. Box 808, Annandale, VA 22003.

[Lou Pastura is the Macintosh Editor of the Washington Apple Pi Journal. In the little time that's left over he seeks the truth as he ponders the eternal question: Which is really better—fast food that's "as good as home cooking" or home cooking that's "as good as fast food"? It's a thankless task and perhaps the truth will never be known, but Lou presses on, undaunted and relentlessly wavering.]

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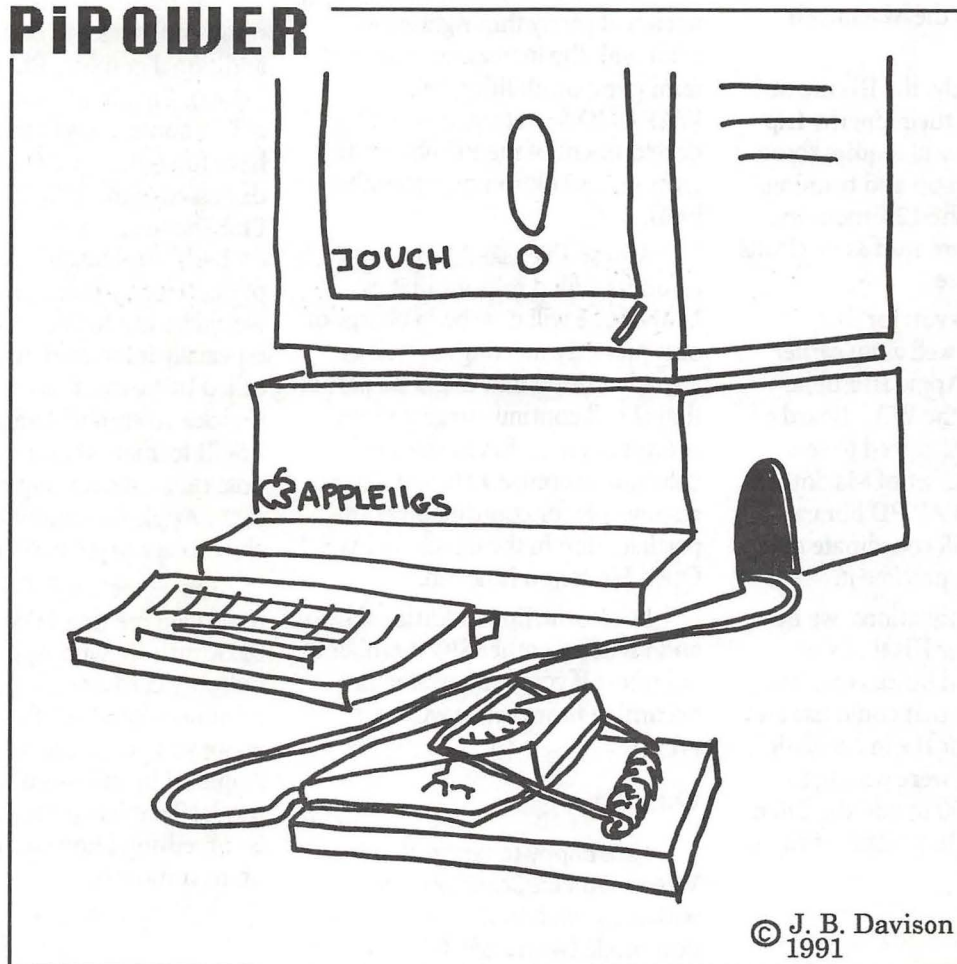
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On the Trail of the Apple III

by David Ottalini
Apple III SIG Co-Chairman

Donations

Your III SIG continues to be the recipients of SARAs from all over the world. This time, our friend Joe Dobrowolski has taken the plunge, donating two Apple IIIs, two Profiles and a host of other hardware. The contribution ends the Apple Users Group International's official ties with the III as it moves on exclusively to the Macintosh world.

Unfortunately, the IIIs are not feeling well after their lengthy trip from Guam and will require some work to get them up and running. One is a III+ with 512K memory. Joe promises more stuff as he cleans out his storehouse.

To say thankyou for this contribution, as well as an earlier donation of his Apple III Public domain library, the WAP Board of Directors in April agreed to send AUGI a complete set of Macintosh disks from the WAP PD library. Dave Weikert will coordinate that for us, and we appreciate it.

With these donations, we now have perhaps four IIIs that we would like to find homes for. If you know of a group that could use a III in native mode or II+ in emulation mode (or if they were willing to spend the \$300.00 to add the Titan cards) please let Jim Jutzin or myself know.

III SIG

Over the past few years, our Co-Chairman Jim Jutzin has proven to be of invaluable help to the SIG—making phone calls, answering questions, working on our Apple III donation program and handling meetings when I couldn't make them.

But I have to admit I am getting stretched pretty thin right now, what with the increasing weight of family responsibilities, being the WAP BOD Secretary, continuing development of the PD library and writing this column on a monthly basis.

And so I've asked Jim to take on some added responsibilities. Namely, he will now be in charge of our quarterly meetings as well as any advertising that might be part of that (I will continue to give them prominent mention in my Trail columns of course.) He will also be responsible for coordinating our participation in the upcoming WAP Open House on June 8th.

I welcome Jim's additional help and invite any other SIG member to volunteer if you're interested in becoming more active with our group.

Quickie

I am happy to report that the Vitesse Quickie Scanner works without a hitch in III+Ile Emulation mode (with a 65C02 chip). It's very easy to use and will scan just

about anything you might be interested in. It claims it will work with a 64K II+ by the way, so any of you with the original Titan card (that could give you a 128K II+ if fully populated with memory chips) might consider it as well.

The neat thing is that once you've scanned something, you can save it as an Apple II double Hi-Res Binary file. As I've mentioned before, that's a 33 block file that can be

read into On Three's Graphics Manager and then saved as an Apple III FOTO file (you can also change the file type from Binary to FOTO with a program like Communications Manager). This is the long way around of course, but the only way since prospects for an Apple III driver for the Quickie are remote at best.

As for the III SIG, the end result of all this will be some additional graphics PD disks (see below). I'm already starting to collect some things I think you'll have fun with! One idea, which I've discussed with EDSIG Chairman Phil Shapiro, is a "Coloring Book on Disk" for kids. It's an extension of his "Floppy Book" and one that would be fun to use. What I am also especially interested in is a program called InWords, that can use the Quickie to scan text and save it in ASCII format. That means the possibility of scanning manuals or other Apple III material that is not always easy to get hold of right now.

On Three's Bob Consorti reminded me that InWords needs 512K on a IIe with Apple or AE style memory card or on a GS with a minimum of 512K. But does that mean you could use it with a 512K Apple III in III+Ile emulation mode? That has yet to be tested, but is something I hope to report to you on next month.

On Three

As I've mentioned, On Three remains the one Apple III vendor that continues to develop and sell software and hardware. Unfortunately, one of its best offerings, a 512K memory upgrade is currently not available.

On Three's President, Bob Consorti, says he is out of the kits and needs an order of 50 to have more produced. This is one of the best possible upgrades to your III and I highly recommend it. For more information, call On Three at 206-334-8001.

Disks

My lengthy project to update our PD disks and provide complete listings for all our disks has taken much longer than I originally planned. So, I'm afraid that it probably will take another month or so to complete.

As a result, my attempts to get out the PD disks promised last month hit a bit of a snag. But I'm now happy to report that The Best of Bloom #2, Floppy Book by Shapiro and CHAOS Programs in Pascal are now available in the III SIG PD.

In addition, I've put together our first disk full of scanned

graphics, thanks to the Vitesse Quickie Scanner. I hope to put together a number of disks for you in the future, but this one should help whet your whistle for more. Many of the graphics on disk 3GRX-30 have a semi-college theme, although you'll also find a scan of the WAP Pi Logo and a few other goodies.

Finally

If you are looking for another possible source of Apple III hardware, try Weird Stuff Warehouse in Sunnyvale, California. Their phone number is (408) 746-1100.

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Byts And Pyces

by Gary Hayman

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

Does your Apple go to Rome?

PAUL TARANTINO, secretary of the Apple IIGS SIG writes, "Has this ever happened to you, or will this ever happen to you? A few minutes ago I was trying to review the TCS message traffic, but discovered that the TCS would not recognize some of my keyboard inputs. I also noticed that some screen characters were squirrely. Exiting the TCS and moving into AW3.0, I discovered similar problems (typing "m" gave me a comma, the vertical bar on screen was replaced with a weird symbol, etc). I despaired that my system had lunched itself, shut down, checked all connections and did a cold boot. Same thing! Did an Apple-Control-Escape into the control panel and discovered, to my great relief that the keyboard and display settings under "options" had been switched

from the default "USA" settings to Italian! My daughter SWEARS she didn't do it; perhaps this is the first sign of a ROM/clock battery dying. If so, I'm ready with a Night Owl replacement, bought as a precaution several months ago. Be warned! Stay calm! Be forearmed!" Ed: I'm glad that I have my Night Owl IIGS battery replacement ready and waiting on my shelf too. Thanks for the warning Paul.

Death of floppies in the cards?

Writing on one of the online services DAN GUTMAN released this gem which foretells the future.

"Floppy and hard disks, which are used to store data in virtually all personal computers, will soon go the way of the dinosaur. The future is in the cards. IC cards, sometimes referred to as ROM cards or RAM cards, are the wave of the future. They look like thick credit cards and slip into a slot on your computer, pocket organizer or video game system. One card can store hundreds of pages of information. Essentially, IC cards are microchips in a piece of plastic.

"The driving force behind IC cards is to eliminate the use of floppy disks," says Alan Fitzgerald of Adtron, one company in the field. Cards have several advantages over disks. They're smaller, which makes them attractive for the recent wave of laptop computers. They're also much faster than disks, require less power, and are more reliable. Already we're seeing cards making inroads with computing devices.

NEC chose to use cards for its UltraLite notebook computer and its Turbografx video game system. Laptops by Poqet and GRiD use cards instead of disks. Pocket organizers such as Casio's "B.O.S.S." and Sharp's "Wizard" have a slot to accept various software cards. Franklin Electronic Publishing and Selectronics, which manufacture hand held electronic reference books, are both making devices that use interchangeable cards. The PC Memory Card Industry Association was formed at the end of 1989, a sure sign that many companies are latching onto this new technology.

"Personally, I can't WAIT for the death of floppy and hard disks. I never felt that magnetic media was a reliable way to store information. Anyone who has used a computer for an extended period of time has experienced at least one disk crash, and probably many of them. Even if you carefully back up your data, it's still heartbreaking to be on a deadline, in the middle of a project, when your screen suddenly turns to static and your data disappears.

"Incredibly, computer owners have learned to ACCEPT these disasters as a natural, inevitable part of using a PC. Magazine articles always warn, "It's not IF you'll have a crash, it's WHEN." I've always wondered why we put up with such a flawed system. I don't know if other computer users have this feeling, but I can never totally relax at my computer. In the back of my mind, I'm always thinking the thing could crash at any instant.

