

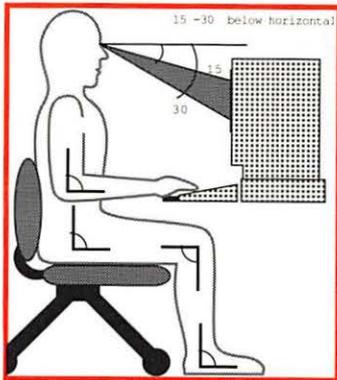
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The Journal of Washington Apple Pi, Ltd.

Volume 14, Number 3

March 1992



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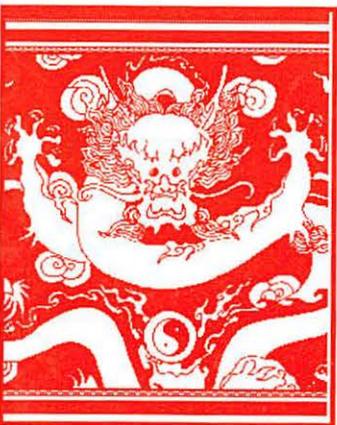
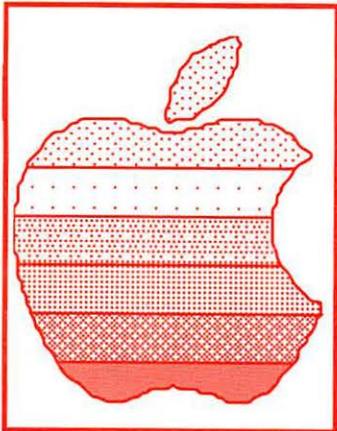
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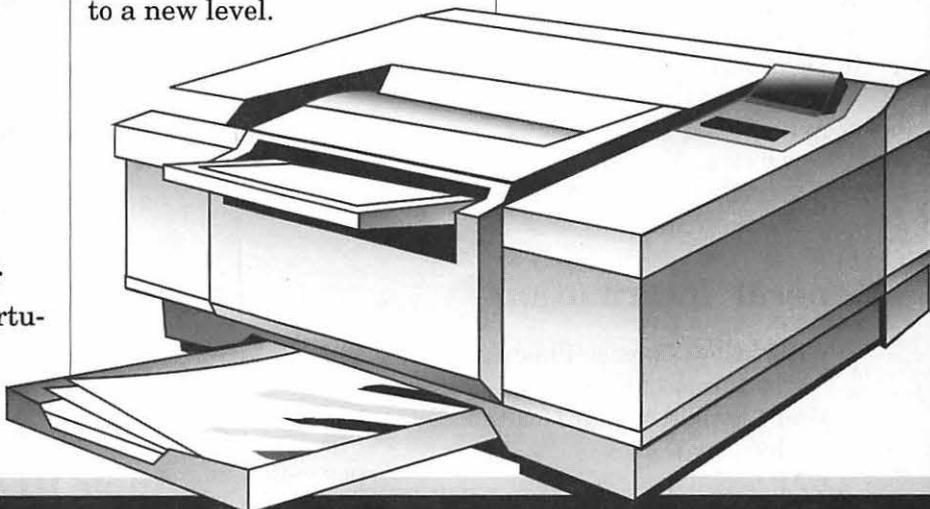
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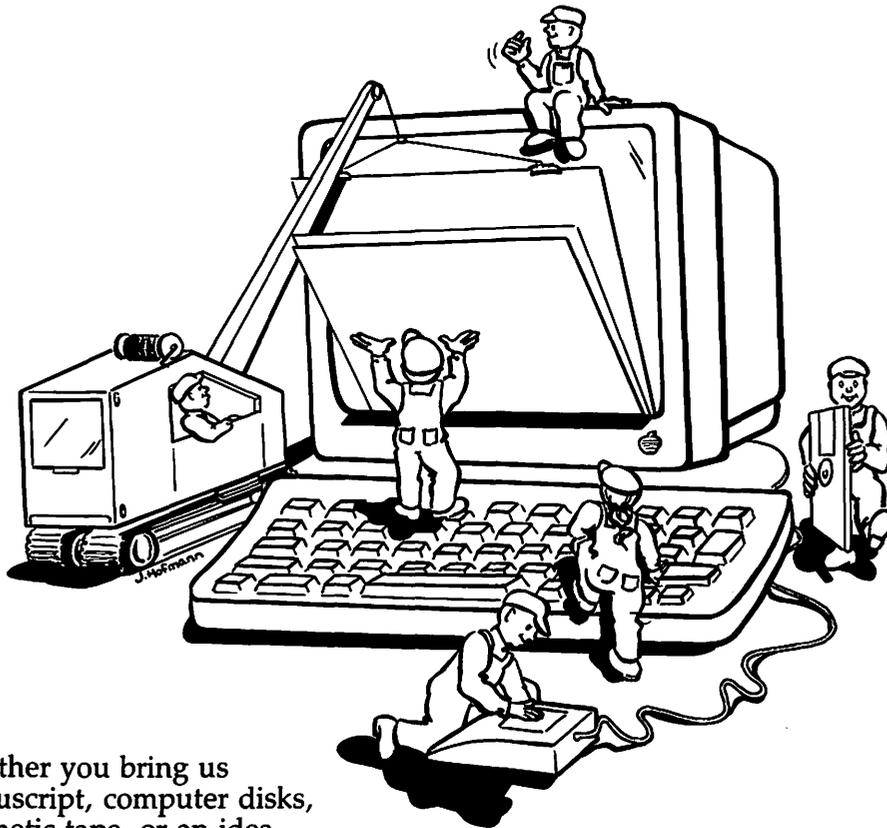
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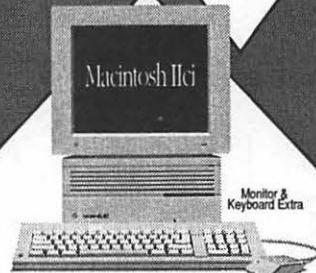
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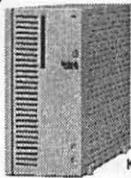
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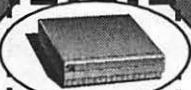
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# SIG's and Slices

## EdSIG

by Phil Shapiro

### January EdSIG Meeting Minutes

Several fresh new faces joined the EdSIG regulars at the January meeting. Apple II enthusiast Bill Herman, an elementary school teacher at Capitol Hill Day School, contributed insights to our meeting. And Linda Williams, with her husband Norm, asked lots of pertinent, incisive questions. Linda teaches French and Latin at the high school level.

Continuing our series of telecom mini-tutorials, we connected to several local bulletin boards and national services. Then we discussed the pros and cons of the various pricing schemes, comparing the flat-rate services to the hourly-rate services.

While doing some searches in Grollier's on-line encyclopedia we wrote down the titles of some inter-

esting books which were cited at the end of the encyclopedia articles. We then logged off GENie and logged onto the Montgomery County public library Public Access Catalog (PAC). The PAC is a free bulletin board, open for anyone to call. Using the PAC is much like using any computerized card catalog. The big advantage, though, is that you can capture all the information from your searches, allowing you to compile your own reading lists. You can also use PAC to check whether the book you're looking for has been signed out or not. PAC's phone number is: (301) 217-3906.

There are several other local bulletin boards that might be of interest to metro area teachers. The National Science Teachers' Association bulletin board can be reached at: (202) 328-5853. The downloads are mostly MS/DOS public domain files. But the message areas and text files are generic to all computers.

The Department of Education's Office of Educational Research and Improvement (OERI) bulletin board has scads of interesting text files to download. This bulletin board can be reached at: (202) 219-2011, (202) 219-2012, or (800) 222-4922, for long distance callers. (Note: their Apple II public domain programs are poorly organized and bug-ridden.) A better source of public domain educational programs is the Pi's own TCS (teleconference system) or the GENie information service. At last count, GENie had about 16,000 Apple II files for downloading.

In the past few weeks several Pi members have called to ask me to recommend a good grade management program for their Apple II. Computer teacher Grace Gallagher has done a thorough investigation of Apple II grade management programs and recommends a program entitled *Gradebusters 1-2-3*, published by Grade Busters Corp. of



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To receive further information about *Gradebusters 1-2-3*, you can call Grace at her home: (703) 491-2770. (Please do not call after 9 PM, though.) A Macintosh version of *Gradebusters 1-2-3*, entitled *Making the Grade* has recently been released. Grace has information about this program, too.

For a comparative evaluation of ten Apple II gradebook programs, see the article in A+ magazine: "Grading the gradebooks; taking a look at the top ten gradebook programs." Oct. 1988, page 38(8). 40Q1698

We ended the meeting with a short talk about the functionality of 300 baud modems. While these modems are often sold second-hand for \$5 or are given away free, they still have possible uses in educational settings. One possible use for these modems is direct-dial on-line chats. Kids get a big kick out of typing questions back and forth to one another across town. If you know of anyone with some 300 baud modems they're not using, please remind them that schools are always appreciative of donated hardware. EdSIG would be more than happy to help place donated modems

in local schools. Donated modems may be dropped off at the Pi office or given to office manager Beth Medlin at the WAP General Meetings.

For further information about upcoming EdSIG meetings, please call Phil Shapiro at: (202) 686-5465 (home/office).

### Columbia Apple Slice

#### Apple II by Tom Cook

The Apple program at the January Columbia Slice meeting was a presentation of some ShareWare programs available for the Apple IIGS. Andy Wakshul demonstrated several of his favorite ShareWare games and utilities. The games included *Dr Mario* and *Tetrotrix* from France. Both of these games are *Tetris* clones. He also demonstrated the use of *Vaccine II* which is a FreeWare virus checker. Several desk accessories were also demonstrated and discussed, including: *About Today*, *Paper Saver*, the *Bounce Screen Blanker*, and *Lithium*. *About Today* is a desk accessory which lists events in history for the current date. *Paper Saver*

allows one to perform forward and reverse form feeds on an ImageWriter printer in order to save paper. *Lithium* saves your battery RAM settings to a disk file to allow one to restore the current settings in case of battery failure. Tom Cook presented a demonstration of *Carte Primus* which is a ShareWare set of card games. The card games on the disk are cribbage, gin rummy, hearts, pinochle, and pitch. Bill Campbell gave a demonstration of *Twilight*. *Twilight* is a CDEV screen blanker.

### Apple II GS SIG

#### by Paul Tarantino

#### January Meeting Report

We had a pretty good crowd for our meeting at NIH in Bethesda; Maximum Leader Gary Hayman, recently returned from whatever it is that he does in Switzerland (theories abound but they will be the subject of future articles) began the meeting with an appeal for presentation topics and presenters for future IIGS SIG meetings. Volunteers are always welcome; razzle-dazzle

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public speaking skills and encyclopedic knowledge of your subject are not required. What have you learned lately about your computer? We'd like you to share that!

Our discussion took a side turn to continue a topic from the Saturday meeting, namely, what goes where on a hard drive. Chalk firmly in hand, Gary reminded us of some of the constraints of our system software (actually of P8/ProDOS), which limit the IIGS user to hard drive partitions of 32 MB or less and a maximum of 51 files or folders in a root directory. This means that a 105 MB hard drive (HD) for a IIGS can be partitioned into 32, 32, 32 and (approximately) 8 MB partitions (more partitions if you have a RamFAST SCSI card). Because many HD volume recovery programs can have difficulty in reconstructing a damaged root directory, it was recommended that most program and data files be installed at least two directories deep on any HD partition (except, of course, for those files which the system has to see in the root directory of the boot drive, i.e., /System, /Icons, Basic.System, and Basic.launcher.

Which brings us to the main topic of the evening. (Stay with me on this...) Frequent users of the IIGS Finder and Desktop may have noticed how tedious it can get to keep opening and closing windows to find and launch application programs buried several layers deep. Even with an accelerator, the re-drawing of all those nested windows can seem slow. Program launching utilities of many types exist to relieve this nuisance; the most popular of these is ProSel 16, and Neil Laubenthal was there to tell us about a few of its many glories.

ProSel (the PROgram SElector) began life as an 8-bit program for all Apple II's; the 16-bit incarnation has been around for a few years, and author Glen Bredon (who also wrote the Merlin assembler and lots of other good stuff for Apple II's) has modified

and improved the program literally dozens of times since it was introduced (We are up to version 8.70 and counting). ProSel 16 is a text-based program selector for the Apple IIGS, which also includes a comprehensive set of disk and file management utilities, plus several extraneous but powerful extras, such as an appointment calendar and an RPN calculator.

As Neil demonstrated, the basics of using ProSel 16 to set up a custom menu of selectable programs or other executable files are pretty straightforward. With a bit of research into the manual and some experimenting with the sample screens on the program disk, your menu screens can be customized in many ways, with Mousertext characters, boxes around your "special" files, and a wide range of color choices for text, background and borders. (Check out the article in the October '91 Pi Journal for lots of handy hints on menu screen design.) Neil has used ProSel 16 to build separate custom menus for several categories of programs and other executable files (like ProSel scripts, a topic in itself) on his hard drive, as well as a special menu display for his young son, with just the programs that he likes to use.

As even its greatest devotees agree. ProSel 16 is a very powerful program with really frustrating documentation. Because ProSel has evolved over many years and iterations, adding capabilities right and left on the way, the documentation is a real patchwork; even the bound documents that come with the current version (much improved beyond the earlier on-disk text file) is kind of like a scavenger hunt. Everything is in there, but it sure is hard to find all those neat tricks on your own. Seasoned users suggest that you read the book many times (maybe with a highlighter and some Post-its readily at hand). Frequent browsers in the documents are often heard to exclaim "Aha!" at random intervals.

Because ProSel 16 gets updated so frequently, it's great that Mr. Bredon distributes those updates freely through commercial and other bulletin board services (like the TCS). Update files can be easily downloaded and decompressed, and then run to update a copy (I say again, a copy) of your original ProSel floppy disk, although the update routine will at one point want to see your original disk, to verify that you have one (it's not nice to fool Mr. Bredon). Once updated, the ProSel files can easily be copied onto your hard drive, where all your custom screens and parameters and such will remain undisturbed.

Neil concentrated on the file selector portion of ProSel. He would have needed a long weekend to address all the utilities and other goodies that come in the package; some of these will doubtless become topics for future meetings.

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by Seth Mize

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## What Do We Do Now, Carmen Sandiego?

by Karen L. Evry

So you say you have been playing Carmen for years? You've solved many puzzling crimes in the far corners of the U.S., the world, the mists and eddies of time and history, and had countless hours of fun in the process. You've used the reference books provided with the software and now know the flags of nations and location of the White Mountains (New Hampshire). So, what now? Carmen Sandiego's (C.S.) concept goes beyond the playing of a computer game.