"Several times my computer has crashed when I insert a piece of text in the middle of a passage. Consequently, EVERY time I do an insert, I hold my breath just a little until the job is completed successfully. Because of this paranoia, I handle my computer with kid gloves. It gets covered up every night. I don't let anyone touch it. I'm even careful not to bump my



chair against my desk, because I'm afraid it might throw the disk drive out of alignment.

"I just don't feel secure storing my precious data on a disk that's spinning hundreds of times a minute. Conversely, I feel COMPLETELY relaxed when I'm using my little Tandy 102 portable computer. It has no disks—all data is stored on a chip. When I first brought the Tandy home, I treated it as carefully as I treat my desktop computer. But it has proven to be so rugged and reliable, I don't even mind when my cats walk on the keyboard. On several occasions, the power cord was accidentally pulled out while I was using the computer. This would be disaster for a desktop computer. But I just plugged the Tandy back in and everything was there on the screen, right up to the word I was typing when the cord was yanked out.

"So ring out the disks and ring in the cards—the sooner the better. I just hope my hard drive doesn't crash before I finish typing this sentence."

Vendor problems

DON HANSON, giving DAVID JERNIGAN who was having some problems with a hardware vendor, a little help, told of some recent experiences that he had with a company. He stated, "I have called AE (Applied Engineering) tech support about 4 times over the years. Each time it was hard to get through, but I got help each time, once I got through. Once the tech rep sent me a disk to try just to be sure we were talking the same thing. In the days of the six week turn around time, back several months, I was told that overnight express stuff gets some priority. I had my card back in less than a week. They must have had it less than 2 days. Recently I tried that with my Vulcan. Sent it next day express, because I needed it back bad. It took about 2 weeks this time.

The only real problem I have personally had with them is that I sent them a Ramworks II with 512K about a year ago, and they sent back a Ramworks III with only 256K. It took 2 - 3 phone calls, and they never did admit that they messed up (I had depopulated it from 1 meg back to its original 512K, just like their paperwork said to do). But they did send me my ram after nastily telling me "it wasn't worth the hassle to them to continue putting up with my phone calls". So I didn't win a friend, but I got my ram, and a newer card also, so I can live with that.

"Yes, if they are not answering your letters, send copies to the Texas Attorney General, or the BBB down there. Maybe even the Post Office would help if you bought mail order. Some of the mail order houses also guarantee what they sell for a while, but once you go beyond that, I have found them to stick to "CALL the FACTORY".

"I have heard others say what you claim about letters. Since I have never failed to get some kind of action by phone, my suggestion is to call them at the tech support number, even though normally a letter provides a better claim path. The way I get through without wearing my fingers out is to use my modem Turn on the modem speaker (normally done by changing M0 to M1 in the init string of your modem program). Then enter the AE number for continuous dialing. Now you can read or do whatever else you want as long as you stay fairly near your computer. When you hear them pick up the phone, pick up your phone and turn your modem off. Good luck!"

This drive doesn't work - why?

PHIL SHAPIRO, the Education SIG Chairman, reports, "Many Apple IIc+ users have been buying external 5.25 inch drives, since much of the older Apple II software

is distributed in 5.25 inch format. At one point the Laser 5.25 inch drive was considered a good alternative to Apple's high priced 5.25 inch disk drive.

"The older style Laser 5.25 inch drives worked quite well with the Apple IIc+, but the newer style drives can cause certain annoying problems. The newer drives are "smart" drives, which take control over the Apple IIc+'s built-in 3.5 inch drives. So if you've connected up a newer style Laser drive to your IIc+, your computer will just show a checker board screen if you try to run a disk from your 3.5 inch drive.

"The remedy for such problems is to switch off your computer and disconnect the external drive. But this can be a major annoyance if you have to do it on a regular basis.

"Unfortunately, there is no easy way to distinguish the older style Laser 128 drives from the newer style drives. If you're an Apple IIc+ owner who is in the market for a 5.25 inch drive, you would do well to look for a drive made by another manufacturer.

"The above comments may also apply to Apple IIc, IIe, and IIGS users. ROM 3 IIGS users cannot use ANY Apple compatible 5.25 inch drive. (There's a long, technical explanation for this incompatibility). However, you can use an Apple compatible 5.25 inch drive on a ROM 3 IIGS if you write protect the disks that you're running. (Strange phenomenon — but it works.)

Phil would like to thank BOB SMITH of Arminius Publications, for explaining about the incompatibility caused by newer Laser 5.25 inch drives.

I'd rather switch

PHIL SHAPIRO also reminds us that if you're using a Laser 128 computer with a parallel printer, be careful that the kids don't accidentally shift the Serial/Parallel switch above the keyboard into the Serial position. This can cause the printer



to mysteriously stop working. Forewarned is forearmed.

CV Technologies' RAMFAST V 2.0 Warning

Quoted from a CV Technologies message, "You're gonna love this. It has come to our attention that some of the ROMS we burned and shipped out are not what they should have been (ack). We've gotten back 4 sets of roms that didn't verify to what they should have been programmed with. We tracked it down to an old object file of our device interface code and it has a very subtle bug that can trash your data files. We are not sure which batches have which so we are shipping out ROMs to ALL of you people. People that have already installed 2.0 may want to go back to 1.xx until their new chip arrives. If you have not received your 2.0 yet then please wait on the new chip. We will have them out the door tomorrow (Friday 3/22/91)...." [Ed: My U15 2.0k chip arrived in the mail unbidden. If you haven't received yours, call CV Technologies at 513-435-5743 and ask to speak to Drew or Terry.]

ZIPGS 1600

There is a problem with some of the current ZIPGS 1600 accelerator boards on SOME (NOT ALL) ROM 1 machines. Some electrical signals seem to invade the board and causes 8 bit programs to go haywire at times. Zip did not make this public as it does not happen to all machines and they feel that the affected people will call them anyway and corrections then can be made.

The correction is to shorten the cable from the Zip board to the mother board, have the Zip board reside only in slot 1 or 2, and make a hardware modification which consists of soldering a capacitor on the board. The representative told me that the fix only takes 10 minutes and they can turn around

received boards in one day. [Ed: It took me four weeks to get my board back.]

If you find that your 8 bit programs are freezing for some unknown reason (not always at the same place or time) or if you are being blown into the monitor for no good reason, and you have a ROM 1 IIGS, then give Zip Technology a call at 213-337-1313 and inquire about the fix.

Apple news?

ROBERT MCCONNELL left the following message on GENIE (on line subscriber service) which may be of usefulness to you, "We had a Regional Apple Representative speak at our User Group meeting last thursday. Some of his remarks may be of interest to all.

"As background, this regional rep contacted our User Group three months ago, with the specific purpose of establishing a point of contact with the regional office. He accepted an invitation to attend a Board of Directors Meeting, and subsequently accepted an invitation to speak at our Annual Meeting of all 5 chapters of our User Group. His remarks were provided by Jane Lee, and are basically the same as those that were given by Ralph Russo to the Minnesota Apple Computer Users' Group on 3/7/91, with a few additions.

"1. There will be a GS/OS System Disk 6.0 this year. It will contain FSTs for MS-DOS and MAC HFS. Whether it would be read only, he did not know.

2. Apple will continue to support and upgrade HypercardIIGS (of course Tim S. has left no other opinion with us here.)

3. There will be a card that will allow the Apple 1.44 meg drive to work with the IIGs. (Thus the use of the FSTs.)

4. Apple is looking at 3rd party distribution of the Apple II line,

such as Mail Order and some things through User Groups (could not be more specific). He did comment that the SEARS distribution RUMOR is NOT true. He has seen the proposed Apple II marketing plan as recently as two weeks ago. He did say that there were some things in it that will make the Apple II user very happy - he would not clarify it any further than that.

I know that item 4 could generate a whole section by itself, the 3rd party idea was mentioned at Kansasfest last year and Applefest in December, but from I have been told it could be more realistic now. Pressure is off Sculley now that the Classic is such a success, and stock is now at \$73 a share, that a little more latitude could be given to the IIs. (My opinion)

5. There will be NO NEW CPU for the IIGs series; BUT, it does not preclude a possible update of the current one at some point in time, such as was done when the MAC IICX was upgraded to the IICXI - same box, no new CPU, but an upgrade his words, not mine) - but he has no personal knowledge of any upgrade planned at this time.

The presentation was planned for 1/2 hour, including a 10 minute Q & A, but he spoke and answered questions for 1 1/2 hour, and then stood outside and answered questions for another 45 minutes - one on one, until everyone questions were answered - some not so friendly. He answered as truthfully as he could. There should be more Apple regional reps like him!!!

This message could be read as the half empty/half full glass. It depends on how you want to look at it. You can be pessimistic or optimistic. My felling was pragmatic. There appears to be some positive things being done - for at least the IIGs, a lot won't be done - such as continuing to develop the II line with new more powerful CPUs. If I need a more powerful machine for some purpose, I better look to

another platform. At the present, I see no need to! Hopefully the DTS guys as well as the 3rd party software/hardware guys left, will continue to make this IIgs a viable machine. I am sure the die hard IIe guys fell the same."

Program disk/data disk

DOUG RUFF, making inquiry via our TCS, asked, "Can someone explain the difference between a "program disk" and a "data disk?" I've noticed that if I format a 3.5" disk using APW 3.0, I end up with a "data disk," i.e., one that's fine for storing files. But if I add ProDOS and Basic.System and try to run programs from a disk formatted in APW, the disk won't boot. Instead, the screen displays "This is a data disk," or words to that effect. Apparently APW formats disks in some special way. Can someone out there explain the difference?"

Ever helpful, TOM VIER, jumped to Doug's rescue, stating, "On bootable disks there are a couple of blocks (#0 & #1) that contain code to locate the PRODOS file, load it and then jump to it. The AW formatted disks only have a few bytes of code in Block 0 (the boot code on the interface card always loads Block 0 - well, the first half of it.) that simply turns off the drive motor, puts that message to the screen and goes into an endless loop requiring Reset.

"A number of years ago I wrote my own boot code that will not hang. If a slot scan is in progress, it will pass the scan on to the next slot. If not a scan it tells you "NOT A BOOTABLE DISK" and drops into Applesoft. When I crack open a new box of disks, I use Locksmith's jiffy disk copier to copy an "blank" ProDOS disk to the fresh diskettes. The master has my boot code on it. This verifies the disk (I use both sides) while giving me a supply of pre-formatted disks. If I need a bootable disk, I simply re-format it with any normal ProDOS utility

such as Filer. I'm in the process of putting together an article with an Applesoft program to create and install my boot code." [Ed: Looking forward to it Tom. By the way, if you use an Apple II GS, instead of Locksmith, you may find that ZZCopy v 2.21 (available on the TCS) will quickly copy "blank" ProDOS disks, thus formatting your disks at the same time. Not only is it very fast, but it can be set to verify the disk at the same time, thus letting you know if there are any bad blocks on the disk. Another thing that you can do is to take the "blank" ProDOS disk and "Zero" it using Shrink.It (8 bit version). This will place a \$00 in every byte that is not being used — thus giving you a "real clean disk".]