If you think that your experiences with Broderbund's software series has made you a Geography or History Wizard, you may be mistaken. There is so much more territory to be covered. The variety of Carmen-related activities opens up a whole universe! Parents—have you ever played the game \*Where In The House Is Carmen Sandiego?\*

On a simple level, it is a lot like Twenty Questions — only you can customize it with your own rules. Who says you need to have a computer? Finding and figuring out verbal clues or written ones placed around the house could be more fun than an Easter Egg hunt!

Teachers have lots of opportunities to work Carmen into a variety of subjects. In the school where I teach, some Fifth Grade teachers are planning a Carmen Sandiego Day (a tradition begun some years ago)! The computer games will be played a lot, but other activities might include:

- 1) Students dress up as detectives or members of Carmen's gang. They pretend to be the Chief, Patty Melt, Benjamin Hana, Venus Pencil, or any of the supporting characters.
- 2) After priming the students with a videotape of the C.S. Quiz Show from PBS (top notch entertainment

by the group Rockapella), students can play their own version. In fact, by hitting the "pause" button on the videotape, it is possible to play along with that game!

- 3) Math can be worked into a round by reckoning distances between cities, states and countries, plotting grid lines on maps, converting currencies, building timelines, using maps, atlases, globes, history books, mileage charts and tables, or daily newspapers (for current monetary exchange rates). Teachers love these. There is always a question or two on the standardized tests that use charts, graphs or tables. Social Studies and Math are combined, providing an opportunity for "whole language" teaching.

- 4) Students improve their writing skills while having fun by relating the events and characters encountered in the computer game. Taking notes as a game progresses teaches organizational skills and outlining. A student can imaginatively build up the characters from the game and extrapolate details from the events. New characters can be invented, as well. Cooperative learning and group process learning can be enhanced by students working in small groups of three or four to develop a dramatic presentation based on a game they have played and then present it to the class to solve. This could make for a very interesting week at school! This may not be Great Performances, but it certainly is a welcome change from ditto sheets! English and Drama classes can easily adapt the "Carmen" theme to create literature and poetry, put performances on video tape to show other classes, and, of course, much

of the writing can be done on the computer. Hypermedia programs like Super Story Tree and Hyperscreen (from Scholastic) can be used by the students to create original "Where in the..." games with their own characters. They could even put themselves in the games they create!

- 5) Science class can make use of Carmen and her gang to discover the workings of inductive and deductive reasoning. This can be segued into an exploration of the scientific method by playing the game as a class and noting each procedural step on the blackboard. Once again, real-world activity is worth a lot more than rote memorization of abstract "steps."

- 6) Reading activities are natural outgrowths of almost all of the preceding C.S. activities. Besides the geographical and social research material that comes with the software, graphs, charts and maps need to be interpreted, programming instructions need to be understood, tables looked up, and stories devoured. This is the synthesis of information, and it, in turn, leads to more reading. Curiosity piqued leads to more questions, which lead to more learning.

Can a whole curriculum be built around Carmen? For a while, yes. The possibilities are certainly without limit. Looking for Carmen Sandiego? Just imagine what else can be turned up in the search!

*Karen Evry currently teaches Fifth Grade in Stafford County, Virginia, where computers are used for a lot more than just teaching about computers.*

# Your Computer — Your Health

by Jon Slobins

On November 12, 1991, I attended a two-hour Kaiser Permanente "Be Well" class on the subject of computer-related vision and posture problems. The class, held at Kaiser Permanente's Kensington Medical Center, was conducted by Dr. James Colgain, Kensington's Chief of Optometry, and Marjorie Koutsandreas, a registered physical therapist. The following article consists of my notes from the class — so any errors or omissions are mine.

First the good news. There is no evidence that VDT's (visual display terminals) cause cataracts or other visual problems. You get more ultraviolet (UV) radiation from taking a walk at lunch without anti-UV sunglasses than you get from a computer screen. Furthermore, there is no evidence that color monitors have a different effect on eye health than monochrome monitors.

But! People who *already* have vision problems can find those problems intensified by computer work. Similarly, bad furniture and equipment arrangements when sitting at a computer can intensify posture-related problems. But in this case, problems can also be *caused* by these poor arrangements.

Common problems for computer users fall into two main areas:

- Visual
- Musculoskeletal

Factors in maintaining health in a computer environment:

- Lighting
- Glare reduction
- Proper lower back support

- Detachable keyboard
- Document holder

Some signs and symptoms of visual problems:

- Headache
- Blurry vision
- Difficulty in focusing
- Irritated eyes
- Decreased blinking

Lighting and glare:

- Office lighting levels (most offices have twice the light level needed for computer work)

- The visor test
- Dark screens reflect glare

A light background (wall) and a dark computer screen (or, conversely, a dark wall and light screen) are bad for your eyes, because your eyes are trying to cope with two different levels of illumination at once. An exaggerated example of this would be trying to see who's holding a flashlight aimed into your eyes while you are both standing in otherwise total darkness.

Glare reflects from a dark screen much more strongly than from a light screen (which gives Mac and Windows users an advantage over users of other computers because graphic user interfaces (GUI's) tend to illuminate so much of a screen). Setting a background to a brighter (lighter) level helps reduce glare, but a light background with light letters (as is possible in the MS-DOS environment) reduces contrast and makes the screen resolution worse.

To determine the degree to which glare is a problem in your current computer setup, place a flat mirror

against your computer screen and move it around on the screen (you may have to do this at different times of the day if you are near a window, since the sun can have an influence on glare). If you see any sources of illumination in the mirror (sun, light bulb, glowing radioactive mutant), you have a glare problem.

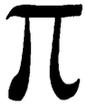
## Anti-Glare Screen Attachments:

Two types of anti-glare screen attachments exist:

- Mesh screens — these screens work in the same way that a screen door does. Light can enter from various directions, but rebound from the screen only straight out from it. The disadvantages of mesh screens is that they get dusty, *and* they lower the resolution of your monitor!

- Glass anti-reflective screens — these have to be kept clean, or fingerprints will lower your monitor's resolution; they may make your display darker (so you may have to increase the brightness setting of your monitor); and they are about three times more expensive than mesh screens.

A test for non-screen glare (glare from your surroundings, rather than reflected from your computer screen) is the "visor test". Hold your hand horizontally above your eyes to shield them (like the old politically incorrect way we played at being American Indians when we were little). If you note a marked change in the level of light, you probably have too much indirect light in your environment (light which is reflecting off walls or sources of light not directly



in view by your central vision).

Reducing indirect lighting can help your environment. For example, you might half-rotate one florescent tube in a two-tube overhead light fixture to the "off" position. (But leave a note for Maintenance that you've done so, or they may replace the "burnt-out" light, as they did when Dr. Colgain reduced his lighting!). Or, if your lighting is controlled by more than one switch, only turn on one or some banks of lights.

With your indirect lighting toned down, you may find that it becomes difficult to read paper documents. The best solution to this is a desk lamp with a shield to prevent the bare bulb from glaring into your eyes.

#### **Flicker Frequency:**

Another problem that may irritate your vision without your being fully aware of it is your VDT's flicker frequency. This is the electron refresh rate on your computer screen. Everyone has their own flicker frequency level — one person may not notice any problems, while another person may see the screen flickering in a very irritating fashion. Flicker is more noticeable with side vision than with central vision; thus you may notice it when looking at your screen with peripheral vision or across the room, rather than when working directly in front of the computer.

If flicker bothers you, you may have to buy a more expensive VDT monitor. Lower, and therefore more noticeable, refresh rates are generally used on cheaper monitors.

#### **The VDT Worker After Age 40:**

At around 40 years of age, our eyes begin to change. For the older computer user, this can mean:

- Special demands on the eyes at closer work distances
- Occupational lenses for VDT work
- Bifocals inadequate for VDT work

Eye problems which can develop include:

- Farsightedness
- Astigmatism
- Presbyopia

*Farsightedness* results in an increase in ability to focus on objects at a distance and a commiserate loss of the ability to focus on objects in the near and middle distances.

*Astigmatism* results in maladjusted focusing of images in one direction; while in the perpendicular direction, focus remains correct or has a different level of maladjusted focus.

*Presbyopia* results in difficulty in focusing on objects that are very close.

#### **Bifocals:**

Most bifocals have the lower half of the lenses set for your reading distance, about 16 inches (plus or minus four inches). But most people work with their computer screens at a distance of about 24 inches. Therefore, if you wear bifocals, you may require a special pair of bifocal glasses with occupational lenses for VDT work. Furthermore, because of continuing changes in your vision as you age, you may need a new pair of occupational bifocals every two to three years.

If you plan to get special glasses for computer work, make sure you measure the distance between your eyes and your VDT monitor and give that information to your optometrist.

#### **Reduced Blink Rate:**

When attention is required, we tend to stare. And when we stare, we blink less. For example, people in a theater watching a movie tend to blink less than people sitting in a room and conversing.

Similarly, a computer engages our full attention when we're working on it, and our blink rate decreases. When blinking decreases, the eyes become drier, and irritation can occur — es-

pecially if you wear contact lenses! Thus, it's recommended that you wear your glasses instead of contact lenses when working on a computer.

#### **Relaxing Your Eyes:**

You can help alleviate potential VDT-related eye problems by taking proper activity breaks. Every 15 minutes, relax your eyes by staring at something 20 feet or further away for about 30-60 seconds. If you are in a cubicle, place a mirror on a wall 10 feet away from you, and stare into the mirror: a mirror effectively doubles the distance at which you are focusing.

#### **Non-vision Physical Factors to Consider**

While vision problems can be aggravated by computer use, physical problems can be caused by incorrect posture, including repetitive strain injuries (RSI's) such as carpal tunnel syndrome and back problems.

In addition to vision breaks, you should also take physical breaks. Change your position *at least* every 30-60 minutes. And every hour you should stand up, stretch, and take a coffee break, or perform light exercises for about ten minutes.

#### **Head Positioning:**

Your head is like a 15-pound bowling ball on a swivel stem. So you should keep your head in proper alignment and avoid swiveling it as much as possible.

Proper head alignment while sitting means your head is fully upright (not tilted up or down), and the head is slid back so your ears are directly above or slightly behind your shoulders. (See Figure 1.)

#### **Proper Positioning and the Law of 90 Degrees:**

In addition to proper head alignment, proper positioning at your computer follows the 90-degree rule: your

elbows and knees should be bent at 90 degrees (upper arms straight down; feet flat on the floor), as should the angle made at your hips by your thighs and body.

To achieve proper positioning:

less you violate step #1 above—you *defINITely* need a new chair and/or desk. If your feet don't even reach the floor when your thighs are properly positioned, you again may need a new chair/desk combination — or

fit your fist into the space, and too little curvature if you can't fit your flattened hand into the space.

(While you are against the wall, an associated back-stretching exercise is to *gently* try to press your back flat against the wall for a moment or two, as if you had too little curvature.)

If your chair back does not provide proper support for your back's middle curve, a back pillow or even a rolled towel will do the trick.

The proper position you should have while sitting in your chair is shown in Figure 2.

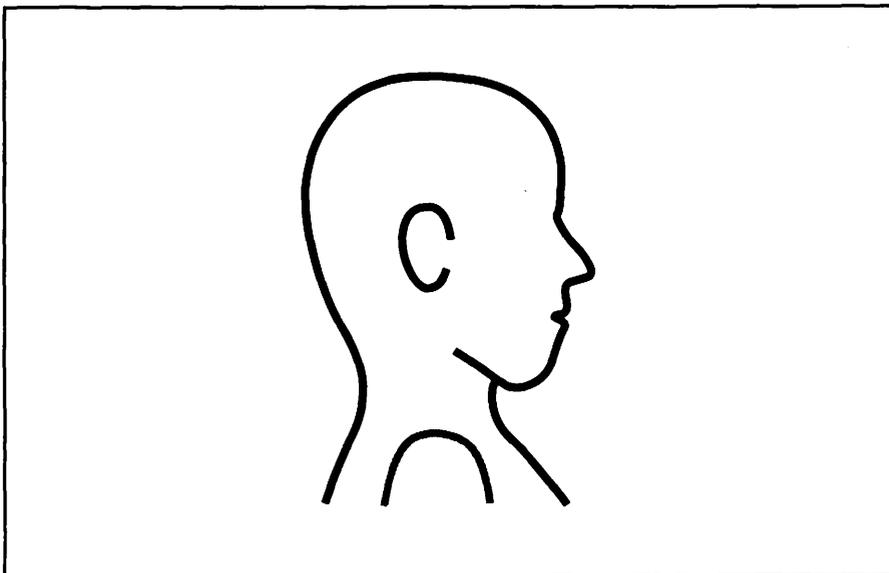


Figure 1. Proper head position when using a VDT.

- Set your arms first. Sit in your chair with your upper arms at your side and vertically downward. Bend your elbows 90 degrees, place your palms down, and keep your wrists at a neutral angle (no bend between them and your lower arms). Your hands should now be over your keyboard. If this is not the case, lower or raise your chair seat (not worrying if your feet are on the floor at this time), move your keyboard, and/or buy a wrist-support pad — or use a rolled towel placed along the edge of your keyboard that faces you. You may find at this point that you need a new chair or desk.

- Next, place your feet flat on the floor so your thighs and body make a 90 degree angle. Your thighs should be fully supported by your chair and parallel to the floor. Your body should be vertically upright. If your thighs are forced to an upwards angle—un-

less you simply be able to place your feet on top of phone books or a footstool.

- Finally, we come to proper support for your back. The upper part of your spine (around the shoulder blades area) curves outwards, and so does the area of the spine around the level of the hips and buttocks. But in between, in the area called the lower back (above your waist and below your shoulder blades), your back curves inwards. It is important that your lower spine neither curve too far in or fail to curve in far enough.

To determine if your current posture is correct for your lower back, stand flat against a wall, fully erect, with your heels against the wall. If your back has the proper curvature, you should be able to slide your flattened hand into the space between your lower back and the wall. You have too much curvature if you can

### Reducing Neck Strain:

When positioning a VDT monitor that is separate from your CPU box, it's best to have the VDT directly in front of you instead of off to the side. The VDT screen should be at a level slightly below a directly horizontal line from your eyes — about 15 to 30 degrees below the line. This enables you to keep your eyes at a comfortable angle — when walking, we usually angle our vision slightly downward to see what's ahead of us, so that's the most comfortable location for anything you're looking at.

When entering text into your computer, you should use a document holder that holds the document at about the same height and depth as your VDT. This eliminates much up-and-down head movement. Remember, your head is like a 15-pound bowling ball, so side-to-side swiveling movement puts much less stress on your neck muscles than continual up-and-down motion.