Chipping away

MARILYN JACOBS advised that she and her son have a "previously owned" Apple IIgs and would like to upgrade it to 1 meg. She wondered what is the best and most economical way to do this a pleaded that the response be in plain English so that she could understand it. RICK SAUNDERS, Thesaurus in hand answered, "The short answer is: you will have to buy the additional "chips" and install them.

"The longer answer is... I assume that you either have an Apple memory board that holds exactly one Meg or the Applied Engineering one that holds 1.5 Megs In either case, While your computer is OFF open the actual computer case. This is easy to do if you pick it up (without the monitor on top), place the front of the computer on your tummy with your hands at the back holding it up locate the vertical tabs at the top back right at the sides and push them in.

"The top should come off exposing the interior. Set the computer down. Take the top completely off and set it aside. It

would be better if you unplug the computer before doing this.

"As you look down into the exposed computer on the left is a long metal box which is the power supply. Touch it to remove any static electricity that you may have. On the right hand side will be a large green slender card. This is the memory card. It sets in the Memory Card Slot on the Mother Board (the large green board that takes up the whole bottom of the computer case.

"You will need to pull this board out to install the additional memory chips. Try to remove it by holding only the edges don't hold it like a piece of paper. You are now ready to install the chips.

"There is an up and a down orientation to the chips. One side has a small semicircular cut in it. When you install the new chips make sure that they match the ones already in the board.

"You will have to buy the chips from either a mail order company like Quality Computers or perhaps one of the computer stores here in town.


"You will need 16 of them. Each one will be 256k bits so that 8 of them gives you 256K bytes and 16 will yield the additional 512 that you need. Make sure you get the — CAS before RAS — type or they will not work. Normally it the company you buy from knows about Apple computers, they will sell you the correct type. But be sure to ask". [Ed: Way to go, Rich!]

More on chips

In a later message to MARILYN JACOBS, "the Chipper" RICH SAUNDERS told her what to do once she had bought the chips. He advised that, "Installing the chips is not hard. It should not take you more than 30 minutes to at most an hour start to finish. Most of the legs of the chips are slightly bent out. Something like the diagram below (drawing in ascii text is a challenge).





legs >  < chip

"The idea is to get them all straight up and down and all by the same amount—like the diagram below:

legs >  < chip

"If you try to move each one of them one at a time you can cause yourself all sorts of problems. The idea is to place the chip on its side on a table and roll it toward the legs until they are all straight. After you have done this, when you place the chip with all the legs in the holes, they will all go in and you will not be as likely to bend one.

"You will want to orient the chip on the board the same way the other ones that are already installed on the board are oriented. A small semi-circular divot is on only one side of the chip (either the top or the bottom, I haven't looked lately)—you want the chips that you install oriented the same way. Place the chip oriented correctly so that all the legs are starting to go into the holes all at once, then press the chip in firmly. Be sure to that you keep it going in straight not only side to side but also top to bottom.

"This is probably done best with the board lying on a table with something that gives a little between it and the table. I used a mouse pad, but a few layers of material will do just as well."

[Ed: I wish that RICH SANDERS wrote all the technical manuals and program directions that I attempt to read.]

Coming soon: Multiswitch GS

DOUGLAS SINGLETON posted this information on a service line which is of interest to Apple IIGS owners. [Our DALE SMITH

captured it and furnished it.] He discussed the forthcoming MultiSwitch GS, a French program, advising of function, configuration and testing, stating, "MultiSwitch integrates the MultiSwitch program itself and MultiTask, a multi applications/multi-tasks environment for the Apple II-GS.

"Program's [function] : switches between GS/OS applications

"For instance, on a 1280Kb machine with system 5.0.4 it is possible to use at the mean time Beagle Draw, Deluxe Paint and MultiScribe GS. The configuration used during the tests was a 1280Kb GS equipped with a TransWarp GS, a 40Mb SCSI hard Disk, a 20 Mb internal hard disk (Western Digital compatible drive), an AppleDisk 3.5S running with GS/OS 5.0.4, 16 Kb GS/OS cache, an accessory for the French keyboard translation and the two accessories of Multi-Switch.

"Times to switch between applications - from the moment the next application is selected through the DA designed for this purpose to the moment the application is ready for work - [were] as follows: BeagleDraw and Deluxe Paint were loaded from a 800Kb disk and MultiScribe from a 40Mb SCSI Seagate hard disk. BeagleDraw to Deluxe Paint - less than 3 seconds; Deluxe Paint to Beagle Draw - 4 seconds; Beagle Draw to MultiScribe - 3 seconds; Beagle-Draw to Prosel 16 - less than 1 second

"This is particularly noticeable with applications compatible with the Scrap Manager. One can draw with Deluxe Paint and immediately include the work in a stack created under HyperCard GS. Then write a text with BeagleWrite and fill a TextField of the HyperCard stack very quickly. One can launch text or graphic based applications, use shells designed for APW, Merlin or Prosel without loading these

applications. It is possible to speed up GS/OS applications theoretically incompatible with ExpressLoad. Up to 15 applications may reside in the mean time in memory. This amount will be increased in future releases.

"MultiSwitch GS contains a completely new Prodos 8 which is able to run clean Prodos programs without destroying the GS operating system. For instance it is possible to use Copy //+ and Beagle FontEditor or Block Warden but when the Quit option is selected one can launch immediately a GS/OS program loaded by MultiSwitch.

"The Prodos 8 applications are able to access the caching system of GS/OS, resource forks or files and more than two volumes per slot and all the enhancement of a 16 bits operating system. Up to 10 Prodos 8 applications may be loaded through the P8 emulator. Might an application not be compatible with the P8 emulator - name of this new Prodos - then it is still possible to launch as formerly with a classic launcher or it can be loaded in memory and switch (up to 8 Prodos 8 applications can reside at the same time in memory).

"MultiSwitch GS protects GS/OS much better than the Finder does. Returning from Prodos is very fast, 1 second for AppleWorks [Classic]. There is a direct access to AppleSoft programs and switch to Basic.System. The break vector is redirected to this Basic under Prodos 8. Thus a crash is not fatal.

"Under GS/OS a CDA (QuickQuit) can be used to exit from System Death Errors, ExpressLoad mistakes, crash in monitor, endless loops or bugs of a program. MultiSwitch GS fixes system bugs like those affecting Startup Tools and NDAUs, the tool setup, sfGETFILE I. It can install INITs (temporary or permanent), GS/OS drivers, CDAs and NDAs. It is also possible to re-install INITs, like Debug. For systems with few

memory, one can use a Switcher Text or mini-launcher (graphic 540 bytes).

"MultiTask GS is a multi-application, multi-task environment for the Apple II-GS. Multi-task dialogues, inter-application communications, inter-processes communication, multi-task shells, share of documents/commands between programs, a powerful memory management with virtual memory capabilities are available. The use of windows, dialogues and pull down menus is far much easier than in the single application mode. The system hides or shows the windows which belong to the front end automatically, it handles controls in dialogues.

"The task manager is able to use multi-processor systems in many configurations (two processors or more addressing the same memory space, processors on expansion cards addressing their own memory) and - as soon as our AppleTalk network will be in use - the Task Manager will use GSs connected under AppleTalk. MultiTasks is provided with four applications and their APW sources : two samples for developers illustrating the use of dialogue, shells, pipe-lines, I/O managements, tasks management ; a program to display documentation (useful for users groups) and a text processor (four texts, four clipboards, communication with the shell).

Approximate price - \$80.
Contact : BrainStorm Software 7, alle Murat - Bois Imprial, 54630 Richarmnil, FRANCE. Fax: (33) 83-57-57-65. [Ed: Perhaps we should borrow RICH SAUNDERS' Thesaurus]

Into rumors?

DAVE HARVEY furnished this one telling us that he got it from the current issue of the Seven Hills Partners newsletter.

"GS+ magazine relayed the rumor of a change in Apple's marketing efforts for the GS. If this rumor is true, we'll see as early as this summer a re-designed case surrounding functionally similar internals, sold through one or more mass market outlets like K-Mart, Sears, Penney's, etc. Three things stand out about this rumor: 1) the new model includes a built-in SuperDrive, 2) the price will be lowered to \$499 (CPU) plus peripherals, and 3) an advertising campaign is inevitable to back up the distribution (not reported in GS+).

"Will there be a II(GS) renaissance? Should we thank RALPH RUSSO & staff at Apple for their diligence in promoting the II? We don't know about the first question but definitely "YES!" to the second whether this rumor ever comes to pass or not. We would love to see the negative rumors, comments, and attitudes give way to things more positive. If you've gotta spread

a rumor, make it a positive one! NOW would be a good time to communicate your support to Mr. Russo (Apple corporate can also gauge the response). Reach him at:

AppleLink:
RUSSO1@applelink.apple.com
Apple Computer, Inc.
Attn: Ralph Russo
20525 Mariani Ave., MS 60-AL
Cupertino, CA 95014"

Your editor will take a wait-and-see position on this one.

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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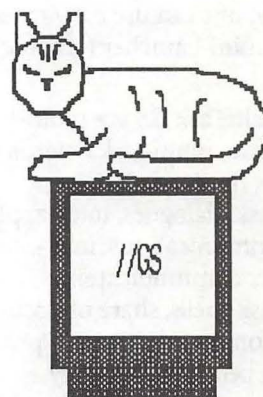
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Rent-A-Computer, Inc.



View from the Cat House

by Kim Brennan



With as much hard disk space on-line as I have (enough for a reasonable BBS, but far more than the average GS owner) I find that usually do not backup my hard disks as often as I should. One thing I do on a frequent basis, however, is to check the 'health' of my hard disk volumes. I use Vitesse's Deliverance for this although many people use ProSEL 16 for the same function.

Deliverance, if you choose the "Complete Overhaul", first checks the selected volume for bad blocks. This is pretty much a straightforward operation. Any bad blocks it finds are put into a file called Bad.Blocks. You should NEVER delete that file because if you do those bad blocks would be available for new data. Which is a really good way of throwing your data away.

Second, Deliverance checks the directory structure of your selected volume. This check does a lot of different things, but basically it makes sure that the directory information on your disk is valid. Things like two files using the same block or blocks are caught at this point.

Last it checks the volume bit map (a record keeping device that keeps track of which blocks on volume are being used) and compares the bit map with the various directories and makes sure that the two are saying that the same blocks are in use. This is important because the bit map is where ProDOS (and GS/OS through the ProDOS FST) check to see what blocks can be written to with new data. If the bit map was incorrect it

would be easy for your data to get corrupted. Not something you ever really want to happen.

I happen to use Deliverance frequently because it is very easy to use and I can leave it unattended while I perform other tasks. Backups, if to floppy disks, require frequent attention on the part of the computer operator. Of course, I don't have to make backups to floppy disks. I can use my Syquest removable cartridge hard disk drive.

Recently a friend of mine, owner of a Mac IIcx, happened to need to back up his internal hard disk an 80 meg drive. What had happened to him could just as easily happen to a GS owner. He had managed to corrupt his system files and could not boot from his hard drive. Well, he had a backup program available, but backing up a 80 meg hard drive to floppies (his hard disk was mostly full) was a task that could take hours. I suggested an alternative, using a couple of blank cartridges, we could back up his hard drive to my Syquest. The back up took less than 30 minutes. Afterwards we reinstalled his system on his hard drive and he was back in business and seriously looking for a place to buy a Syquest hard drive.

One place that I can heartily recommend for all hard drives is TMS Peripherals in Boca Raton, Florida. TMS is a mail order outfit, but one with very high standards. Their prices are low and if you are a member of America Online you can even get a discount. Look in their direct connect area for details. TMS is one hard drive seller who recog-

nizes that there are Apple II people out there. Even their manuals acknowledge that fact! I bought a TMS ProDrive 40 for my father. It is quiet, fast and came via Federal Express next day delivery (normal shipping is UPS 2nd day). Besides the Pro 40, TMS also sells a 105meg, 120meg, 170meg, and 210 meg drive. All prices are quite reasonable. TMS also sells the Syquest 45 meg. Their price for extra cartridges is the best I've seen anywhere.

Soon TMS expects to add to their product line with the new Syquest 80 meg removable and possibly a streaming tape drive. All units are SCSI compatible. TMS sells the RamFAST SCSI interface for Apple II computers. A cable is included with each drive they sell. If you wish a daisy chain cable instead of a system cable for your SCSI drive just let them know when you order and they will send the correct cable.

Now, I've had no reason to need any service from them, but a few people have and the reports on that are just as impressive. Immediate satisfaction. If you need a hard drive they are the people to contact. They even format and install the latest GS/OS system software for you. All their units come with a two year warranty.

Time for me to make a correction. Last month I said that the OKS disk expander for the OKS Multicache allowed for 2 additional partitions. I was slightly incorrect.



The Multicache is limited to a total of 8 devices period. Each partition counts as one device. In my case I have 7 hard disk partitions. The Multicache automatically has a dummy drive added to the device list. So that makes for 8 devices. What the disk expander does do is allow ProDOS 8 to see more of those devices. With the Multicache in slot 5 and the disk expander in slot 6 I can see 6 of those devices from ProDOS 8 (I can see all 7 from GS/OS). The 'mapping' of those devices to slots however, is more than slightly weird. As near as I can understand it, the disk expander puts the last two devices attached to the Multicache and maps them to the slot where the disk expander board is (in my case slot 6). However, the last device attached is the dummy disk drive, so that only the last device (partition) appears in slots 6, and that partition is the 2nd partition on my Syquest removable.

So, under ProDOS 8, I see the first 4 partitions of my Wren, and the last partition of my Syquest. Gee, that makes sense. I'm going to have to seriously consider getting a RamFAST so that I don't have this fun.

Of course, the above happens when I don't have a floppy disk attached. When I do have a floppy disk attached things work just a little differently. I lose the first partition of my Syquest entirely, even from GS/OS, if the floppy drive is a 3.5 drive. Of course, having a 3.5 attached allows me to boot from a floppy disk instead of my hard drive (if there is no disk in the 3.5 drive the Multicache then boots the hard disk.) The only problem with this is that the Multicache is designed for a 4:1 interleave on 3.5 diskettes. 2:1 interleave diskettes take a lot longer to read from (and write to) on the Multicache than 4:1 diskettes do. Also, the Multicache can only format 3.5 diskettes in a 4:1 inter-

leave. A minor complaint as I rarely use 3.5 diskettes.

However, the few times I do want to use 3.5 diskettes the Multicache presents me a very interesting situation as those diskettes are usually those French (or other European) programs that have their own boot mechanism. I do have two 3.5 drives. One is attached to the Multicache. The other is attached to the standard smartport connector. Remember, the Multicache is installed in slot 5, so why on earth would I try to use a 3.5 drive attached to the smartport unless I disabled the Multicache? Well, the truth is I don't disable the Multicache, but those French programmers don't check to see how the slots are set up either. They just simply address the smartport drive directly. Ah, perhaps you see the error of my statement. I can't boot the 3.5 drive connected to smartport unless I turn slot 5 off of the Multicache and onto the smartport. But, what happens if I try booting one of those French programs from the 3.5 drive attached to the Multicache without disabling the Multicache? The strangest thing in the world. The disk starts booting and then the GS starts looking on the 3.5 attached to the smartport for the rest of the program. If I quickly eject the diskette from the Multicache 3.5 and insert it into the smartport 3.5 the program continues booting properly. Bizarre.

And now to finish off this bizarre story. The Multicache can also work with 5.25 floppy disk drives. I don't have one connected because I, frankly, am not that interested in 5.25 programs now. But, there was one day when I wanted to use a 5.25 disk drive. With no disk in the 5.25 the computer tried to boot from the 5th partition of my Hard drive! I don't think I'm going to even try to explain this one. I'll just forego the

dubious pleasure of using 5.25 diskettes.

Much of my time in the last month has been involved with modems and BBS's. I've been helping beta-test a BBS system that is being developed by Joe Schober, the system operator (sysop) of StarPort BBS. StarPort currently runs on EBBS v1.1 and BBS that Joe developed earlier. The new version EBBS v2.0 will be, as far as the user is concerned, almost identical. From a sysop standpoint however, the new features will be simply wonderful. Once all is said and done, I will create my own BBS (called The Cathouse as if you couldn't guess), which means that I will probably be looking for a new GS soon (oh, good, more slots to fill). However, I will have more to say on BBS's and modems in particular next month. Actually that article is already half written, but since the deadline for this month's column is upon me, and I did already have a lot to write about, I've decided to expand that column into a full blown discussion all about modem standards. 🍏

*The educators speak...*

An Apple for the Teacher?

by Karen L. Evry

In these days of tightening school budgets, administrators are confronting a financial dilemma that seems to have no clear-cut answer. There is no doubt that a certain percentage of a school's operating expenses must be earmarked for the acquisition of computer equipment and software. Yet, should the computers be spread evenly between the classrooms or clustered together in a laboratory environment? Rarely do today's constrained budgets allow for the placement of more than one machine per classroom. "An Apple for the Teacher" is not just an expression. It is a fact of life, but is it really preferable to a well equipped lab? Perhaps not.

Examining this question from the decidedly non-objective viewpoint of personal experience, I have come up with a number of arguments for either point of view. Most computer software is designed for individual learning or applications. Certainly, there are various schemes for enabling groups to use a word processor or a database, but these really are "work-around" schemes and are not entirely satisfactory. The best use a student can put a word processor to is to write by himself or herself, with feedback from the teacher. Group use of a word processor is not as effective a way of strengthening individual writing skills as it mainly teaches how to work within a group. This is a fine goal, but it does not substantiate the enormous expenditure of a computer.

Certain programs work well with the teacher displaying them to the whole class. The Carmen Sandiego programs come to mind as an example, but even these popular programs do the most teaching when an individual child has to search the reference volumes and dig up the clues. Needless to say, the kids in the back row usually have to squint to see the thirteen inch screen most school computers come with. Large screen projection equipment is rarely purchased for every classroom, or even for most schools, as standard equipment.

A particular problem with having one computer in a classroom is in allocating time for the students to actually sit at it. If a typical elementary school class has thirty hours a week of classroom time, it would seem easy enough to divide it up among a classroom of twenty some-odd kids. Unfortunately, the realities of day-to-day classroom activity leave barely an hour per day in which all of the students attention is not required. At best, each student would be very lucky to have fifteen or twenty minutes per week at the computer. Add to this the time that it takes to demonstrate the same programs repeatedly as the children take their turns at the machine, and it seems a wonder that anyone gets anything out of it. A practical solution is to designate a student assistant to answer individual questions, but this is something of a compromise.

If one student is using the computer while others are doing independent work at the same time,

an added problem is the distraction of beeping-buzzing outer space sounds emanating from programs or the annoying whir of a dot-matrix printer in action. Actually, most students have grown accustomed to these sounds, but I frequently do notice some of them peeping out the corners of their eyes or even "playing along" from their desks as they do "seatwork".

The mindset of most students who have to correct papers or do other activities while one or two others are in the back playing Number Squares or using Print Shop is enviousness, because they do not get to "have fun."

Recently, a number of my students were using word processing programs to create entries for the "Young Authors' Contest," and each student needed at least an hour to complete their entries. With one machine in the room, this proved difficult. If there was a computer lab in the school with a couple of dozen computers, only an hour or two altogether would be needed for the entire class to learn how to use the software, write their entries and print them out without distracting anybody.

Yes, there are advantages to having a single computer in each classroom. It's always there. The computer can be used any time that is convenient. Also, a teacher can use the computer after class hours for averaging grades, printing out tests and instructional materials (even banners), and storing data. Still, the machines in a lab could be made available for those uses just as well.

As a financial incentive, multiple computers in a lab can be linked up to a single printer. This would provide enough savings to buy a substantial amount of software. In addition, more and more software is being produced in

(Please turn to next page)

Collecting Words

by Phil Shapiro

Young children love collecting things. Stamps. Coins. Rocks. Shells. Baseball cards. Anything that can fit in a shoebox, which they can pore over with great enthusiasm, is fitting to collect.

If you know of a child who fancies himself or herself to be a Great Collector, here's a fun little activity to do. All you need is The Print Shop, some 3 by 5 inch index cards, a pair of scissors, a glue stick, and a fanciful, unrestrained imagination.

The object of this game is to make a collection of index cards with special and interesting words. The result will vaguely resemble the flash card "sight words" stacks you can buy in the store. But the big difference will be that this collection of words will be highly personalized. These words will be words that the child will have chosen for a particu-

lar reason. These will be words that he or she personally "owns."

In trying out this activity last weekend with a kindergarten friend of mine, we booted up the classic, original version of The Print Shop on his Apple IIc+ computer. We chose to use the "sign" module to help make our word lists. We chose to have No Border, and No Graphics, to maximize the text space on the page. And we decided that the Block font would suit our purposes best for this game (because it's not too ornate).

I was hoping this young child would have a children's dictionary that we could browse through, picking out those words that struck our fancy. But, not finding a dictionary handy, we proceeded to create words from our raw imagination. This proved to be a challenging, but exhilarating exercise.

We started out thinking up words that begin with the letter P. I proposed the word "paper." He countered with the word "pizza." I said "purple." He said "princess." I said "printer." He said "python." At which point I protested that his words were far more interesting than my words, and asked him to stop being so imaginative. Counterpsychology is a potent motivator at times.

We placed two words on each line of the Print Shop sign. So in about five minutes we had filled one screen with 14 pairs of words. After printing the words, I volunteered to do the cutting, while my young friend agreed to take charge of gluing the words onto the center of

the index card. We found that using a glue stick worked well, applying glue to both the back of the word and the center of the index card.

Throughout this entire activity, we had on an ongoing discussion about words in specific, and life in general. It was all rather sociable. To keep the momentum of the activity strong, we decided to do another letter rather than continue with the letter P. Jumping to the letter C, we generated such words as: color, candy, cookie, cactus, corn, and computer. We didn't have time to cut these words out, or glue them to the cards, but the child seemed to relish the idea that he could take care of such incidental chores later.