### Stress Relief:

Stress can increase damage done to your body by computer-intensive work. To reduce stress, the following are helpful:

- Tighten and then relax your muscles. Try to stiffen all your body's muscles at once, and then relax them. Hold your breath while stiffening

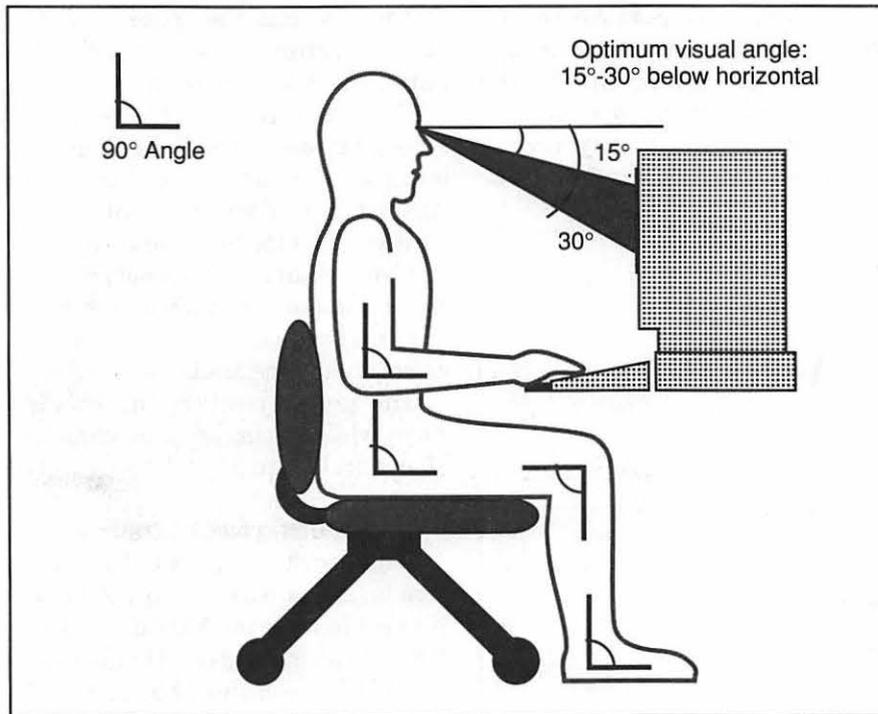


Figure 2: Proper body alignment when using a VDT

work. To reduce stress, the following are helpful:

- Tighten and then relax your muscles. Try to stiffen all your body's muscles at once, and then relax them. Hold your breath while stiffening your muscles, and gently let your breath out when you relax your muscles.

- Think of a nice, relaxing place. (A source other than this class recommended imagining that you're in a bath of warm water.)

- Exercise daily for about 20-30 minutes.

Other stress-relief exercises (again from sources outside the class) are:

- Count backward from 20 to 10. On each count, slowly take a breath and slowly let it out (say the number to yourself as you release your breath). Make each breath a little deeper and more relaxed than the last. (Don't count backward from 10 to 0 — a "rocket countdown" will build anticipatory stress, rather than relieve it!)

- Meditate for at least 10 minutes.

Sit in a comfortable chair (preferably one supporting you as described for computer work above), and close your eyes. (Don't lie down while meditating; it's too easy to fall asleep in that position.) Clear your mind of all thoughts, and try to think of nothing but a mantra — which can be any word or sound which is pleasant as you say it to yourself. Don't actually say the mantra out loud; just say it inside your mind.

(In case you're skeptical about meditation, thinking of it as only a scam of fly-by-night gurus, I should mention that I also felt that way until I tried it. It really does work — at least for stress relief. Of course, I can't say what sort of animal it will help you to be reincarnated as.)

#### Muscle-Relaxing Exercises:

The above exercises are useful for reducing stress, but do not relieve muscle aches due to computer-intensive work. The following exercises do. Each of them should be performed

*slowly and gently.* None of the exercises should be done to the point of discomfort.

- Neck Exercises: gently move your head up-and-down, rock it from side-to-side, and turn it from left-to-right. (The last exercising motion is healthier for you than moving your head in neck circles.)

- Shoulder Exercise #1 — Shoulder Rolls: gently bring your shoulders as far upward toward your ears as possible, fold them backward, and then lower them to their proper level.

- Shoulder Exercise #2 — Shoulder Circles: gently shrug your shoulders in slow backward and forward circles.

- Hand and Finger Exercise: hold your hands up in the air at a comfortable height, fingers outstretched. Open and close the space between your fingers repeatedly (spreading the fingers side-to-side, not opening and closing them into fists).

- Wrist Exercise: hold your hands up in the air, again at a comfortable height. Flex your wrists up-and-down, and side-to-side. (You won't be able to flex them far in the side-to-side direction — it's not a normal movement like up-and-down or rotation around the arm bone axis are).

#### Summing It Up:

You may not want or be able to put all this advice into practice. I haven't implemented all of it into my work style, either. But by putting some of it into practice, and being aware of the rest, you should be able to make using your computer an even more enjoyable experience than it is for most of us already.

*"Jon Slobins decided it was time to learn more about healthy computer-usage habits the day his body went on strike."*

# WAP Book Library Update

by **Brian Mason**

The following list is of books cataloged since the last list was published in the November Journal. The books are listed alphabetically by major subject, then by title. The authors' names are in bold type. Books may be checked out for a period of three weeks by members of the club, and they may be renewed once. Donations of the books and magazines that you no longer need are welcome.

## 6502 CPU

**Zaks, Rodney.** 6502 Applications:

**Zaks, Rodney.** 6502 Applications Book:

## 68000 CPU

**Coffron, James W.** Using/Troubleshooting the MC68000:

**Kane, Gerry.** 68000 Microprocessor Handbook:

## Apple II Computers

**Atwater, Dortha.** First Aid for Apple II/IIe:

**Goez, Eric E.** The Apple Almanac:

## Apple IIe Computers

**Apple Computer, Inc.** Apple IIe Owner's Manual:

## Apple IIGS Computers

**Apple Computer, Inc.** Apple IIGS Owner's Guide:

**Sanders, William B.** Elementary Apple IIGS:

## Apple III Computers

**Miastkowski, Stan.** The Osborne/McGraw-Hill Guide to Your Apple III:

## Applications - Accounting

**Bilbo, Mark K.** Using Dollars and Sense: Macintosh Version

## Applications - CAD/CAM/CAE Systems

**Bowman, Daniel J.** The CAD/CAM Primer:

## Applications - Charting

**Hughes, Patricia.** The Power of: VisiPlot:

**Lambert, Steve.** Presentation Graphics on the Apple Macintosh:

## Applications - Communications

**Apple Computer, Inc.** Apple Access 3270 User's Manual:

## Applications - Computer Assisted Drafting

**Omura, George.** Mastering AutoCAD:

## Applications - Data Processing

**Apple Computer, Inc.** Apple III Quick File III Sampler:

**Baker, Richard H.** How to Run Your Business with dBase II:

**Byers, Robert A.** Everyman's DataBase Primer: Featuring dBase II

**DeskTop Software Corp.** Apple/NPL III Info. Management System: Tutorial Manual

**Hilsenrath, Joseph.** Omnidata: An Interactive System for Data Retrieval, Statistical...

**Judd, Wallace.** Apple III Mail List Manager: An Intro.

**Kruglinski, David.** Data Base Management Systems: A Guide to Microcomputer Software

**Prague, Cary N.H.** Programming with dBase II:

## Applications - Desktop Publishing

**Apple Computer, Inc.** The Apple Guide to Desktop Publishing:

**Seybold, John.** Publishing From the Desktop:

## Applications - Graphics

**DeWitt, William H.** Art and Graphics on the Apple II/IIe:

**Williams, Ken.** Apple II Computer Graphics:

## Applications - Integrated Applications

**Apple Computer, Inc.** Apple III VisiCalc III: An Introduction

**Apple Computer, Inc.** Apple III VisiCalc Sampler: User's Guide

**Andersen, Dick.** Jazz Tips & Tricks

**Aron, Arthur & Elaine.** Using AppleWorks: Applications- Spreadsheets

**Beil, Donald H.** The VisiCalc Book: Apple Edition

**Campbell, Mary V.** Using Excel: **Castlewitz, David.** VisiCalc: Home and Office Companion

**Clark, Roger E.** Executive VisiCalc for the Apple Computer:

**Cobb, Douglas.** VisiCalc Models for Business:

**Desautels, Edouard J.** SuperCalc for the Apple

II Plus and IIe:

**Flast, Robert H.** 54 VisiCalc Models:

**Henderson, Thomas B.** Spreadsheets Software from VisiCalc to 1-2-3:

**Hergert, Douglas.** Microsoft Excel With Macros: Maximizing the Power and Speed of Microsoft Excel

**Hughes, Patricia.** The Power of: VisiCalc:

**Klitzner, Carol.** Using VisiCalc: Getting Down to Business

**Lewis, T. G.** 32 VisiCalc Worksheets:

**Loggins, Richard.** Excel: Business Solutions of the Macintosh

**Lotus Books.** The Lotus Guide to Jazz in Business:

**Microsoft Corp.** Microsoft Excel User's Guide:

**Philips, Sheldon W.** GLAS: General Ledger Accounting System for VisiCalc:

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**Rubin, Charles.** Command Performance: AppleWorks

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**Van Buren, Christopher.** Using Excel: Macintosh Version

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**Beil, Don.** The Bank Street Writer Book: The Rosetta Stone of Word Processing (Apple)

**Ettlin, Walter A.** Wordstar Made Easy:

**Fluegelman, Andrew.** Writing in the Computer Age: Word Processing Skills and Style for Every Writer

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**Kater, David A.** The Printed Word:

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**Pirisino, Jim.** Minute Manual for Apple Writer IIe:

**Applications, Programming**

**Harvey, Mike.** Nibble Express Volume IV:  
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**Fleig, Barry.** Blue Book for the Apple Computer:  
**Gader, Bertram.** Apple Software for Pennies:  
**Stanton, Jeffrey.** The Addison-Wesley Book of Apple Software 1984:  
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**Wright, Don T.** PC Clearinghouse Software Directory: Yellow Pages to the World of Microcomputers

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**Grillo, John P.** Data Management Techniques:

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**Bowe, Frank G.** Personal Computers & Special Needs:

**Disk Operating Systems**

**Apple Computer, Inc.** Apple II, The DOS Manual: Disk Operating System  
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**Filler, Aaron.** Apple Thesaurus:  
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**Borders, Gary.** The Adventure Companion: Hints, Maps and Solutions to [5 games]

**Games, Programming**

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**Shafer, Dan.** The Complete Bk of HyperTalk 2:

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**Coffron, James W.** The Apple Connection:  
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**Christopher, Tom.** MacArt Dept.:

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**Kaehler, Carol.** Mac Plus Internal Disk Drive:

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**Marketing - Macintosh**

**Cambridge Communications.** The MediaMap Mac Report:

**Poole, Lon.** Mac Work, Mac Play: Creative Ideas for Fun and Profit on Your Mac

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**Apple Computer, Inc.** Apple Color RGB Monitor Owner's Guide:

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**Kernighan, Brian W.** The UNIX Programming Environment:

**Output Devices - Printers**

**Apple Computer, Inc.** Apple IIc ImageWriter User's Manual: Part I: Guide to Apple IIc

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**Darnell, W. H.** The Epson Connection: Apple  
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**Dewdney, A. K.** The Armchair Universe: An Exploration of Computer Worlds

**Worth, Don.** Beneath Apple ProDOS: Programming

**Programming Languages - Assembler**

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**Fischer, Michael.** 65816/65802 Assembly Language Programming:

**Foster, Caxton C.** Programming a Microcomputer: 6502:

**Hyde, Randy.** Using 6502 Assembly Language:  
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**Kane, Gerry.** 68000 Assembly Language Programming:

**King, Tim.** Programming the M68000:  
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**Poe, Elmer.** Using the 6800 Microprocessor:  
**Rosenzweig, Edwin J.** Programming the 68000: Macintosh Assembly Language

**Skier, Ken.** Beyond Games: Systems Software for Your 6502 Personal Computer

**Stern, Nancy.** 370/360 Assembler Language Programming:

**Williams, Steve.** Programming the Macintosh in Assembly Language:

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**Aker, Sharon Z.** MacBits:

**Apple Computer, Inc.** A Touch of AppleSoft BASIC:

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**Blackwood, Brian D.** AppleSoft for the Iie:  
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**Keogh, James E.** The Programmer's Notebook:

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**Miller, David.** Apple Files  
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**Parker, Alan J.** Apple BASIC for Business for the Apple II:



Presley, Bruce. A Guide to Programming in AppleSoft:

Waite, Mitchell Mac Midnight Madness: Utilities, Games & Other Diversions

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**Programming Languages - C**

Gehani, Narain. Advanced C: Food for the Educated Palate

**Programming Languages - COBOL**

Apple Computer, Inc. Apple III COBOL Introduction and Operating System Manual:

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Abelson, Harold. Apple Logo:

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Bitter, Gary. Apple Logo Primer:

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**Programming Languages - Pascal**

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Ledgard, Henry. Elementary Pascal: As Chronicled by Dr. John D. Watson

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Weathersby, Anne. Educational Resources for Microcomputers: The 1984 Software Directory

**Telecommunications**

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Everything You Need To Go On-line With the World

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**Understanding Computers**

Shore, John. The Sachertorte Algorithm: And Other Antidotes to Computer Anxiety

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**UNIX**

Thomas, Rebecca. A User Guide to the UNIX System:

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**Video Card**

Apple Computer, Inc. Apple IIe 80-Column Text Card Manual:

# WAP General Meeting

## February 22, 1992 - 9:00 AM

Ramada Inn

8400 Wisconsin Avenue

Bethesda, Maryland

**PARKING: Ramada Parking Garage (free)**

or

Public Parking Garage on Woodmont Ave. across from

Holiday Inn (free). Limited street parking.

### Location of Meeting

The Ramada Inn is one block away from our previous Bethesda meeting site and two blocks from the WAP office at the intersection of Wisconsin Ave. and Battery Lane - at the northern edge of downtown Bethesda.

### Program

#### Macintosh

**Microsoft** will present **MICROSOFT WORD 5.0** - piece by piece! An open architecture allows user-installable modules, including a grammar checker; an equation editor; and WordBasic - a macro/programming language; and EndNotes, reviewed in the Feb Journal

**APPLE** will present **QUICKTIME**: Talking movies for the Mac! QT has its own file type that can be included in documents and copied and pasted between them. In addition to supporting time-based data, QT supports automatic compression schemes (codecs) for animation, digitized photos, video, and graphics. (Eat a big breakfast, QuickTime will go overtime!)

#### Apple

**SYSTEM 6** for the **IIGS**: WAP's own Beta testers have been fidgeting behind their keyboards waiting for the official release to show off its new Mac-like finder, File System Translators, and other features like **TEACH** and **ARCHIVER**. Five or six disks chocked full of treasures.

# Artists on exhibit

by Ann Aiken

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

**Artist Info:** Michael James, our WAP artist this month, is a native of the Washington area. He earned his degree in Graphic Design at the University of Maryland. He is currently the Art Director for High Techsplanations, a multimedia design studio in Rockville, MD.