The benefit of such an activity is less in the output of the production as in the process of itself. My young friend and I collaborated on creating the ground rules for this game, discussing the pro's and con's of various approaches. At one point he said he wanted to glue words to both sides of the index card. I replied that this was an excellent idea, except that he would find it difficult to sort the cards (using the double-word cards), should he ever wish to do so. In his mind, this was not a sufficiently serious concern. So we did it his way.

As I was leaving his house, I asked him to try to collect some good words during the coming week, so that the following weekend we might continue with his new word collection. It looks like I might have found another Great Collector here.

Another fun thing to collect on index cards is first names. You can start with the names of people the child knows personally. And then you can add the names of people the child encounters in books, in school, in movies, on television. It's not too difficult to add five to ten names each week. If any particular week seems a little barren, you can always take a peek in the phone book, to dig up some names. This

(Continued from previous page)

a Local Area Network (LAN) version. In a lab situation, one machine can send the same program out to all of the computers to be used simultaneously. Many schools are finding the cost savings of this route to be so effective, that they are able to put multiple computers in individual classrooms. That, perhaps, is a direction worth heading toward.

**Karen Evry is an educator at Stafford Elementary School in Stafford County, Va. She has been observing and using computers in the classroom for the last decade. 





can be a great way to teach a child the different pronunciation of first names, and alternate spelling of names. For instance, you can point out how the name Susan is pronounced differently from the name Suzanne. And that the name Catherine can also be spelled Kathryn.

There's no reason why computer games have to be played strictly on the computer. Word games like this one show how the computer can bring life to index cards, and vice versa.

Suggestion for classroom teachers:

If you'd like to try this activity in your elementary school classroom, you might want to buy your index cards at one of the discount office supply companies. The Staples store, for instance, sells 500 plain or ruled 3 by 5 inch index cards for \$1.65. You can also buy a "desk top file box," with a capacity of 300 cards, for \$3.36. If there isn't a convenient discount office supply store in your area, you can order these by mail from Staples by calling 1-800-333-3330.

(The author is the founder of Balloons Software, a new Apple II educational software company. He can be reached at (202) 244-2223, or on GENie at: P.Shapiro1).

(Continued from page 14)

When you import it into your DTP program, you could frame the graphic or even reduce it in equal proportions to get the results shown in the 1/2 size Illustration 7:

APRIL '91

S	M	T	W	T	F	S
	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			

☐ = Meeting Date
☐ = Sunday until 11 AM
 Beginners ONLY!!

F
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F
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Illustration 7

To do all of this by hand, you sort of do it backwards. That is, carefully using a ruler, you draw the box to size using a NRBP. Now use your roll if ruler lines to make this box solid. Once again with the NRBP draw both your vertical and horizontal grid lines. Draw them in NRBP even if you are not going to make a Grid calendar. You will use them for positioning your numbers.

So that you don't have to do this each month, place a small black "tic" mark at the end of each line. You will use them next month as a guide for drawing your grid in NRBP. Xerox this, keeping the original for later use, and again draw your NRBP grid on the Xerox copy.

Now transfer the numbers from LetraSet. Then use your ruler lines to place them on top of the NRBP lines and transfer the Month name and year. The boxes and circles are also available with clear LetraSet. You should be able to replicate any of the calendars shown here with this method. Good luck!

Send me your tips and techniques so we can keep sharing this information. Send them to:

Leon H. Raesly, LCSW
6201 Greenbelt Road, Suite M-16
College Park, MD 20740

Take Care, Now! Lee...

Possible Legends			
<input type="checkbox"/>	If NO Grid	<input type="checkbox"/>	/w Grid or NOT
<input type="radio"/>	/w Grid or NOT	<input type="radio"/>	/w Grid or NOT
<input type="checkbox"/>	/w Grid or NOT	<input type="checkbox"/>	/w Grid or NOT
<input type="checkbox"/>	/w Grid ONLY		

Legends Table



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Painting

...ON THE COMPUTER

A lecture-demonstration by Larry Ravitz
SMITHSONIAN RESIDENT ASSOCIATE PROGRAM
 Wednesday, June 26, 1991 7:30-9:30pm
 S. Dillon Ripley Center Lecture Hall (on the Mall)

Advances in computer technology now allow artists to "paint" on pressure sensitive electronic sketch pads, with a palette of over 16 million colors and a full range of brushes and tools. This lecture/demo focuses on the computer's ability to imitate traditional painting tools, one of the most complex and necessary tasks for a computer painting system.

Larry Ravitz is a traditionally-trained realist oil painter who attended the Schuler School of Fine Arts in Baltimore and has studied under and worked with a number of contemporary realist painters. His paintings have been exhibited in area galleries and his recent video presentation *Painterly Computers* was featured at the Torpedo Factory. He teaches computer graphics in the Washington area.

For information contact: Smithsonian Resident Associate Program at (202) 357-3030

 \$15 General Admission • \$10 Washington Apple Pi & Smithsonian Resident Associate Members • early registration advised

TITLE & DATE	CODE	Member Tickets	Non-Member Tickets	Senior Member Tickets	Total Number Tickets	Total Price
Painting on the Computer 6/26/921	881-392	@ \$10	@ \$15	@ \$10		

PAYMENT INFORMATION <input type="checkbox"/> Enclosed is check made payable to SMITHSONIAN INSTITUTION - RAP in the amount of \$ _____ <input type="checkbox"/> Charge to my credit card: <input type="checkbox"/> VISA <input type="checkbox"/> Master Card in the amount of \$ _____ Card # _____ Exp. Date _____ Signature _____	For Office use only: Reg. No: _____ Source Code: _____
--	--

Name _____ Smithsonian RAP I.D. (if applicable) _____
 Second Name _____ Home Phone _____
 Address _____ Daytime Phone _____
 City _____ State _____ Zip _____

Return to: Resident Associate Program, Smithsonian Institution, Department 0603, Washington, D.C. 20073-0603

Classified Advertisements

Classified advertisements can be placed by mailing copy to the business office of Washington Apple Pi. Ltd., 7910 Woodmont Avenue, Suite 910, Bethesda, MD 20814. Be sure to include your WAP membership number and indicate area codes with your phone numbers. Ads must be received by the 1st of each month for inclusion in the following month's issue. Any ads postmarked after that time will be included at the discretion of the Editor. Cost is \$2.00/line (40 characters per line), maximum 12 lines. Members of Washington Apple Pi., Ltd., may place ads up to 3 lines at no charge. The editor reserves the right to refuse any ads deemed inappropriate.

VOLUNTEERS NEEDED

Your Users' Group needs you!! Washington Apple Pi needs volunteers to coordinate and/or help with the following tasks:-

- Apple II Tutorial Coordinator
- Apple II Disk Librarian
- Hotline Volunteers
- Apple II Disk Annotators
- Hotline Volunteers
- Apple II Disk Duplicators

If you are interested in lending us a hand, please call Nancy at 301/6 4-8060.

HELP WANTED

Mac Programmer
HyperCard or C experience. Flexible PT hours.
Send resume to Digit Software, P.O. Box 142, Silver Spring, MD 2091

VIDEO PRODUCTION SERVICE

Network quality video production is now affordable to both large and small businesses, thanks to special "wholesale pricing" of Award winning company: International Television Productions, Inc.

Full production and editing services, special effects, animation, all you need is available, and cost effective. Call Guy Durant at I.T.P. District Sales Office: 202/ 7 -0414 ext. 123

FOR SALE

Apple ImageWriter II printer. Brand new in box. Never been used. Price \$300. Call Winfield at 301/270- 76.

FOR SALE

Mac Plus, easy on your eyes! Radius full page monochrome monitor. 4 MB of RAM, 40 MB external hard drive, System Saver, external floppy, standard keyboard, mouse, cables. Ready to run. \$2000.00 Call 301/923-0309

FOR SALE

Mac IIsi with 2.0MB RAM, 40 MB internal HD, Apple 13 in. color monitor, SwitchBoard keyboard, includes System 6.0.7, HyperCard 2.0, all documentation and packing. Bought new 11/90. Sell for \$3,000. Call Eric 301/ 684-2474 (day) or 301/730-8 33 (evening).

FOR SALE

Prometheus 2400/9600 baud send/rec fax modem. Used only 1 wk and unregistered. Includes Maxfax V2.03 and Macknowledge V1.1 communications SW. \$200. 703/ 27-0336.

LASER PRINTER WANTED

Christian Worship Assembly is looking for a good, used laser printer for their office use. We are a non-profit organization and would appreciate any discount you can give us toward the purchase of this kind of printer, as it would be tax deductible. Free would be fabulous! Please call at 703/437-7747. All offers considered.

FOR SALE

MacPlus - 2MB, 30MB HD, Fan, 101-key keyboard, external 800K drive, Thunderscan Scanner, case, other accessories. \$1030 or B/O. Brian 301/341-0178

OCR SCANNING

OCR scanning \$0.00 per page. Call Jerry at 703/241-8 6

DONATIONS NEEDED

Macintosh System and all telephones stolen from church and non-profit N.C.S.C. office next door.

Mission San Juan is a ministry to inner city hispanic residents. Late Sunday, April 14th, a break-in occurred at the church office and all the telephones and the Macintosh computer system were stolen and the thieves also broke into the adjacent non-profit office of the N.C.S.C. stealing all of the expensive two-line phones in that office also.

I don't believe either office had insurance coverage. Because of hard times, donations have fallen off and they can not afford to replace the phone or computer systems.

Please consider a tax deductible donation to either or both of these organizations of your Macintosh system or office phone equipment. Thank you!

Contact: Guy Durant at 202/363-0366 for donation information.

DONATIONS WANTED

The Washington Apple Pi office is looking for a typewriter for use in the office, electric or manual, preferably in working order. If you have one you would like to donate, please call the office at 301/6 4-8060.

ENGINEERING CAREERS JOB PLACEMENT SERVICE

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DINOSAUR LOOKING FOR A HOME

Xerox 80 computer, model A, printer too, lots of 8" disks, in service at the British Embassy as recently as 1987. Call Perry at 202/829-8260 or 202/722-4907.

ANYBODY OUR THERE DOING. . .?

I'm interested in talking with anyone doing work in the therapeutic use of computers on the minds of older persons. My special interest is in human memory and other cognitive functions, and how computers can enhance and promote mental functioning. Phil Shapiro, 202/686- 46 (home/office)

FOR SALE

Mac Table 48" \$239; ImageWriter I with Thunderscan \$220; Kayak \$349. Call Joe Klimek, 301/299- 137

This Space for Rent,

Call (301) 654-8060

And... here's Videotex

Videotex...for you?

by Regina O'Hare

The Videotex Industry Association (VIA) defines videotex as "easy-to-use, interactive electronic services for personal use in the home, office, and public locations." Videotex is a rapidly changing industry. It aims to use computers and a variety of communications technologies to bring information and services to the mass market. Tomorrow's interactive systems will use more sophisticated communications technologies than today's copper-wire telephone system.