**Tools:** Mac IICx, Freehand 3.0, Quark Express, and Wacom Tablet.

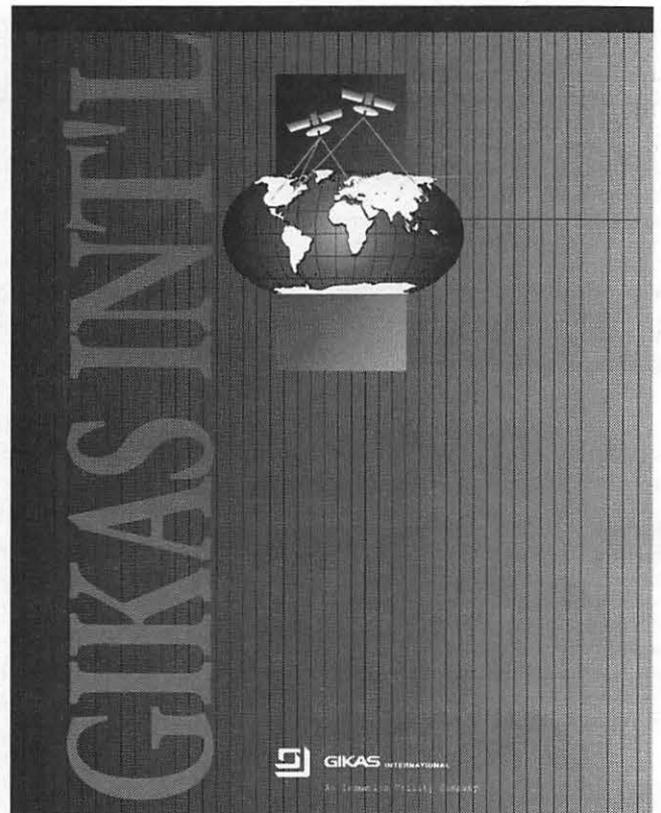
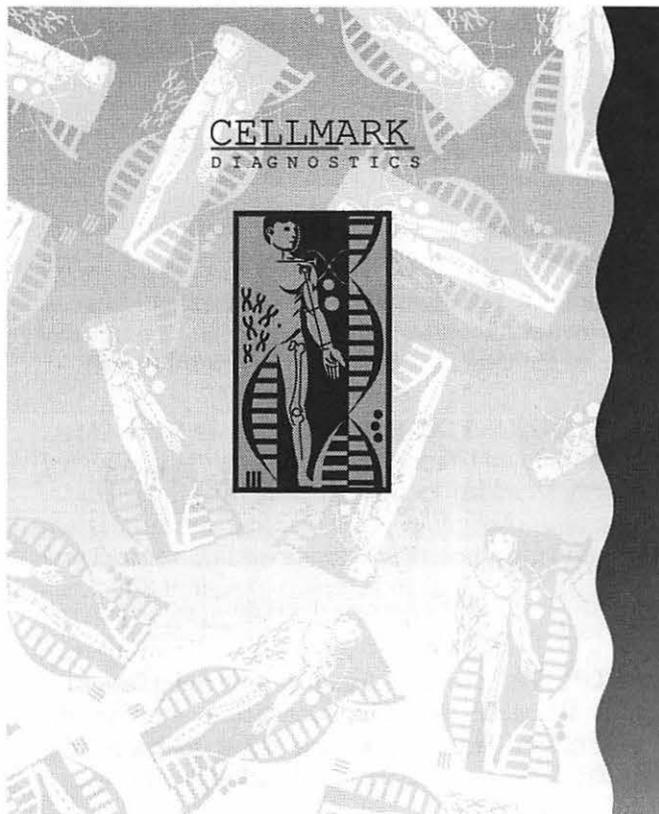
**Techniques:** "I like more illustrative designs, so I try to incorporate that look into most of my work.

"The concept for the *Cellmark* logo was DNA fingerprinting, so I tried to get the identity of mankind along with science. I took a rough sketch and scanned it into Freehand as a template. To draw a uniformly curved line on the wavy line on the side of the cover, I made two vertical grid lines and then put alternating points along them using the curve point.

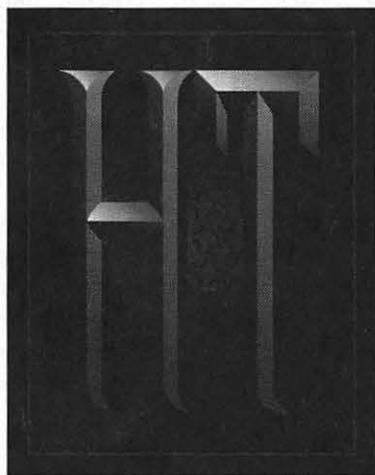
"For the background on the *Gikas Int'l.* folder, I made a rectangle with a fill from black to cyan. The rules were duplicated over and over once I set up the spacing between them. The title was converted to paths through Freehand and then filled with a graduated fill (100% cyan and 20% black to

100% cyan and 40% black). The logo at the bottom was scanned in and re-traced. The globe was scanned in and I re-drew it with drop shadows and filled it with a radial fill. Then I made the satellites by first drawing one and then duplicating it and changing the angle for the second one. I check all my colors using our Tektronics Phaser II color printer.

"The *High Techsplanations* logo was done by first drawing the HT in Freehand using the Wacom Tablet, which is a pressure sensitive tablet with a pen-like mouse (In a paint program, the line would thicken with pressure, but in Freehand it draws an even-width line). I then used that as a



template and sent it to the background layer and locked it. I went to the foreground and traced the shapes within the letters. I filled the shapes with various fills and duplicated them wherever possible. Then I removed the lines. Once I had the HT done, I drew the background as a box filled first with a radial fill and then put a diamond inside also with a radial fill.



Next I outlined it with a thin red outline and a thicker black one. The little squiggle design was made using a corner point and then successive curves until it connected. I used the handles of the curves to alter the shape. Then I duplicated it and changed it to a 90° angle and moved it in position and duplicated it two more times. Then I grouped the four squiggles and duplicated that and moved it side-by-side until I had a row and then duplicated the rows. I set the letters in front and made a drop shadow by filling them with

black and moved them to the back, putting it behind.

"The animal illustrations were first drawn and scanned in. Then I drew the shapes and filled them, duplicating and positioning them. The long tail on the tropical bird was drawn in three feathers first using the curve and corner points, and then filled. Then after duplicating them, I would click on a point and move it or its handle to vary the width and size for the background three feathers."

To submit art by mail, send a copy on disk and a hard copy to:

**Ann Aiken**  
**9212 Cedarcrest Drive**  
**Bethesda, MD 20814**

To submit art by modem to the TCS, dial (301) 986-8085. At the Main Menu select (F) for File Transfer Area. Then choose area 24 for Journal Submissions, and upload.

## Exploring Typefaces -- 14

by Frank Potter

This month, we begin with some not-so-standard typefaces, and then relapse into the more traditional. Sort of the old "switch and bait" theory, one might say...

### **Adobe Wood Type 1 & 2 (122, 160)**

In the nineteenth century, type made from wood experienced enormous growth. It was cheaper, lighter, easier to transport and relatively easy to produce. In an era in which literacy was not universal and when much of the news and information available to the public came in the form of broadsides and posters, large typefaces were in high demand. Wood type designs, using open, ornamental and curved lines attracted attention, and were typically used in large sizes.

Adobe has put together two packages of original typefaces based on early American wood type in the nineteenth century. These are generally used in posters, display advertising, posters and the like. Wood Type 1 consists of five uppercase typefaces and a set of ornamentals or printer's "dingbats." These include Cottonwood, Ironwood, Juniper, Mesquite and Ponderosa.

Wood Type 2 contains the remaining five display fonts (Birch, Blackoak, Madrone, Poplar and Willow) and have both capital and lowercase letters. The ornaments in this package and Wood Type 1 can be used to create borders or repeated bands or

can be used as decorative elements.

Each package lists for \$185; typical mailorder discounts run around 30%.

### **Trump Mediæval (15, 210)**

In a more traditional vein, Trump Mediæval hails back to somewhat earlier roots: more particularly those created by Aldus Manutius at the end of the fifteenth century. The typeface resembles Plantin, Goudy Old Style and Bembo, which we have seen in earlier Journals.

Trump Mediæval is considered to be in the class of "Old Style Serif" typefaces: the lowercase "o" is angled slightly, as are the serifs on the ascenders of the lowercase letters (and the foot of the "d," if you are really looking closely). It is frequently used in books and professional magazines.

Adobe followed up on the original Trump package with one that includes a set of small caps and what are known as "old style figures." The suggestion has been made that the name of "old style" should be changed to "lowercase," since the numbers were themselves originally designed to rise above and descend below "x-height." It was not until the eighteenth century that printers became accustomed to using all capital numbers, first in headlines and ultimately as a matter of course.

Similarly, small caps have only very recently been introduced as letters with their own identity, rather than as a mathematical reduction (generally around 25%) of capital letters.

Small caps that are specifically designed for that purpose typically have about the same weight as lowercase letters but are a bit taller and wider—this in turn changes the spacing within words and gives small caps particular visibility.

Each package of this typeface lists for \$185.

### **Versailles (138)**

Versailles falls into the category of "Modern Serif" typefaces, like Walbaum and Bodoni. These are characterized by a strong contrast between the thick and thin strokes in the letters, and the serifs are not angled. This makes them somewhat more difficult to read without generous leading, as you can see when you compare the sample text at the bottom of the page. This in turn tends to restrict their use to display and magazine work, rather than books.

The list price for this font is \$370 but it, like the others, is generally discounted substantially by mail-order houses.

### **Font & Function**

Adobe's semiregular publication, Font & Function, is now scheduled to appear biennially; the Winter issue recently appeared in my mailbox. Actually four copies appeared, each with a different name or address, some of them truly bizarre. (Which may say more about my handwriting than it does about Adobe's visual skills.)

# Wood Type 1 & 2

π

*Cottonwood*

**A B C D E F G H I J K L M N O P Q R S T U V**

*Ironwood*

**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**

*Juniper*

**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**

*Mesquite*

**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**

*Ponderosa*

**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**

*Wood Type Ornaments 1 & 2*



*Birch*

**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**

*Blackoak*

**A B C D E F G**

*Madrone*

**A B C D E F G H I**

*Poplar*

**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**

*Willow*

**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**

π

# Trump Mediæval

ABCDEFGHIJKLMNO  
 PQRSTUVWXYZabcd  
 efghijklmnopqrstuvwx  
 yz1234567890 &

ABCDEFabcdef—Trump Med. Roman

ABCDEFABCDEF—TRUMP MED. SM. CAPS

*ABCDEFabcdef—Trump Med. Italic*

*1234567890—Trump Med. Italic OsF*

**ABCDEFabcdef—Trump Med. Bold**

**1234567890—Trump Med. Bold OsF**

***ABCDEFabcdef—Trump Med. Bold Italic***

***1234567890—Trump Med. Bold Italic OsF***

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

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

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

# Versailles



ABCDEFGHIJKLMNO  
 PQRSTUVWXYZabcd  
 efghijklmnopqrstuvwx  
 yz1234567890 &

ABCDEFabcdef—Versailles Light  
*ABCDEFabcdef—Versailles Light Italic*  
 ABCDEFabcdef—Versailles Roman  
*ABCDEFabcdef—Versailles Italic*  
**ABCDEFabcdef—Versailles Bold**  
***ABCDEFabcdef—Versailles Bold Italic***  
**ABCDEFabcdef—Versailles Black**  
***ABCDEFabcdef—Versailles Black Italic***

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

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

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



# Apple & Macintosh Tutorials and Seminars for March

by Keith Malkin

Whether the weather outside is like a lamb or a lion, you may want to come inside for a Macintosh or Apple IIGS class this month. We continue our "Using Claris FileMaker Pro" and "Introduction to Microsoft Excel 3.x" with Part II of each course.

We also offer our three-part "Introduction to the Macintosh." We are working on courses covering Adobe Illustrator, Acius 4th Dimension, ClarisMacProject, Aldus Persuasion, how to choose and use a database program, and other subjects as we go to press, so please call for the latest information.

## Payment for Courses

The fees for most sessions (unless otherwise indicated) are fifteen dollars (\$15) for members, twenty dollars (\$20) for non-members. SIG-based fees may vary. Please register well in advance for the class or classes that you wish to take by either sending in the registration form (which can be found in this or any recent issue of the Journal at the end of this article) or by phoning your registration into the office with a credit card.

If you've signed up for a class and need to cancel, please do so two (2) business days before the class, otherwise we cannot refund your money. Occasionally, the WAP class schedule changes due to conflicts or other circumstances beyond our control. You should verify your registration

and the class schedule with the WAP office to avoid the inconvenience associated with class cancellations, etc. Please call the office at least one (1) business day before the class date to confirm that your class will be held as scheduled. We cannot call you! We sincerely regret any inconveniences that may arise due to scheduling changes.

## Volunteers and Instructors

We need your ideas, comments, and suggestions. Please call or write me, Keith Malkin, at 9505 Draycott Court, Burke, VA 22015-3253, (703) 503-8591. Your enthusiastic support and creativity will make the Washington Apple Pi Education & Training Program work. If you have expertise in any area of Macintosh or Apple computing, your fellow users and WAP members need you.

We are always looking for knowledgeable, enthusiastic instructors. If you are an experienced Mac user who feels competent in teaching a particular software package, or any subject relating to Macintosh or Apple series computers, please call Bob Morris. We are especially in need of instructors competent to teach:

- Introduction to the Macintosh
- Maintaining and Troubleshooting the Macintosh
- Using System 7
- Introduction to the Apple IIGS
- Introduction to HyperCard

- Microsoft—Word, Excel, Works
- Claris—FileMaker Pro, Resolve, MacDraw Pro, MacWrite, MacProject
- Aldus—PageMaker, Persuasion, Freehand, SuperPaint, Digital Darkroom
- Adobe—Illustrator, Photoshop, PostScript
- Quark XPress
- Deneba Canvas
- Timeworks Publish-It Easy!
- WordPerfect for the Macintosh
- Apple ResEdit
- Macintosh Programming—Pascal, C (such as Symantec Think Pascal and Think C), MPW.

If you would like to teach, Bob Morris may be reached at: (301) 963-3129 (h), evenings, or (202) 501-7814 (o), during the day. (Instructors are compensated for their time, effort, and expense.) We are looking for additional facilities for tutorials and workshops. If you know of a public or private facility (with Macs or Apple computers that we may be able to use) in the metro area (especially Northern Virginia), call me with the particulars.

Donations of new and used equipment would be most appreciated, especially Macintosh II-series computers, color projection panels or systems (such as models from Proxima, n-View, and Sharp). For donations contact a WAP officer or the president, Lorin Evans.

### Apple IIGS Tutorials

We're once again providing Apple IIGS Introductory Tutorials as a three-part series this March. The courses are held each of the first three Tuesday evenings in March from 7:00 to 10:00 PM at the WAP office.

**Apple II GS Introductory Tutorials, Part I (Course # GS10392).** Designed for Apple IIGS novice. Covers disk copying and preliminary Finder.

**Materials Required:** Should have access to an Apple IIGS outside of the classroom.

**Course Date:** Tuesday, March 3, 1992, 7:00 PM-10:00 PM.

**Apple II GS Introductory Tutorials, Part II (Course # GS20392).** Designed for Apple IIGS novice. Covers the Finder, GS/OS, and ProDOS.

**Materials Required:** Should have access to an Apple IIGS outside of the classroom.

**Course Date:** Tuesday, March 10, 1992, 7:00 PM-10:00 PM.

**Apple II GS Introductory Tutorials, Part III (Course # GS30392).** Designed for Apple IIGS novice. An overview of popular Apple II applications.

**Materials Required:** Should have access to an Apple IIGS outside of the classroom.

**Course Date:** Tuesday, March 17, 1992, 7:00 PM-10:00 PM.

### Macintosh Tutorials

(Note: the Introduction to Macintosh series is primarily oriented to users of System 6.0x, but we think all beginning users, even owners of the newer Macintosh models with System 7, will find these courses very useful.)

**Introduction to Macintosh, Part I (Course # M10392).** 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, hard disk drive, startup disk, and an unformatted disk.

**Course Date:** Monday, March 9, 1992, 7:00 PM—10:00 PM.

**Introduction to Macintosh, Part II (Course # M20392).** 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, hard disk drive, start-up disk, and an unformatted disk.

**Course Date:** Monday, March 16, 1992, 7:00 PM—10:00 PM

**Introduction to Macintosh, Part III (Course # M30292).** 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 Start-up 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, hard disk drive, start-up disk, and an unformatted disk.

**Course Date:** Monday, March 23, 1992, 7:00 PM—10:00 PM.

**Introduction to Microsoft Excel 3.x, Part II (Course #ME20392).** For the beginning Excel user, or those wishing to brush up on fundamentals. Topics covered are: the many uses and applications of Excel, Excel window and tools, menus and menu commands, keyboard shortcuts, advanced features, System 7 savvy Excel 3, exercises, and other subjects.

**Materials Required:** Your Macintosh, external drive or hard drive, start-up disk, and a copy of Microsoft Excel, preferably 3.x.

**Course Date:** Thursday, March 19 1992, 7:00 PM—10:00 PM.

**Using Claris FileMaker Pro, Part II (Course #FMP20392).** The second part of an introduction to this popular and powerful flat-file database program from Claris will include creating and changing layouts and fields, using graphics, formatting reports, and scripting. Homework assigned during Part I will be reviewed.

**Materials Required:** Your Macintosh, external drive or hard drive, start-up disk, and a copy of Claris FileMaker Pro.

**Course Date:** Tuesday, March 31 1992, 7:00 PM—10:00 PM.

### Other Educational Opportunities

- The AFI—Apple Computer Center for Film and Videomakers. For course descriptions and mailings from the center, which is located in Los Angeles, call (213) 856-7664. For info on joining the American Film Institute, call (800) 999-4AFI.
- Avid Education Services—probably the hottest editing platform in video these days is the Macintosh-based



Avid Media Composer. Non-linear editing is the hot, new concept of the day in creative media and knowing the Avid might be your ticket to the bright lights, if you are so inclined. Find out more by calling Avid at (617) 221-6789. (Avid did offer introductory courses in New York in the first part of last November. Course fees for three days of intensive, hands-on training, a one-year subscription to Avid's BBS, and a certificate of completion were \$350. I am relatively sure that accommodations were extra at that price.)

- The Corcoran School of the Arts has a series of Macintosh graphics courses on color computing, design, illustration and electronic prepress at its Georgetown campus. Fees are approximately \$300-600 per five eight-week course. For information and mailings call (202) 628-9484.
- The Eastman Kodak Center for Creative Imaging in bucolic Camden, Maine offers pricey train-

ing on the latest, state-of-the-art Mac-based imaging and pre-press systems. For information on schedules and course offerings call the Center for Creative Imaging at (207) 236-7400 or fax to (207) 236-7490.

- The Sony Video Institute (The Sony Institute of Applied Video Technology, 2021 North Western Avenue, P.O. Box 29906, Hollywood, CA 90029) is offering a number of workshops that may be of interest to Macintosh publishers, digital photographers, film and video makers, multimedia producers, and animators. For information call (213) 462-1987, then #\*.

Watch the Journal pages for other training opportunities, especially those coordinated by the Pi SIG's and Slices. Next Month: Local colleges and universities.

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 Number of Classes \_\_\_\_\_ x Class Fee \$ \_\_\_\_\_ = Total Fee \$ \_\_\_\_\_  
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 Can you bring your own computer to the class?  Yes  No

Please fill in the course number of the class(es) that you wish to attend.

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



# MacNovice

by Ralph J. Begleiter

Among the new features of the Mac's System 7 which should be useful to novice Mac users is something Apple calls the "alias." It's one of those commands in the FILE menu you might overlook because you haven't the foggiest idea what it does.

In fact, if you haven't read the manuals for System 7, an "alias" is something completely alien to any previous Mac experience you've had. They simply didn't exist until System 7 was created.

But even MacNovices can use the new "aliases" to great advantage.

Here's a scenario:

You've got all your programs and documents neatly stored away in folders on your electronic desktop. You've got programs ("applications") in one place, text documents in their own files, and graphics for the project you're working on in their own graphics folders. This is a project you've been working on for days, and there's plenty more to do.

Whenever you start up your Mac for the next session, you open all the folders you need, find the documents, graphics and programs you're using, and start them all up. Then you can get down to work. Unless you remember to *close* all those folders after you've found what you want, you're

working in an electronic clutter.

Here's how "aliases" can come to the rescue.

Next time you're working on your project, create a new folder. Call it "Project" (or some such creative title). Leave the folder right on your desktop (that is, don't bury it inside any other folders).



Figure 1

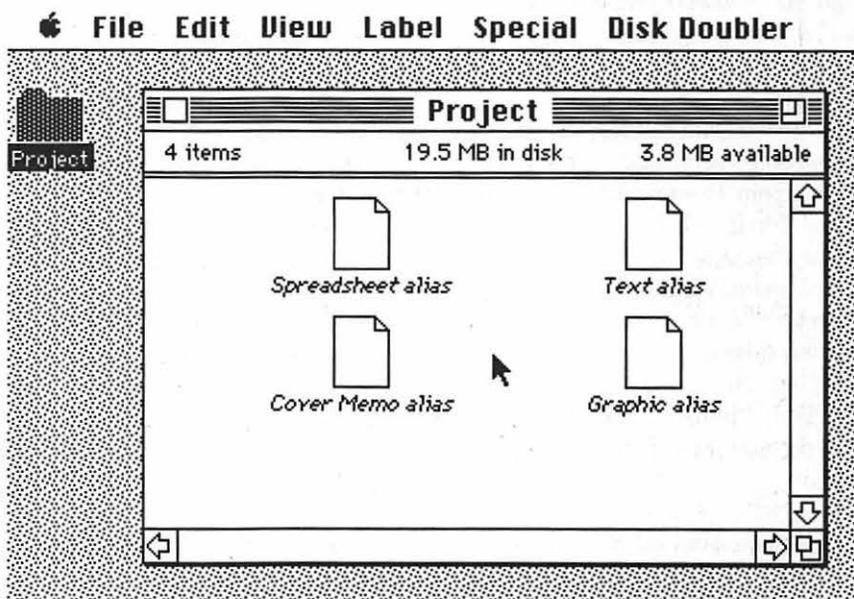
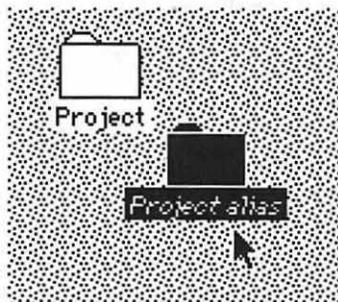


Figure 2



Now find all the programs and documents and graphics you need for your project. *Leave them in their proper folders.*

Select each one (by clicking on its icon just once). When an item is selected, choose Make Alias from the File menu (it's in the second section of the File menu). You'll see a new icon appear on your screen with the same name as your original. But the name will be shown in *italics* and it'll have the word "alias" appended to the name.

within that folder (you can use the Select All command in the Edit menu if you like) and with a single click of the mouse, choose Open from the File menu.

*All of the items and programs you need for your project will open at once, without your having to search through your desktop to find everything.*

In fact, you can take this trick another step further: Make an "alias" of the "Project" folder itself (by selecting it and choosing Make Alias from the File menu. Place *this* new alias

nience of having those "aliases" collected in the Project folder, simply drag them to the Trash can. Your originals remain untouched, filed away in their correct places.

"Aliases" can also be useful for items you need to open frequently while working on something else. For instance, your electronic Address book. Make an "alias" of your Address book document and place it into the Apple Menu Items folder inside the System Folder. Now, whenever you pull down the Apple menu, you'll see the icon and name of your Address book. So in the midst of writing a letter (in your work processor), you can pull down the Apple menu and choose ADDRESSBOOK to open your list of names and addresses... without having to make a trip back to the desktop itself to find the Addressbook in its proper folder.

A final tip about "aliases:" You can make an alias of just about *anything*

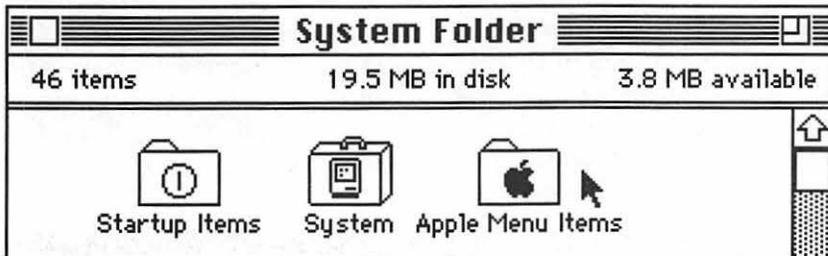


Figure 3

Drag this "alias" into your new "Project" folder on the desktop.

Do the same thing for each of the other items you need for your project. Once you've collected them all, you'll have a folder full of "aliases" with the same names as the originals. But the originals haven't been moved. They're still where they belong, scattered throughout your electronic filing system. (See Figure 2.)

In the "Project" folder, you may (if you wish) select and delete the word "alias" from the end of each item's name. You'll still *know* these items are only "aliases" because their names are still in *italics*. The "Project" folder doesn't take up much disk space, because "aliases" don't contain any real data. They're just signposts, really. They "point" your Mac in the right direction to find the originals whenever you need them.

Now, when you're ready for your next project session, simply open a *single folder* on your desktop (the one called "Project"), select all of the icons

into the folder called STARTUP ITEMS inside your System Folder. Next time you power-up your Mac, all of your "Project" items will automatically open by themselves upon startup, and you'll be ready to get to work right away!

Using "aliases" doesn't affect your ability to use the *original* documents or programs independently. In other words, you can have *several* aliases of the very same item, scattered into useful places on your electronic desktop. Yet the originals remain just where you want them whenever you need them for something else.

By the way, in case you're concerned about cluttering your electronic desktop with "aliases," don't worry. "Aliases" may be thrown into the Trash can just like any other document. Trashing an "alias" *does not* trash its original, only the "alias." So, when your "Project" is finished, and you no longer *need* the conve-

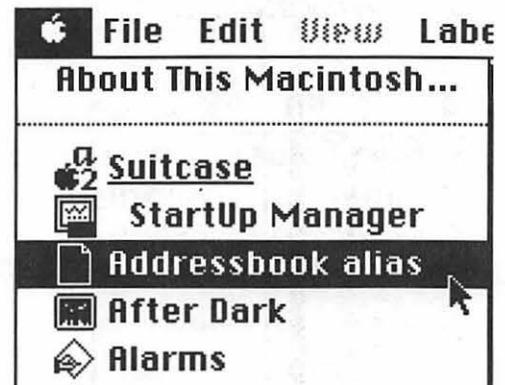


Figure 4

on your electronic desktop. A document. A program. A folder. A disk icon. *Even the trash can!* (Why would you want *that*? So you can place it wherever *you prefer* on your desktop, instead of just where the Mac places it.) And you can *rename* an "alias" just like any other file.

Don't hesitate to experiment with "aliases." They take up almost no space on your disk, and can make your Macintosh experience even easier than before.



# Unwrapping the Mysteries of Torah and Talmud

by Douglas M. Bloomfield

You don't have to be Jewish to learn from VeZot HaTorah or Talmud Tutor, a pair of HyperCard stacks for Macintosh users. Both provide an opportunity for the beginner to learn about Jewish law and tradition.

VeZot HaTorah teaches about the history, traditions and rituals of To-

rah services in the synagogue.

Talmud Tutor "only dabble(s) the tips of our toes in the sea of the Talmud," according to the authors, but it is a valuable teaching aid for someone who wants to learn more about Talmud, the authoritative compilation of Jewish tradition and rabbinic interpretation of the law (see

Figure 1).

Both stacks are produced by Davka, the Chicago-based publisher of Judaic software. It is in that light that the disks carry an additional warning against piracy: "Unauthorized duplication is in violation of the Biblical Commandment and may be against Federal and State laws."