What's Available On Videotex Systems

The most popular videotex products fall into four general categories. Online users look to videotex services to bring them:

- 1) fast changing information (e.g., news, sports scores, and educational services);
- 2) electronic communications (e.g., e-mail, real time chat, and conferencing);
- 3) transactional services (e.g., banking, grocery shopping, travel reservations, and other product shopping); and
- 4) entertainment (e.g., games - especially multi-user games, horoscopes, and movie reviews).

Many videotex services offer support to pc users. Personal Computing Forums or Special Interest Groups (SIGs) are something like online clubs. People of similar interests exchange information, participate in discussions through public messages, or chat and conference with each other

online. Online forums exist, for example, for people interested in specific types of computers, programming, software, and other computer topics. In these forums, online users find experts who can answer questions about their hardware and software. The online forums help them keep up with the latest products for their equipment. Also, these users can download public domain programs.

Who Offers Videotex Services?

In the United States, most users subscribe to one or more of the national services offered by CompuServe Inc., General Electric's GENie, General Videotex's DELPHI System, Prodigy Services Company, and Quantum Computer Services.

In addition to these five, there are dozens of other online services. Some are national like Minitel Services Company's *Minitel*. Others are local like Bell Atlantic's *IntelliGate* in the Washington, D.C. area.

Many entrepreneurs and larger businesses have become information and service providers (ISPs) on videotex systems. Offering a service on a videotex system lets the ISP deliver products and services to a national and international market quickly and economically.

For example, PC Flowers Inc. markets primarily on the Prodigy service. Prodigy users find PC Flowers on the shopping menu or by seeing an online advertisement. Prodigy mixes ads with its general

information, as magazines intersperse ads with articles. Customers choose floral arrangements from pictures of the bouquets that are displayed with prices and written descriptions. The user then selects the "action" option on their screen. The flowers are shipped through the FTD Mercury Network.

PC Flowers expects to fill 2,000 orders in the first year. The company is one of FTD's top owner-members. The Prodigy service helped PC Flowers enter a market where the average family income is \$70,000.

Firms like PC Flowers, CUC International, American Airlines, Checkfree, and Chevy Chase Federal Savings Bank became ISPs because videotex provides a new direct marketing medium for their products. Many computer hardware and software companies use videotex to offer online support to their customers.

Because of the power of the PC, nearly anyone can become a provider of a videotex service. In fact, several products on the leading videotex services are offered by people who work at home on nights and weekends. While most are not the overnight success of PC Flowers, videotex does offer people a low cost opportunity to run their own business.

Going Online

To become more familiar with videotex, you may want to subscribe to one or more online services. Once you get to "know" some of the people online and some of the products, you will sense which system offers you the online community that will be your "home system." Here is an overview of some of the systems you can explore.

Quantum Computer Services offers four online services (*America Online*, *Promenade*, *PC-Link*, and *Q-Link*). Each service is customized

to particular brands of computers. Quantum took this approach so they could offer each subscriber a communications interface that uses the power of the PC. This approach makes online communications to Quantum's systems as seamless and user friendly as possible. Macintosh users enjoy the familiar Mac environment and ease of use that *America Online* offers. (Don't worry, DOS-lovers. A DOS version will be available by the time you read this article. It is part of the new operating system offered by GeoWorks.) In the meantime, there is always *PC-Link* designed for Tandy computer users or other IBM compatibles, and *Q-Link* for Commodore users. Quantum's newest offering is *Promenade*, customized for the new IBM PS/1. (Contact: Quantum Computer Services, Inc. 8619 Westwood Center Dr., Vienna, VA 22182; 1-800-227-6364.)

Prodigy burst onto the online scene over the last two years. Its

parent companies, IBM and Sears, invested in Prodigy because they saw that videotex would be the 1990's version of direct mail. *Prodigy* delivers news, ads, and mail-order shopping through a PC. Users get the first 30 outgoing electronic mail messages included in that flat fee. *Prodigy* boasts of having over 900,000 members. (Contact: Prodigy Services Co., 44 Hamilton Ave., White Plains, NY 10601; 1-800-PRODIGY.)

Minitel Services Co. (MSC) offers *Minitel*, a communications service designed to connect companies to buyers in world markets. *Minitel* is the French videotex system provided by France Telecom that has been the most successful videotex venture in the world. Used extensively not only in France, Minitel is becoming interconnected with systems throughout Europe and the rest of the world. For the U.S. market, Minitel Services Company uses the Infonet packet network to give U.S. users access to

U.S. based services, and hook directly into the French Minitel system and its over million users and 1,000 services. *Minitel* is accessible by pc and modem, or by a simple videotex terminal. *Minitel* provides free emulation software for IBM PCs or clones, Commodores, Apple II Computers and Macintosh computers. *Minitel* charges a flat per minute usage rate that is billed the user's Visa or Mastercard. (Contact: Minitel Services Company, 2900 Westchester Avenue, #101, Purchase, NY 1077; 1-914-694-6266.)

General Videotex Corporation develops and markets high-quality online information services. These services include *DELPHI*, the highly regarded worldwide online information and communication service. In addition, local services are available in Boston, Kansas City, Miami, and Buenos Aires, Argentina. Some of the products and services available from General Videotex Corporation are electronic

Overview of Selective Online Services

PROVIDER	GATEWAY	USER DEVICE	COST	TO ORDER
Bell Atlantic	IntelliGate	Any PC	.10 - 2.00 min. ^a \$10 sign-up fee, No minimums	1-800-543-8843
CompuServe Incorporated	CompuServe	Any PC	2.00/mo. + Hourly rates based on baud + rates based on services ^a .30 hr telcom service ch. \$39.95 sign - up fee	1-800-848-8199
General Electric Information Services	GENie	Any PC	4.95/mo. ^b Hourly rates ^c No sign-up fee	1-800-638-9636
General Videotex Corporation	DELPHI	Any PC	5.95 - 20.00/mo. ^c 9.00/hr - primetime \$29.95 sign-up fee	1-800-544-4005
Minitel Services Company	Minitel	Apple II, Commodore, IBM and compatibles, Macintosh, Minitel Videotex Terminal	Directory Access - Free Per min. fee ^a No sign-up fee or minimums	1-914-694-6266
Prodigy Services Company	Prodigy	Macintosh or IBM and compatibles	12.95/mo. ^{d,e} \$49.95 sign-up fee	1-800-PRODIGY
Quantum Computer Services	America Online; PC-Link; Q-Link; Promenade	Apple, Macintosh; IBM and compatibles; Tandy; Commodore; PS/1	5.95 - 9.95/mo. ^c 10/hr primetime No sign-up fee	1-800-227-6364

a - varies with services used

b - non-prime time limited services

c - various rate or usage plans

d - includes 30 outgoing E-mail messages per month

e- discounts for prepayment (annual and multiyear)

mail, conferences and forums, Special Interest Groups for computer users and hobbyists, electronic shopping, and interactive multi-player games. (Contact: General Videotex Corporation, Three Blackstone Street, Cambridge, MA 02139, 1-800-44-400)

Also, Bell Atlantic has released *IntelliGate*, which provides easy access to online information provided by Enhanced Service Providers. Bell Atlantic offers its own E-mail as part of its service. (Contact: Bell Atlantic Gateway Service, 13100 Columbia Pike, Silver Spring, MD, 20904, 1-800-43-8843)

Other telephone companies, local governments, and independent entrepreneurs also offer several local services. For example, in the Washington, DC area, Prince George's County, MD is developing a videotex system that will help give the public access to court schedules and records. Accessing this information from the home or office is a great convenience to lawyers with cases in the county.

And of course, don't forget to consider using two other very popular services: *CompuServe* (800-848-8199) and *GEne* (800-638-9636).

In most instances, it still takes a modem and a communications software package to go online. Prodigy, Quantum, and Minitel Services Co. provide communications software that works with their system. This software simplifies getting the PC to access the videotex service.

Not Just For PC Users

Across the United States there are now more than two million videotex subscriptions. Videotex subscriptions increase about 20% per year. In addition, another 3 million households are equipped to access videotex systems, since they have personal computers with

modems. Since over 22 million households have PCs in use, the universe of potential users is very large.

Today, over 98% of subscribers use the PC, modem, communications software, and a telephone line to access videotex services in North America. Over the past year in the U.S. and Canada, more users are purchasing or leasing specialized videotex terminals to access these services. Terminals are offered in Montreal and Toronto (by Bell Canada for its ALEX gateway), in Omaha and soon Minneapolis (by U S WEST), and in Houston and Dallas (by U.S. Videotel). Given the option for a terminal, nearly two out of three subscribers prefer using a terminal rather than a PC to access videotex services. (Over one-third of those leasing terminals also have a PC in their home.) These terminals have a screen, full QWERTY keyboard, and 1200 baud modem. As videotex terminals become widely available, the consumer market reach of videotex services is expected to expand.

A Look At The Future

In the future, new technologies will bring new ways for the videotex industry to offer easy-to-use interactive electronic services. Videotex will evolve through a variety of technologies and their hybrids. Simple terminals, intelligent terminals, intelligent telephones, personal computers, interactive television based game players, and others are all important user devices.

One example of a company that uses innovative communications technologies is Videoway of Montreal, Quebec. Videoway is a subsidiary of the largest cable TV operator in Canada. The company offers a telecommunications system that allows service providers to deliver television and data services to cable TV subscribers using one-way or two-way modes. A similar

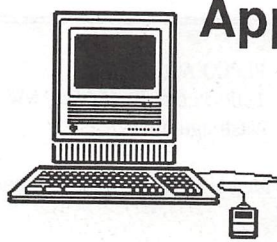
effort using the broadcast spectrum is being explored in the Washington, DC area by TV Answer, pending FCC approval.

The use of broadcast technologies isn't the only exciting development that will enhance the power of videotex. As fiber optic lines are installed to the home, interactive services will be able to deliver photographic images, full motion video, and high fidelity sound.

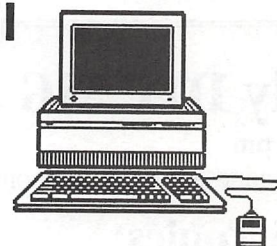
Videotex harnesses the power of the PC by connecting it to the rest of the world. If you would like to see the variety the industry offers, come to the exhibit at the VIA's Annual Conference in Crystal City, VA (June 19-21). To learn more about becoming a videotex information and service provider, contact: Opportunities in Videotex, The Videotex Industry Association, 8403 Colesville Road, Suite 86, Silver Spring, MD 20910, (301) 49-49.

(Regina O'Hare is the Director of Membership Services at the Videotex Industry Association. The VIA is a non-profit association formed to assure the success of businesses and individuals in North America that are involved in the videotex industry.)

[Ed.—this article was forwarded to us by the Meeting Director of the Videotex Industry Association, who felt that it might be useful and helpful to members of WAP to know more of what they are about. There are many things to be said about the variety of services offered in this format (opinions in the Mac community about Prodigy, for example, tend to be highly critical), but we agree that our readers should know more about what the rest of the world is doing. The VIA conference in Crystal City, to be held on June 19-21, might be a good way to start.]