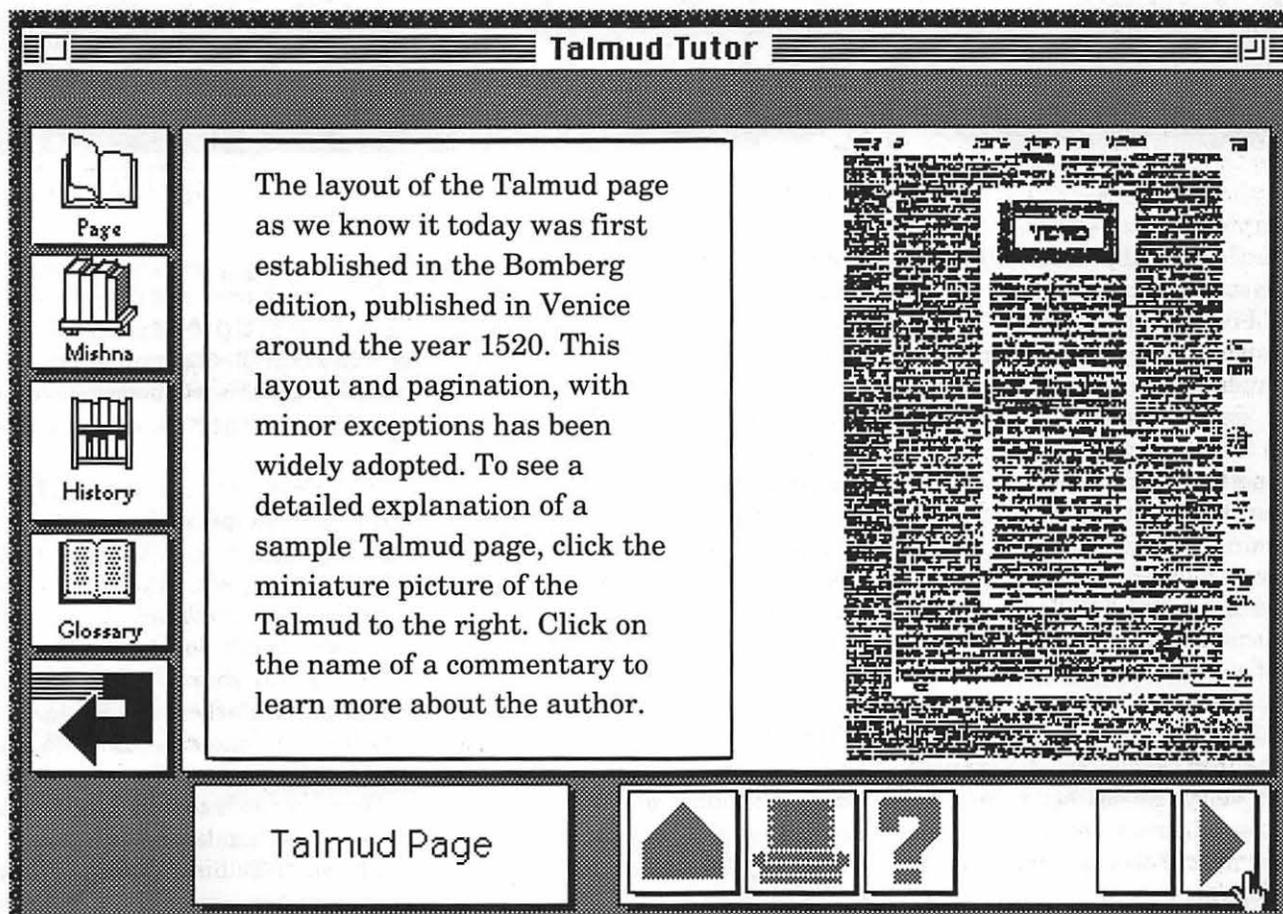


Figure 1—A page of Talmud with its distinctive layout, a place for each of the major authors of commentary



## PETIHAT HA-ARON

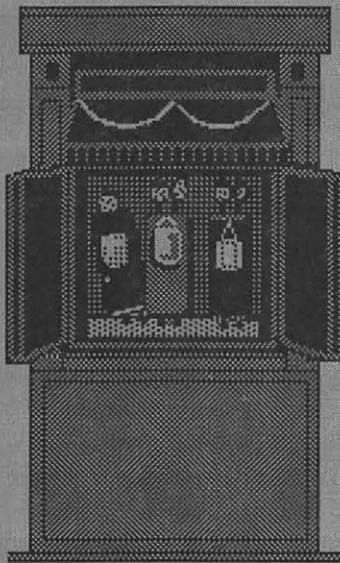


Figure 2—The Holy Ark with Torah scrolls

The Torah is the first five books of the Hebrew Bible, also known as “The Five Books of Moses” or the Pentateuch.” It is most familiar to Jew and Gentile alike as the parchment scrolls used in religious services. These facts are explained in the opening cards, all of which are presented with a background of Torah manuscript and the information is attractively presented on a scroll.

The name, VeZot HaTorah, means “And this is the Torah.” It is the first line of a song the congregation sings when the Torah is raised after the reading and prior to returning it to the ark (see *Figure 2*). “This is the Torah which Moses set before the Children of Israel; the Torah, given by [the mouth of] God, through [the hand of] Moses.”

Each step of the Torah service –

the reading from the scrolls on the Sabbath, holidays, festivals and other occasions – is described with enough detail to make it interesting but not so much as to make it boring. That is an accomplishment to be savored.

Menus permit moving around the various aspects of the service. One of the most useful is a detailed description of the procedures one follows when called to the Torah at the synagogue. This is known as the honor of “aliyah,” which means “going up” before the ark where the Torah is read.

The scrolls are written by hand by a special scribe, with no chapter or verse markings and no vowels or musical notations (see *Figure 3*). Thus a specially trained person does the actual reading but the person called for the “aliyah” is required to recite

certain brief prayers.

This stack presents those prayers in Hebrew with an English transliteration as well as a translation. In addition, there is a balloon which can be clicked so that you can hear the prayer chanted.

The graphics are very helpful (Davka also publishes disks of Judaica clip art) as are the sounds. It shows and describes the work of the scribe as well as the ornaments that adorn the Torah (see *Figure 4*).

This is an educational program that is particularly useful for Jewish families and educators. But it is also worthwhile for non-Jews who want to learn more about this fundamental ritual of Judaism.

Although Talmud Tutor is an introduction for beginners, it is more advanced than VeZot HaTora and is

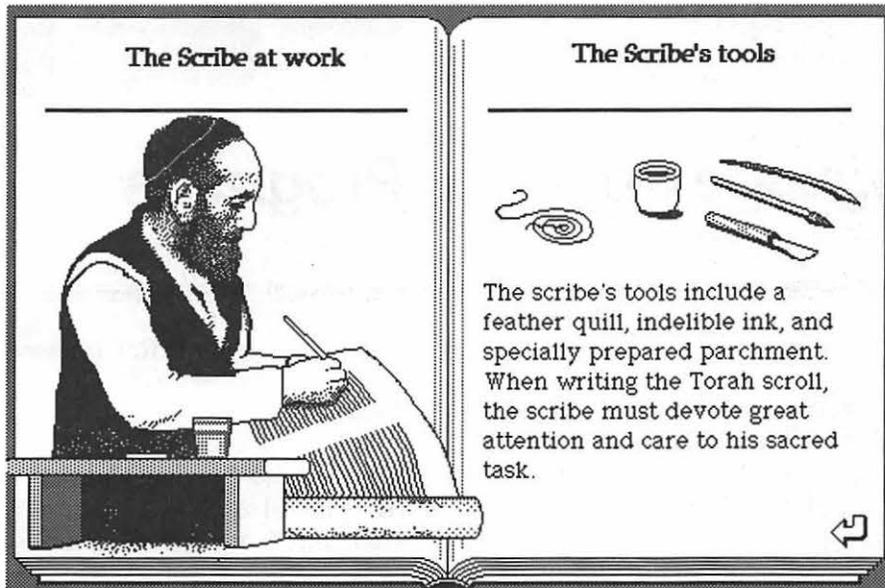


Figure 3—The Torah scribe and the tools of his ancient trade

mud and shows what a page not only looks like (see Figure 5) but explains clearly its components, its authors and its term.

A sample lesson traces over the centuries how the Biblical commandment to say grace after meals went from being a general directive to specific prayers with rules for how and when they should be recited.

Packaged with Talmud Tutor is a paperback edition of The Essential Talmud by Rabbi Adin Steinsaltz, one of the world's leading Talmudic scholars.

*Douglas M. Bloomfield is a Washington lobbyist and author of a syndicated column on foreign policy.*

for the more serious student.

It takes advantage of the powers of HyperCard through "branching," sound resources and graphics.

To "branch out," the user simply clicks on the superscript letter after capitalized key words (e.g. MAIMONEDESB, ORAL LAW<sup>M</sup>) and the DEFINITION of the term will appear or the biography of the individual named or the pronunciation of a word will come out of the Mac's speaker. Hitting the "escape" key returns the user to the text.

This stack explains the history of the Tal-

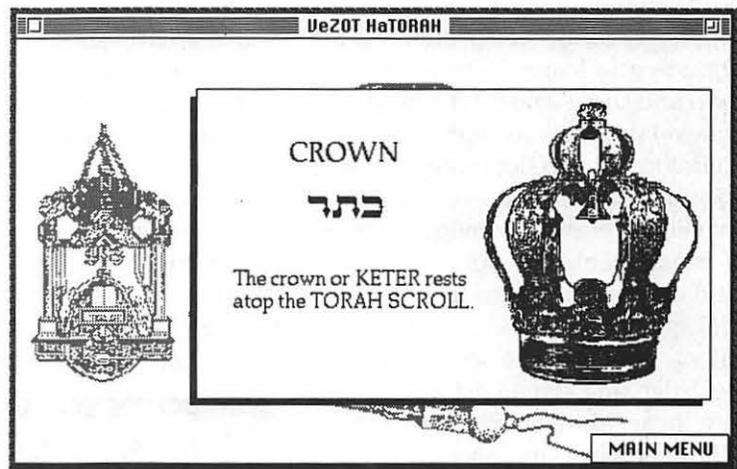


Figure 4—The Torah Crown

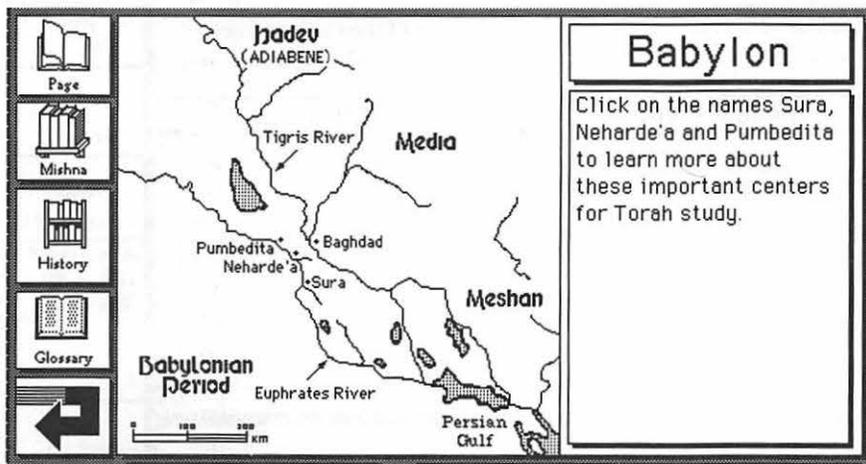


Figure 5—Ancient Babylon was a major center of Biblical scholarship

**Title: VeZot HaTorah**

**List Price: \$39.95**

**Title: Talmud Tutor**

**List Price: \$59.95**

**Publisher: Davka Corp.**

**Address: 7074 N. Western  
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**Telephone: 1-800-621-8227**

**Requirements: HyperCard;  
Hard Disk**



# Chinese Language Software Programs

by C.R. Clowery

With the introduction of "Chinese Survival Manual," "Chinese Pronunciation Tutor," and "Chinese Writing Tutor" Chinese language teaching has entered a new dimension. HyperGlott Software makes full use of the sound capabilities of the talking generation of Macintosh computers. These programs fill a long-standing need of students attempting to learn Chinese on their own and those who don't have a language laboratory available.

Before HyperGlott made the Mac speak Mandarin, to learn Chinese, you had to enroll in a college course—a considerable investment in time and money—or purchase a commercial guidebook, which is, of course, silent. Now anyone with a Mac, a recorder, and HyperGlott's programs can hear his own voice repeating Chinese tones and sounds in conjunction with the instructor's voice.

In learning modern Mandarin, sound is extremely important because Mandarin Chinese is a tonal language. Without the correct tones, your spoken Chinese makes no sense. HyperGlott has done an excellent job of overcoming this first obstacle to learning the Chinese sound system. There is no better method—short of hiring a private tutor—to practice your tones and basic sounds with a model of perfect pronunciation.

HyperGlott's founder, Dr. Martin Rice, himself a professor of foreign languages, brought Prof. Clara Yu from Middlebury College to design

and produce the HyperGlott Chinese software. Ms. Yu utilizes the teaching capacity of the Mac and HyperCard quite well. The merger of material and the Mac is intuitive and fun: any level computer user, if he can use his Font/D/A Mover (pre-System 7) to install the enclosed font, will find the familiar HyperCard instructions transparently simple.

The *Pronunciation Tutor* and the *Writing Tutor* will be most useful for beginners, while second and third year students will appreciate the accurate pronunciation for personal drill practice and even advanced Mandarin speakers may find the *Survival Manual* useful to prepare for a trip to the Asian Rim.

And now to the description of the

software:

## The Chinese Survival Manual

(HyperCard 2.02 or higher, and system 6.0.7 or higher. MacRecorder© is recommended. Because the *Survival Manual* adds the dimension of being able to input the user's voice, a student's responses can interact with the teacher's voice. If you have an LC, MacII, or the Farallon MacRecorder™ microphone, your own office replicates the environment of the finest university language laboratory. My Classic did not have the built-in microphone feature, so I did not get to test this feature of the software. HyperGlott has compressed over 8 MB of high-quality, native speaker voice repro-

**Chinese Survival Manual and Language Laboratory  
Pronunciation Review I: INITIALS (Consonants)**

Click on any item under the heading "Leader's Voice," to see the sample word and its meaning at the bottom of the card, and hear it pronounced. Then click on one of the "Rec" buttons to record your own voice.

Leader's Voice			Your Voice
b	ex.	bà	[Empty recording area]
d	ex.	dà	
f	ex.	fēn	
g	ex.	gěi	
h	ex.	hǎo	
k	ex.	kāi	
l	ex.	lái	
m	ex.	mén	
n	ex.	nǐ	
p	ex.	pà	

Navigation buttons: Quit, Topics, Notes, Play All, LC/Si MacR, Rec, Erase, Print.

Survival Manual Opening Card



duction into seven diskettes, using Farallon Computer's new SoundEdit™ digitized sound compression technology.

Further, the *Survival Manual* consists of over 600 recorded everyday Chinese words and phrases, with more than 500 additional non-recorded words and phrases, covering such topics as food, hotels, communications, doctors, numbers, clothing, basic communication, and more. This collection of handy phrases matches the standard situations one might encounter while visiting China, Taiwan, Hong Kong, or other Mandarin-speaking parts of the globe.

### The Pronunciation Tutor

(HyperCard 2.02 or higher, and system 6.0.7 or higher.)

The *Pronunciation Tutor* will prove most valuable to a serious beginning student of the Chinese Language because it covers all aspects of the Chinese sound system in detail previously only available on hard-to-find audio tapes. Dr. Yu's presentation is sensitive to the problems beginners face. The four tones and the neutral tone are reliably recorded with notes, and there are lengthy instructions on the more difficult aspects of pronunciation. You can click on syllables, words, and sentences and repeat them as many times as you want. The Chinese sounds appear on the screen alphabetized in Pin Yin romanization. There is with the *Pronunciation Tutor*, a two-page study guide telling how to make the best use of the program. There are some stack guidelines for newcomers to HyperCard.