Apple Macintosh/Apple II Group Purchase



Project 400 +

Looking for an Apple Computer or Software at the best possible price?

Members of Washington Metropolitan Area Computer User Groups (i.e. WAP, BRMUG, GRAMA, NASA MUG, and the Pentagon MUG just to mention a few) are combining their buying power to buy Apple computers and Software. The objective is to have the next 100 firm commitments to buy Macintosh/Apple II computers by the end of April 1991. The first 200 have already been ordered and delivered from an authorized Apple dealer and also a local dealer.

The new low-priced Macs are here. All of Apple Computer's products are available as well as many third-party peripherals.

Software is now available! Prices less than mail order.

Manny De Vera (703) 818-9626

Craig Hirai (703) 506-0861



ONLINE EXPOSITION



Try out online services before you subscribe. See how you can use online services even if you don't have a personal computer.

Preview services for the home and office -- from the United States, Canada, and Europe.

Access online services that provide banking, news, PC hardware and software support, financial information, shopping, forums on hundreds of different topics, games, education information, health & nutrition guidance, sports, electronic white pages directories, movie reviews, travel information & reservations, E-mail, food & wine information, and much, much more.

Come to the Videotex Exposition of the 1991 Videotex Industry Association's Annual Conference & Exposition -- June 19, 3:30 pm - 7:30 pm; June 20, 11:00 am - 1:15 pm; and June 21, 11:00 am - 1:30 pm at the Hyatt Regency Crystal City, 2799 Jefferson Davis Highway, in Crystal City, Virginia. For additional information, contact the VIA at 8403 Colesville Road; Suite 865; Silver Spring, MD 20910-3368, Phone: (301) 495-4955.

Videotex Exposition -- Admissions Ticket -- \$5 Admits One

Completed coupon entitles bearer to special admission price.

Please bring to Exposition or mail with payment by Thursday, June 13

Name: _____ Title: _____

Company: _____

Address: _____

City: _____ State: _____ Zip: _____ Phone: _____

Online Interest: ☐ Personal ☐ Business ☐ Both

Online Service(s) you use: _____

Personal Computer used at home: ☐ Apple II ☐ Macintosh ☐ Commodore
☐ IBM or compatible ☐ Other _____ ☐ None

The Desktop Publishing Special Interest Group presents:

Monthly DTP SIG Meetings

7:30 to 10:00 pm

and the first Wednesday of every month

PEPCO Auditorium
1900 Pennsylvania Ave. NW
Washington, DC

Metro: Farragut West —Blue/Orange line

Future Topics:

June 5: Aldus Update—FreeHand 3.0, PageMaker 4.01, Aldus Additions, Scitex & more.

July 3: Quark Update—XPress 3.1, XPress XTensions, XPress PC & more.

August 7: DTP: Dismal Token Pay—discover the awful truth and what to do about it.

Desktop Publishing Seminars—Spring '91

DTP SIG Chair: Tom Piwowar

Seminars Chair: Barbara Schuell-Jenkins (301) 270-0997

Adobe Illustrator 3.0

Saturday, June 1, 10:00am - 1:00pm

George Venable, Sr. Scientific Illustrator at the National Museum of Natural History, will clue you in on the new features of Adobe Illustrator 3.0. This hands-on demo will save you a lot of headaches!

WAP office
7910 Woodmont Ave. #910
Bethesda, MD

Targeted Graphics

Thursday, June 6, 6:30pm - 8:30pm

Melinda Bremmer of Bremmer & Goris Communications will uncover major sources of visual miscommunication. Subjects include: the psychology of graphics, effective communication, and logo design.

West End Library
1101 24th St NW, DC

Video Imaging & Adobe PhotoShop

Tuesday, June 11, 1991 7:00pm - 10:00pm

and again

Saturday, June 15, 10:00am - 1:00pm

Larry Ravitz, painter, sculptor, and computer artist, will demonstrate tips and tricks for importing video camera images into desktop publishing documents. The demo will make extensive use of a pressure sensitive sketch pad and Adobe PhotoShop for image manipulation.

Registration limited to 10 per session.

111 Lee Ave. #409
Takoma Park, MD

Registration Desktop Publishing Seminars—Spring '91

- The DTP SIG reserves the right to cancel any seminar. Registrants for a cancelled seminar will be notified by phone and their fee refunded.
- Registrants must cancel in writing at least 10 days prior to the seminar date. Registrant's cancellation results in a credit not a refund. Substitutes encouraged.
- Registration deadline: 10 days prior to seminar date. No late registrations accepted.
- Registration limited to 15 people per seminar, unless otherwise indicated.

For further information call Barbara Schuell-Jenkins at (301) 270-0997.

- Make checks payable to the Washington Apple Pi.
- No purchase orders.
- One form per person—make copies for multiple registrations.

Please complete and mail to: Barbara Schuell-Jenkins
111 Lee Ave. #307
Takoma Park, MD 20912

Name: _____

Address: _____

Phone: _____

Best time to call me: _____ Total enclosed: \$ _____

☐ WAP member, \$25.- per seminar

Member Number: _____

☐ Non-member, \$35.- per seminar

☐ Request info on joining WAP

Seminars to be attended:

☐ Adobe Illustrator 3.0 6/01

☐ Targeted Graphics 6/06

☐ Video Imaging/Photoshop 6/11

☐ Video Imaging/Photoshop 6/15



Mentor and Protege Survey Form

Name: _____ Home phone _____

Address: _____ Work phone _____

Please indicate your desire to participate in the Mentor / Protege Program.

I desire to participate: ☐ As a protege ☐ As a mentor

I prefer my mentor/protege to be based on one or more of the following:

We will try to accomodate your preferences.

Please identify appropriate
interest or information below.

- ☐ special interest or SIG
- ☐ geographical location / residential area
- ☐ profession / work experience
- ☐ random selection / no preference
- ☐ Within same WAP SLICE
- ☐ Outside my SLICE
- ☐ Same sex
- ☐ By name request
- ☐ Same type of Apple/Mac

The type of Apple or Macintosh computer I have is:

I am a member of the following SIGs:

Please check the following if you are interested.

- ☐ Participating in a Pi ski trip
- ☐ Attending a family picnic/outing to the National Zoo
- ☐ Attend Rock 'n Roll Party

Please mail this questionnaire to the Pi Office: 7910 Woodmont Avenue, Suite 910, Bethesda, MD 20814. If you have any questions or suggestions please call Manny De Vera (703) 818-9626 or at work (703) 325-4994 between 12 and 1 o'clock. You may also call David Wood (301) 827-8805.

On the learning curve...

Tutorials — June

by Keith Malkin

Have a new computer, but don't quite know how to use it? Want to learn a specific program, such as Word, Excel, or AppleWorks? Whether you're a novice or an old pro exploring new subjects, the Washington Apple Pi Education & Training Program has something just for you. We provide a number of classes for WAP members on a regular basis. Not a member? We have training for you, too— it's just a little bit more expensive. Please read on for all the important details. We've provided complete course descriptions for the Macintosh tutorials, and a general description for the Apple II courses. Unless otherwise indicated, all class sessions are scheduled for three hours and will be held at the WAP office in beautiful downtown Bethesda.

We urge you to bring your computer with you to most 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. Please note that some classes, conducted in the seminar format, do not require you to bring your computer.

Occasionally, the WAP class schedule changes due to circumstances beyond our control. 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 regret any inconveniences that may arise.

Payment for Courses

The fees for each session are generally \$1 for members, \$20 for nonmembers. Please refer to the specific class description for exceptions. Mail or phone in your registration to

the WAP Office. Preregister for the class or classes you wish to take by either sending in the registration form or by phoning your registration into the office. Please do not ask any of the Education Program volunteers to register. If you've signed up for a class and need to cancel, please do so two business days before the class, otherwise we cannot refund your money.

Volunteers and Instructors

Please send your ideas, comments, or suggestions to us. You can write to me, Keith Malkin, at 90 Draycott Court, Burke, VA 2201-323. We need your enthusiastic support and creativity to make the Washington Apple Pi Education & Training Program a success. Let us know:

- What courses, seminars, or workshops you would like to see offered
- Which subjects or software packages you want covered in a tutorial
- When are the most convenient times for you to attend a class
- Where is the most convenient area for you to attend a class
- What course, seminar, or workshop you would like to teach. We are always looking for instructors, seminar leaders, or teachers. If you have a subject or software package you would like to teach, please call Bob Morris at (301) 963-3129 (h) or (301) 01-7814 (o). (Instructors are compensated for their time, effort, and expense.)

We wish to embark on a rather ambitious program of expansion. Our goal is to create a classroom laboratory environment within WAP, complete

with a generous complement of hardware and software. (No more lugging your Mac to class!) The only way we can accomplish this objective is by publicizing and promoting the wonderful, low-cost training we provide to WAP members and the community at large. So 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. We do not need a heavy commitment, just a few hours each month. Call me at (703) 03-369, (9AM—6PM)

Apple II GS Tutorials

We're providing the Apple II GS Introductory Tutorials, as a three-part series in June. The courses are held each of the first three Tuesday evenings in June from 7:00 to 10:00 PM. at the WAP office. The dates are: June 4 for Part I (course # GS 10691), June 11 for Part II (course # GS 20691), and June 18 for Part III (course # GS 30691).

You may sign up for just one, or for all three, if you wish. Of course all three courses provide you with the most benefit. These classes are designed for beginners, not experienced users.

Macintosh Tutorials

Introduction to Macintosh, Part I (Course # M10691). 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 class. You'll learn each of the components of your Macintosh, both hardware and software. You'll discover what the System, finder, Icons, the Active Window, 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, June 10, 1991, 7:00 PM—10:00 PM.

Introduction to Macintosh, Part II (Course # M20691). 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, June 17, 1991, 7:00 PM—10:00 PM

Introduction to Macintosh, Part III (Course # M30691). 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, June 24, 1991, 7:00 PM—10:00 PM.

Advanced Microsoft Excel (Course # ME30691). This class is for experienced Excel users. Topics will include: formulae, macros, advanced features, and real world applications. Materials required: Your Macintosh, external drive or hard drive, startup disk, and your copy of Excel. Course Date: Saturday, June 8, 1991, 9 AM—12 NOON

Seminars These classes do not require you to bring your computer.