Drs. Rice and Yu have also introduced the fundamentals of the INITially intimidating Chinese writ-

ing system with an innovative software package called:

### The Chinese Writing Tutor

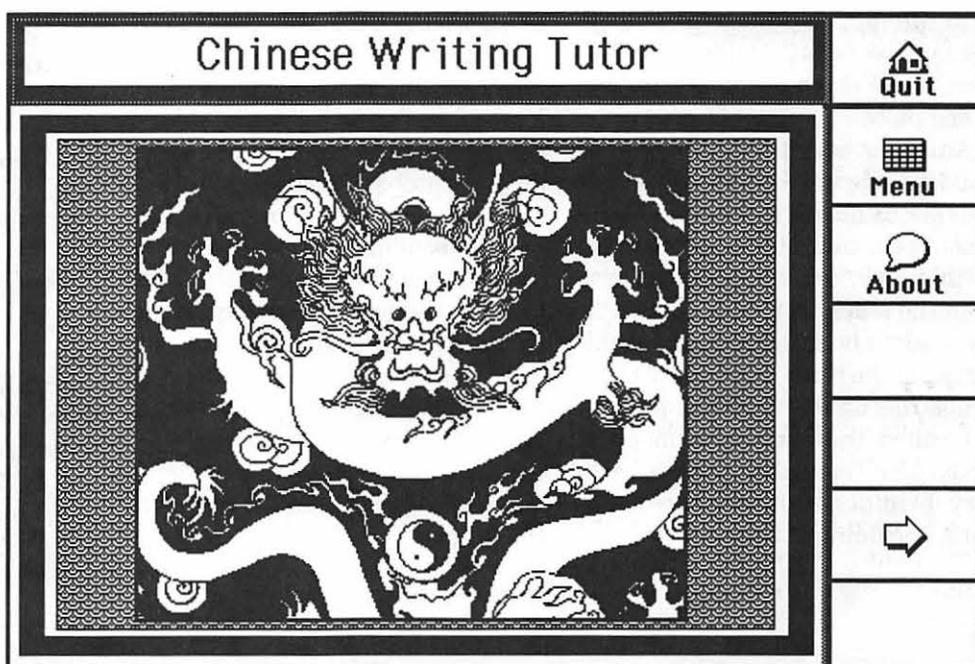
The *Writing Tutor* can play on a MacPlus, Classic, SE, SE/30, LC, Si, or MacII family machine with HyperCard™ 1.2.x. and a hard disk drive. It introduces the Chinese writing system, both standard (traditional) and simplified styles. The program uses animation to show Chinese ink-brush writing to good advantage. The notes describing the background of Chinese words and the writing exercises are helpful and fun. The animation is uncanny as the brush moves and the words appear. The dialogue boxes that pop up to encourage right answers or to chide the student when he makes a mistake are cleverly done and make the experience rewarding.

The *Writing Tutor* presents one practical use for written Chinese: reading street signs, bus signs, and billboards in China. This is imaginative and valuable, but there is no mention of what is clearly the fore-

most use of written Chinese: enjoying the vast wealth of Chinese literature. The Chinese have been writing books for 5,000 years, and the amount of literature they have amassed is stupendous. The *Writing Tutor's* introduction to 52 important "radicals" (written character components) serves to merely whet the appetite for the splendors of Chinese fiction, poetry, drama, history, scholastic works, bibliography, etc. A short bibliography or study guide pointing out the joys in store would be very helpful for those who wish to investigate further.

Or, if you simply want to delight your Chinese friends, sit them down in front of your Mac and launch any of the HyperGlot software. The pure Beijing pronunciation in the *Writing Tutor's* voice will amaze them!

On the short end, both the *Pronunciation Tutor* and the *Survival Manual* packages arrived with three of the seven diskettes defective. Although disappointing, this was merely a machine error. The documentation that came with the *Sur-*



Writing Tutor Stack



*vival Manual* contained several typos and oversights, calling the program "the French *Survival Manual*" in one place.

An improvement in future versions could include simple line drawings of the various nouns, verbs, or concepts that appear timed to the sounds and, in this way, letting visual images from the stacks impress the words the student hears on the right hemisphere of the brain as he hears them in abstract on the left hemisphere.

I called the support number in Knoxville, Tennessee and spoke to very helpful technical representatives, including a cordial conversa-

tion with the CEO, Dr. Rice. In general, the software has much to recommend it and, for anyone who is studying on his own without the aid of a native Chinese speaker, the tones are absolutely reliable and could lead someone with no background in Chinese, depending on his or her vigor, to a minimal familiarity with spoken Chinese. So we applaud HyperGlot for its breakthrough in Chinese language teaching materials. If the other foreign language programs are as good, then HyperGlot deserves recognition as a pioneer in interactive language teaching materials using the Mac.

**Information:**

**Title:** Chinese Survival Manual  
**List Price:** \$ 59.95

**Title:** Chinese Pronunciation Tutor  
**List Price:** \$ 59.95

**Title:** Chinese Writing Tutor  
**List Price:** \$ 59.95

**Publisher:** The HyperGlot Software Company

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# Cyberblast

by David & Stephen Granite

**W**e all remember **Gauntlet**, don't we, kiddies? **Cyberblast** is Gauntlet with some bells and whistles. The game is set in the future. You are a cyborg sent to retrieve a computer chip that is permitting aliens from another dimension to enter your reality. You must fight through 64 maze levels of walls and barriers and unbelievably stupid, vicious, and tenacious creatures all eager to see you croak and trying their best to ensure that this happens.

One feature of the game is the ability to choose between two characters, each with his own special abilities. One character will do better on one level than another, so there is a learning curve to this game which changes as you start to recognize what awaits you on different levels. Naturally, you have some lovely weapons to use, including your laser pistol, grenades, bombs, and zappers. You move around the screen by moving the mouse and you fire by clicking. Watch out for haphazard firing, though, because you can destroy useful items (shades of the 'food' in Gauntlet). You can obtain maps to each level. The maps are important because, to exit a level, you must locate all of the five crystals which activate the exit door. As you would predict, there is a time limit to finishing each level. If you fail to finish in time, you lose life energy and may bite the big one.

Problems with the game included some Multi-Finder hostility (we

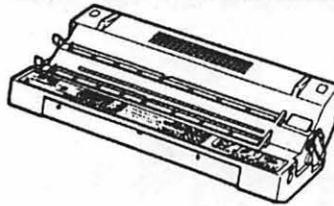
played it with System 6.08). The game often quit unexpectedly and really frustrated the junior play-tester when he had *almost* finished it. Screams of anguish caused several flags to be lowered and a moment of silence was recommended. (Our hero did complete the game eventually but opined that the ending was anti-climactic—exact words were 'it sucked weasels.')

A color version is available for \$4.50, but the present game is in black and white.

The senior play-tester enjoyed the game a lot and is continuing to play it at any free interval on the computer. Senior gives it a hearty recommendation (taking into account the bombs), but junior recommends not moving the mouse really fast because he thinks that that's what makes it bomb. He also says it takes about two hours to beat the game, if proficient.

Cyberblast is by Innerprize Software and requires 1 MB on the Mac Plus, SE, II, and Classic.

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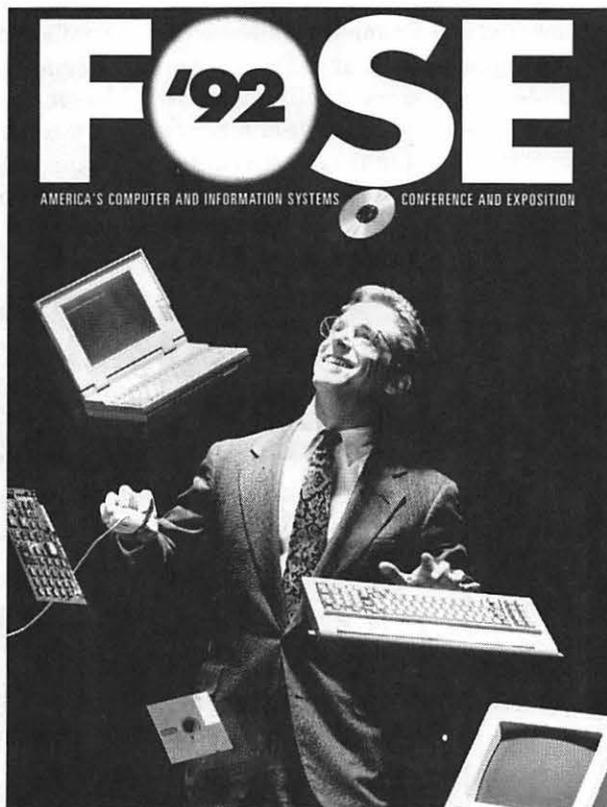
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Title: \_\_\_\_\_

Organization: \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_

State: \_\_\_\_\_ Zip: \_\_\_\_\_

Telephone: \_\_\_\_\_

Mail to: Director, FOSE '92, 313 S. Patrick Street, Alexandria, VA 22314  
Fax # 703/836-4486



## Apple II/III

### Apple II\*

#### GENERAL

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

#### ACCOUNTING PACKAGES

BPI Programs  
 Jaxon Brown (301) 350-3283  
**BPI & Howardsoft (Tax)**  
 Otis Greever (615) 638-1525  
**Dollars & Sense**  
 Barry Fox (717) 566-6709  
**Home Accountant**  
 Leon Raesly (days; 9-5) (301) 220-3113  
**Quicken**  
 Gary Hayman (301) 345-3230  
**Apple SSC**  
 Bernie Benson (301) 951-5294  
**AppleWorks**  
 Ken DeVito (703) 960-0786  
 Ray Settle (301) 647-9192  
 Harry Erwin (before 10pm) (703) 758-9660  
 Gary Hayman (301) 345-3230  
 Leon Raesly (days; 9-5) (301) 220-3113  
**AppleWorks Database**  
 Roger Burt (301) 424-6927  
 Morgan Jopling (301) 721-7874  
 Milt Goldsamt (301) 649-2768

#### COMMUNICATIONS

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

#### HARD DISKS

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

#### LANGUAGES

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

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

#### OPERATING SYSTEMS

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

#### SPREADSHEETS

**General**  
 Walt Francis (202) 966-5742  
**MagicCalc/SuperCalc2.0**  
 Leon Raesly (days; 9-5) (301) 220-3113  
**Telecommunications**  
 Dale Smith (301) 762-5158  
 Allan Levy (301) 340-7839  
**TimeOut Serles**  
 Morgan Jopling (301) 721-7874  
**Utilities: ProSel**  
 Barry Fox (717) 566-6709

#### WORD PROCESSORS

**General**  
 Walt Francis (202) 966-5742  
**Apple Writer II**  
 Dianne Lorenz (301) 530-7881  
 Leon Raesly (days; 9-5) (301) 220-0717  
**AppleWorks GS**  
 Roger Burt (301) 424-6927  
 A.D. (Bill) Geiger (703) 237-3614  
 Andy Gavin (703) 734-3049  
**Letter & Simply Perf**  
 Leon Raesly (days; 9-5) (301) 220-3113  
**Mouse Write**  
 Barry Fox (717) 566-6709  
**Publish-It!**  
 Gary Hayman (301) 345-3230  
 Ray Settle (301) 647-9192  
**ScreenWriter II**  
 Peter Combes (301) 251-6369  
 Gene Carter (202) 363-2342  
**Word Perfect**  
 James Edwards (301) 585-3002  
 Henry Donahoe (202) 298-9107  
**Word Star**  
 Art Wilson (301) 774-8043

#### Apple IIGS\*

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

#### GENERAL

Barry Fox (717) 566-6709

#### Ile Upgrade

Morgan Jopling (301) 721-7874  
**APW**  
 Andy Gavin (703) 734-3049  
 Leon Raesly (days; 9-5) (301) 220-3113  
**Deluxe Paint II**  
 Rich Sanders (703) 450-4371  
**GS BASIC**  
 Barry Fox (717) 566-6709  
**Multiscribe GS**  
 Ray Settle (301) 647-9192

#### TELECOMMUNICATIONS

Dale Smith (301) 762-5158  
 Allan Levy (301) 340-7839  
 Bob Sherman (305) 944-2111  
**MouseTalk**  
 Dale Smith (301) 762-5158  
 Ray Settle (301) 647-9192  
**TimeOut Series & Utilities: ProSel**  
 Ray Settle (301) 647-9192  
 Barry Fox (717) 566-6709  
**816 Paint/Writ'rs Ch.El**  
 Andy Gavin (703) 734-3049  
**Apple II Hardware Epson printers, hard drives,**  
 Guy Durant (202) 363-0366  
 Wayne Meckling (301) 263-4053  
**Apple II laser printing**  
 Bob Sherman (305) 944-2111

#### Apple III\*

#### GENERAL

Jim Jutzin (703) 790-1509  
 Dave Ottalini 9:00-10:30 P.M. (301) 681-6136  
**3 Easy Pieces**  
 Robert Howe (916) 626-8198  
 David/Joan Jernigan before 9 pm (703) 822-5137  
**Word Juggler**  
 Tom Linders (408) 741-1001  
 J. Carey McGleish evenings (313) 332-8836  
**Pascal**  
 Dr. Al Bloom (703) 951-2025  
**Apple Speller**  
 Robert Howe (916) 626-8198  
**AppleWriter**  
 Eric Sheard (908) 782-6492

## Beagle Buddies

#### MARYLAND

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

#### VIRGINIA

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







## Macintosh

### GENERAL

Jeff Alpher to midnight (301) 630-2036  
**Art & Video**  
 Nancy Seferian (202) 333-0126  
**Borland Products**  
 Doug Ferris day only (800) 826-4768

### DATABASE PROGRAMS

**Fourth Dimension**  
 Bob Pulgino (301) 474-0634  
 Peter Yared (301) 564-1560  
**FileMaker Pro**  
 Tom Parrish (301) 654-8784  
 Mort Greene (703) 522-8743  
 Paula Shuck bef. 10pm (301) 740-5255

### Helix

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

### Double Helix

Paula Shuck before 10pm (301) 740-5255

### MS-File

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

### Omnis 3 & 3+

Jeff Alpher to midnight (301) 630-2036

### OverVue

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

### Pro-Cite

Elizabeth Mangan (703) 750-2710

### DESKTOP PUBLISHING

#### General

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

#### ReadySetGo

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

#### PageMaker

Mort Greene (703) 522-8743

#### Quark Xpress

Ron Mann (202) 333-3409

### GRAPHICS

#### General

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

#### Adobe Illustrator

Ling Wong (703) 378-5102

#### Canvas

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

#### MacDraw

Tom Berilla (301) 434-3256  
 Tom Parrish (301) 654-8784  
 John Spencer (301) 730-1084

#### ImageStudio

Mort Greene (703) 522-8743

#### Studio/1

Jamie Kirschenbaum evenings (703) 437-3921

#### SuperPaint 2.0

Mort Greene (703) 522-8743

#### VideoWorks

Mort Greene (703) 522-8743

### PROGRAMMING

#### Inside Mac

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

#### Pascal

Michael Hartman (301) 445-1583

### SPREADSHEETS & CHARTS

#### General

David Morganstein (301) 972-4263  
 Bob Pulgino (301) 474-0634  
 Tom Cavanaugh (301) 627-8889