All About Telecommunications (Course # TC20691). This class is intended for beginners and experienced Macintosh users alike. An overview of telecommunications will be provided, including teleconferencing, electronic bulletin board systems (BBSs), E-Mail, Macintosh hardware, software, and on-line services. Course Date: Tuesday, June 2, 1991, 7:00 PM—10:00 PM

Introduction to the Washington Apple Pi Teleconference System (TCS) (Course # TC10691). This class is designed for telecommunication novices or new WAP members. While

primarily intended for Macintosh users, much of the material will be relevant to Apple II users. This is the perfect seminar for those of you wanting to enjoy the many benefits of the WAP TCS. Topics for discussion will include how to apply for a password, sign on, configure a user profile, read messages, leave messages, reply to messages, upload, download, or transfer files, and use Librarian. Additional subjects will also be covered including telecommunications programs, bulletin board systems (BBSs), and online services, such as GENIE. Course Date: Saturday, June 29, 1991, 9 AM—12 NOON

An Overview of System 7.0 (Course # OS10691) An introduction to the new Macintosh Operating System, its features, characteristics, and ramifications. Topics will include virtual memory, multitasking, interapplication communication, TrueType, and the new features of System 7. Course Date: Wednesday, June 26, 1991, 7:00 PM—10:00

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 _____ 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 _____

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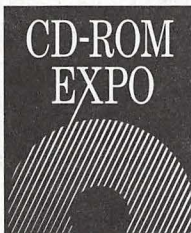
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111 Speen St., P.O. Box 9107, Framingham, MA 01701 or
FAX to 508-872-8237

CD-ROM Expo is produced by World Expo Corporation, an International Data Group company, the world's leader in information services on information technology.

APPLE II DISKS

THESE ARE ALL .2" 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 Spreadsh (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* Zephyr 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 Ngurct 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 Guantlet and Caverns of Langst
EAMN-18* Future Quest and House of Secrets
EAMN-19* Sewers/ Chi / Slave Pits of Kzorland
EAMN-20* Lifequest 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 Computator. 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 Glat 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 Cataloger 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 (138/143)
UTIL-07 Utilities I and J (44/77)
UTIL-08 Mach. Lang. Utilities and One-Key
UTIL-09 DOS
UTIL-10 Beginners Choice / Intermediate Utils.
UTIL-11 Diversi Copy and Diversi DOS (45/
UTIL-12 130)
UTIL-13 Additions to ProDOS and Zap Utility
UTIL-14 Utilities A (ProDOS) and File Cabinet
UTIL-15 Imageworks (174/807)
UTIL-16 DOS 3.3 System Master and Tutorial
UTIL-17 Visi-Trend / Visi-Plot and Calculink
UTIL-18 AppleSoft Tutor and Picture Packer
UTIL-19 AppleWriter Utilities (168)
UTIL-20 AppleSoft Programs and Love's Follies
UTIL-21 "Old" New Member's Disk (134)
UTIL-22 JoyReader (Shareware) (819)
UTIL-23 Large Type JoyReader (SW) (823)

APPLE IIGS DISKS

THESE ARE ALL 3. " DISKS

IIGS SYSTEM DISKS (2 DISK SET \$6)

GSAS-01 System Disk V. 5.0.4
GSAS-02 System Tools V. 5.0.4

IIGS COMMUNICATIONS

GSCM-01B FreeTerm GS (2003)
GSCM-02A SnowTerm

IIGS DESK ACC. (8 DISK SET \$30)

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

IIGS FONTS (10 DISK SET \$30)

GSFT-01 Fonts A-1
GSFT-02 Fonts A-2
GSFT-03 Fonts B-1
GSFT-04 Fonts B-2
GSFT-05 Fonts C-1
GSFT-06 Fonts C-2
GSFT-07A Fonts D-1
GSFT-08 Fonts E/F-1
GSFT-09A Fonts G-1
GSFT-10 Fonts H-1

IIGS GAMES (21 DISK SET \$63)

GSGM-01 Mean 18 Golf Courses 1 (2007)
GSGM-02 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 v.2.0

IIGS GRAPHICS (20 DISK SET \$60)

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 Modulæ
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
GSGX-19 PSGS Graphics 3 - Mono
GSGX-20 Marilyn Monroe Slide Show

IIGS HYPERSTUDIO (16 DISK SET \$48)

GSHS-01 HyperStudio System - Demo
GSHS-02 HS Demo - Demo Version
GSHS-03 HS Sounds - Demo Version

FOR YOUR REFERENCE - THE NUMBERS SHOWN IN PARENTHESES () AFTER THE DISK NAMES ARE THE OLD DISK NUMBERS

FOR YOUR REFERENCE - THE NUMBERS SHOWN IN PARENTHESES () AFTER THE DISK NAMES ARE THE OLD DISK NUMBERS

GSMS-04 More Stacks - Demo Version
 GSMS-05 More Stacks 2 - Demo Version
 GSMS-06 Video Demo - Demo Version
 GSMS-07 Com Stack - Demo Version
 GSMS-08 MUG 087 - Demo Version
 GSMS-09 USA - Demo Version
 GSMS-10 Hs Art 2 - Demo Version
 GSMS-11 Misc. HS stacks 1
 GSMS-12 Misc. HS stacks 2
 GSMS-13 Arizona Stack Disk 1
 GSMS-14 Arizona Stack Disk 2
 GSMS-15 Photography Stack 1
 GSMS-16 Photography Stack 2

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-08A Finder Icons 8

IIGS MUSIC (11 DISK SET \$33)

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 (11 DISK SET \$33)

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

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 /// 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

/// 3E2P & AW TEMPLATES

3AWZ-01 AW - EZP Bus Templates
 3AWZ-02 Checkbook Plus by Lomartire

/// 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 /
 Auto BASIC Editor by Boston

/// GAMES

3GAM-01 Games 01 (1001)
 3GAM-02 Games for Kids (1007)
 3GAM-03 Cap'n Magneto - Revised 1/89

///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 Trixemap Demo / Mask Demo
 3GRX-22 Tmem Demo / Treets 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

/// INFORMATION

3INF-01 A WAP III SIG PD Catalog - 7/1/90
 3INF-02 A New Member's Disk - 7/8/90
 3INF-03 Best of MAUG (1008)
 3INF-04 Best of The Source (1009)
 3INF-05 Best of TAU (1010)
 3INF-06 Best of ATUNC (1055)
 3INF-07 Best of III's Company - Disk 01
 3INF-08 Best of III's Company - Disk 02
 3INF-09 The Best of Bloom (1035)
 3INF-10 Import's Corner by Bloom (1096)
 3INF-11 Phase III Conference Plus! (1047)
 3INF-12 Best of Ottalini - Disk 01 (1040)
 3INF-13 Best of Ottalini - Disk 02 (1058)
 3INF-14 Best of Ottalini - Disk 03 (1059)
 3INF-15 Best of Ottalini - Disk 04 (1087)
 3INF-16 Best of Pair BBS
 3INF-17 Reviews by Bloom
 3INF-18 III Cheers (Boot and Program)
 3INF-19 III Cheers (V 1 and 2)

/// MISCELLANEOUS

3MSC-01 File Cabinet / Sort Directory (1046)
 3MSC-02 Contributions - Disk 01 (1053)
 3MSC-03 Contributions - Disk 02 (1061)
 3MSC-04 Contributions - Disk 03 (1086)
 3MSC-05 Le Grayhaven Cookbook Plus!
 3MSC-06 Double Boot - SOS and ProDOS
 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 Plus Demo - Pascal
 3MSC-11 Best of Salerno
 3MSC-12 Apple II Boot Disk

/// REPAIRS

3REP-01 Apple 3 Diagnostics - Disk 01 (1013)
 3REP-02

3REP-03 Apple 3 Diag - Disk 02/Block Edit
 3REP-04 Repairing your Apple III (1088)
 3REP-05 Brain Surgeon (1089)
 3REP-06 Disk Map (1090)
 3REP-07 Disk Check and Pro Health (1091)
 3REP-08 Vindicator and Catalyst Fixer (1092)
 3REP-09 Block Editor and Block Byter (1093)

/// TELECOMMUNICATIONS

3TEL-01 Telecom - Disk 01 (1063)
 3TEL-02 Telecom - Disk 02 and Access III
 3TEL-03 Telecom - Disk 03 (1065)
 3TEL-04 Kermit III (1066)
 3TEL-05 XModem III (1067)
 3TEL-06ATerminALL Manual - 7/89 (1032)
 3TEL-07ATerminALL Program - Revised 1/89
 3TEL-08 WAP TCS Disk

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3UTL-01 System Utilities and Data (1004)
 3UTL-02 Apple II Emulation - Disk 01 (1043)
 3UTL-03 Apple II Emulation - Disk 02 (1044)
 3UTL-04ASOS Drivers - revised 9/90 (1052)
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 3UTL-07 Programmers Power Tools (1056)
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 3WDP-03 Ink Well Manual (1029)
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2APS-01 System Disk - Utilities V. 3.1

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2EDU-01 Newton's Apple / Cocaine & Teeth

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2TEN-01 IIGS-GSOS-About-Index
 2TEN-02 Ilc-Ile-IMWR - etc.
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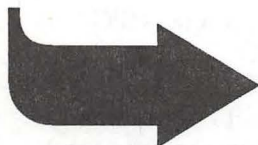
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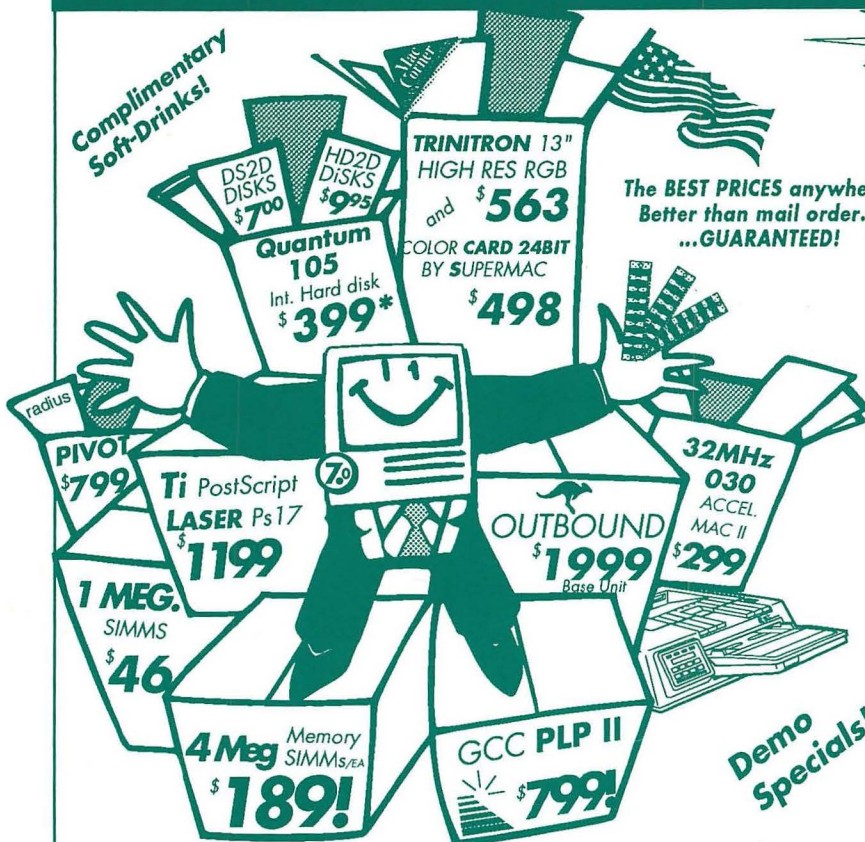
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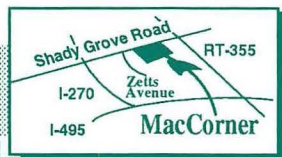
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