#### Excel

David Morganstein (301) 972-4263  
 Mark Pankin (703) 524-0937  
 Jim Graham (703) 370-5737  
 Dick & Nancy Byrd (703) 978-3440  
 Bob Pulgino (301) 474-0634  
 Tom Cavanaugh (301) 627-8889  
 Paula Shuck before 10pm (301) 740-5255  
 Kirsten Sitnick (301) 750-7206  
 Mort Greene (703) 522-8743

#### WingZ

Kirsten Sitnick (301) 750-7206

### TELECOMMUNICATIONS

#### General

Allan Levy (301) 340-7839  
**CompuServe**  
 Michael Subelsky (301) 949-0203

### WORD PROCESSORS

#### Microsoft Word

Marty Milrod (301) 464-5981  
 Harris Silverstone (301) 435-3582  
 Tom Cavanaugh (301) 627-8889  
 Freddi Galloway (V/TTY) (703) 768-5315  
 Kirsten Sitnick (301) 750-7206

#### ThinkTank-More

Jim Graham (703) 370-5737  
 Tom Parrish (301) 654-8784

#### Hebrew Word Processing

Tim Childers (301) 997-9317  
 Curt Harpold (202) 547-8272

#### Microsoft Works

Amy Billingsley (301) 622-2203

#### WordPerfect—Mac

Curt Harpold (202) 547-8272

### MISCELLANEOUS

#### MacProject

Jay Lucas (703) 751-3332  
 Norbert Pink (703) 759-9243

#### HyperCard

Rick Chapman (301) 989-9708

#### HyperTalk

John O'Reilly (703) 204-9332

#### File Transfer

Mort Greene (703) 522-8743

#### Backfax

Mort Greene (703) 522-8743

#### HyperCard Scripting

Jamie Kirschenbaum evenings (703) 437-3921

#### SoundEdit

Jamie Kirschenbaum evenings (703) 437-3921

## General

#### Games-Apple II

Charles Don Hall (703) 356-4229  
 John Wiegley after 2:15 (703) 437-1808

#### IBM

Leon Raesly (301) 220-3113

#### Math-OR Applns

Mark Pankin (703) 524-0937

#### Modems-General

Allan Levy (301) 340-7839

#### Hayes Smartmodem

Bernie Benson (301) 951-5294

#### Practical Peripherals

Allan Levy (301) 340-7839

#### Printers-General

Walt Francis (202) 966-5742

#### Leon Raesly

(301) 220-3113

#### MX-80

Jeff Dillon (301) 662-2070

#### Stat Packages

David Morganstein (301) 972-4263

#### Stock Market

Robert Wood (703) 893-9591

#### MS/DOS

Tom Cavanaugh (703) 627-8889

#### Dvorak Keyboard

Ginny & Michael Spevak (202) 244-8644

## Frederick Apple Core Help Line

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

Oscar Fisher	(Frederick)	694-9237	Apple II, GS
Dick Grosbier	(Frederick)	898-5461	Apple II, GS, & Mac
Harold Polk	(Frederick)	662-6399	Apple II
Tony Svajlenka	(Frederick)	694-6209	Apple II
Doug Tallman	(Frederick)	663-3268	Mac
Scott Galbraith	(Monrovia)	865-3035	Apple II & GS
J. Russell Robinson	(Frederick)	739-6030	Mac



# Super Munchers and Talking Spell It Plus

by David & Stephen Granite

I just finished reading Phil Shapiro's article in the January WAP Journal decrying the lack of Macintosh educational software, and I could not agree more. Yet, as Phil mentioned in that article, the tide is turning. Last week I purchased *Super Munchers* by MECC (which Phil mentioned in his article) and *Talking Spell It Plus*, by Davidson. These two programs, unlike some my family has sampled, are fine examples of learning and fun blended successfully. Both have competed on a black and white Mac with the color Nintendo games and won a big market share of my two boys' quality game time.

## Super Munchers

The deck was stacked in my favor when I bought this program (\$29 mail order) because my boys enjoy the predecessor games *Word Munchers* and *Number Munchers*. Yet I have got to say that *Super Munchers* even has me interested! The approach in the Muncher series is simple: guide your muncher through the grids of potential answers to a question, gobble up the correct answers on the grid and get to the next level. Every third level you get to solve an animation game filled with sounds and pictures. Sound easy? Yeah, well, I forgot to mention that while your muncher is gliding (either by mouse or keyboard commands) over the boxes on the grid, that he might get eaten by a variety of scary or funny looking

Troggles. As you progress, the questions get tougher, and you are chased by more Troggles. (The author has not beaten the game when three Troggles at the same time chase him, yet his kids have...so judge the author's game skills yourself).

The arcade action keeps it interesting, but *Super Muncher* outperforms *Word* and *Number Munchers* with more excitement (your muncher can get super powers complete with cape and fly around gobbling the assistants of Dr. Frankentroggle) and the exposure to a variety of facts within numerous subject matters. Since it is a multi-level game, my boys will enjoy this game years from now. An example of the progression in the topic of Animals: children can choose varieties of birds or fish, or be challenged by animals in the order of "Artiodactyla" or in the civet family. That's right, I learned about civets too. The category of facts labeled Famous Americans includes choices of actors, presidents (I will pass on whether they group these subsets!) African Americans, military figures, etc. In each of the games, you can choose to play in an inverse fashion, i.e., in the category of music you can choose instruments that are Not String Instruments.

What does it take to play? The excellent manual suggests students of at least a third grade reading level, which works for me because I have a third and a fourth grader. At the highest level, the manual says that high school reading is required, so

you will get years of use or please more family members. Memory and storage requirements? *Super Munchers* comes with two disks; color capable computers require both, and monochrome computers only require one and yes, you can play from the diskette only, if you want. My black and white version took 429K of my hard disk, and munches 850 K of RAM when running. It is System 7 compatible and requires at least System 6.02. MECC offers a 30-day money back guarantee and an 800-number for support. If you are one of the Big Blue crowd, yes, there is an IBM/Tandy version; but the manual is dedicated to the Mac (and so am I).

## Talking Spell It Plus

I hated spelling when I was a kid; I still do. I would't survive in the business world without my spell checker or a good secretary. Hoping that my boys don't develop my bad habits, I tried supplementing their spelling education with *Spell It Plus*. Like *Super Munchers*, it continues a series. Davidson's *Math Blaster Plus* is a good math program, and *Spell It Plus* brings the arcade and animation of that winner to spelling.

Students familiar with *Math Blaster Plus* will recognize the opening panel of the *Talking Spell It Plus* game: five games—*Study It*, *Decode It*, *Correct It*, *Unscramble It*, and the main feature, *Spell It*. This is a serious spelling program, folks, yet it does present a challenge of a game, and the animation fun of a hurdling



frog snapping spelling words with his tongue as if they were flies.

The serious side is appealing perhaps to the teachers because it provides options such as an editor that expands the spelling list beyond the 1,000 words it already has, as well as record keeping and certificate printing capability. Parents will like the range, starting from age six on up.

The fun side includes *Unscramble It*, mixing Tic Tac Toe with the challenge of unscrambling a word. Even the print options contain some fun. In addition to flash cards, you can even print out puzzles from the menu, giving the game an off-line word search ext

The Mac has had sound ever since *Mac In Talk*, so I think the impact of "talking" may be more novel to the IBM crowd. The comprehensive manual gives instructions for the IBM and Apple II versions, as well as the Mac. And though the student will not really need the manual to use the

program, teachers or parents will appreciate the instructions concerning the editor, to add new words, and even add Spanish, French, or German words with their own unique fonts. With a bit of effort, you can turn this into quite a tool. If you get stuck, Davidson offers great toll-free customer support (I have used it before When I received a bad disk).

*Spell It Plus* is a bit of a space hog, as it requires 800K of RAM to run, and 1.8 MB on your hard disk. It will run on a Mac Plus on up. It is compatible with System 7 and needs at least System 6.07. You could work it from a single 800K floppy, but you lose the sounds and editor functions.

*Talking Spell It Plus* does much more than exercise rote memory spelling words. It has arcade action and word puzzles, yet the learning value is real. Reading in context to determine correct spelling, the choice of traditionally difficult words and the repetition that only a computer can

coax for memory skills all make the program a reliable tool.

### Getting Educated

*Super Munchers* and *Talking Spell It Plus* both are good examples of how parents can use the Mac in an educational way. By being part of a series of programs, the learning curve is improved substantially, so your child can sit down at the first screen and comfortably explore. *Super Munchers* has more of an appeal to me than *Talking Spell It Plus*, because *Super Munchers* seems like a mix of a Jeopardy-style game show with arcade fun. The facts can also challenge far beyond an elementary level. Of course, my bias may be due to the fact that I still make spelling mistakes!

*Bill Jensen is a Regional Manager of a benefit administration firm who uses a Grandpa Mac-upgraded from its robust original 128K power. Eight years old and it still scrolls with the best of them.*



## WITHOUT THE RIGHT PERSONNEL, YOU MIGHT AS WELL LEAVE IT IN THE BOX.

Putting your Mac to work isn't as easy as taking it out of the box. For starters, you have to find someone who really knows how to use it. And if you've tried other temp agencies, you know that can be pretty tough.

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# Notes on the Mac

by Paul Schlosser

The big news this month is the release of the System 7 Tune-Up software. Code named "7-Up," the set of enhancements to System 7 (and 7.0.1) are being distributed free by user groups, on-line services, and for a nominal fee by Apple dealers. Here is how Apple describes the new enhancement: "In a continuing effort to provide you with the best possible system software, System 7 Tune-Up is a set of software enhancements that make your Macintosh computer work better with System 7 (v. 7.0 or 7.0.1).

Once you have installed System 7 Tune-Up, you will notice that: memory is managed better, resulting in fewer "out of memory" messages; printing is faster and more reliable; there is more memory available for application programs on computers that are not connected to a network (such as a PowerBook computer being used on the road)." System 7 Tune-Up comes complete with its own Installer. Additionally, v. 7.1 of the Personal LaserWriter driver is available from Apple dealers. StyleWriter owners are reporting dramatic improvements in printing speed after installing the System 7 Tune-Up software. The ImageWriter (IW) driver has not been enhanced, and IW owners are voicing frustration over the slow printing they are subjected to under System 7. The System 7 Tune-Up is available for downloading on the TCS (in File Transfer Area 19), or on disk from the WAP Disk Library.

## Apple Announces Software Upgrade Offer

Apple has released four new software upgrades for owners of Macintosh computers, printers, and scanners. These easy-to-order, low price software upgrades will improve the speed, usability, and power of your Apple computer, printer, or scanner.

1. System 7 Tune-Up (\$10): Smooths your use of System 7 by reducing "memory full" error messages. Conserves up to 100K of system memory when networking is not in use. Speeds the Chooser on large networks, copies large files faster, and accelerates printing on all printers (especially the StyleWriter and the LaserWriter family). Also includes several bug fixes. Recommended for all users of System 7.0 or 7.0.1. Includes: System 7 Tuner 1.0, StyleWriter 7.2.2, LaserWriter 7.1, Chooser 7.1, File Sharing Extension 7.0.2, Read Me, Installer 3.2, Installer Script, and installation instructions.

2. QuickTime™ System Extension (\$10): Give your Macintosh the power to work with large color images, sound, and motion video with QuickTime. With this drop-in extension, you can view and play graphics created by QuickTime applications. Requires System 6.0.7, 6.0.8, 7.0, or 7.0.1 (4MB minimum for System 7) and a Macintosh LC, SE/30, PowerBook™ 140, PowerBook 170, Classic® II, Macintosh II, IIfx, IICx, IICI,

IIsi, IIfx, Quadra™ 700 or Quadra 900 computer. Includes: QuickTime 1.0, Scrapbook 7.1, Scrapbook for System 6, sample movie, installation instructions.

3. Apple Printer Tune-Up (\$18): Speeds printing on your Apple Personal LaserWriter LS and StyleWriter printers. It also lets any Apple printer use TrueType™ outline fonts and fifteen font families — a total of 31 typefaces — for sharp type on both screen and printer. Requires an Apple printer and System 6.0.7, 6.0.8, 7.0, or 7.0.1. Includes TrueType fonts: Times (4 typefaces), Helvetica (2), Courier (2), Symbol, Avant Garde (2), Bookman (4), Helvetica Narrow (2), New Century Schoolbook (4), Palatino (4), Zapf Chancery, Zapf Dingbats Chicago, Geneva, Monaco, New York. Software: Personal LW LS 7.1, Personal LW LS Prep 1.0, StyleWriter 7.2.2, PrintMonitor 6.1 and 7.0.1, Font/DA Mover 4.1, Backgrounder 1.3, Serial Switch 1.1, TrueType 1.0, Image Utility 1.0, Cleaning page, ReadMe files, Installer 3.2, Installer Scripts, and separate installation instructions for StyleWriter, Personal LaserWriter LS, and TrueType.

4. OneScanner Software Upgrade with QuickTime (\$25): This major upgrade to Ofoto software for the Apple OneScanner simplifies scanner calibration and adds Auto-sharpening for higher image quality and



more compression. It can also save scanned images in QuickTime format for up to ten times reduction in file sizes. Requires Apple OneScanner. Includes: Ofoto 1.1, Scanner 2.0, HyperScan 2.0, QuickTime 1.0, and updated User Guide.

To order by phone, call toll-free: 1-800-947-5176. Hours are 8 AM Eastern time to 5 PM Pacific time, Monday through Friday. VISA and MasterCard accepted. Have the model numbers of your Macintosh, printer, and/or scanner ready. (The model number (or "marketing number") can be found on the label on the underside or back side of the product, or on the original packaging.)

### **Sculley Announces New '92 Products**

At the Winter Consumer Electronics Show in Las Vegas, John Sculley announced that Apple was preparing to enter the consumer electronics market. Apple plans to introduce several low-end Macintosh products into consumer channels during the second half of 1992 and two lines of multimedia Macs (one for retail channels and one for mass/merchant channels). The new Macs, expected to be available for the Christmas 1992 selling season, will likely be a redesigned IIsi, IICI and Quadra 700. The new models will house one internal CD-ROM drive, might come bundled with ClarisWorks integrated software, and will use QuickTime and System 7. In 1993, Apple (and third party partners) plan to introduce several Personal Digital Assistant products. These products include executive organizers, wireless communicators, electronic books, multimedia players and an intelligent electronic desktop. According to Sculley, the Personal Digital Assistant products will use intelligent agents to help users sort through masses of information. The key to the success of these new prod-

ucts will be access to new information services and a high-speed nationwide network.

### **Lotus 1-2-3 for the Macintosh Released**

Lotus Development Corporation began shipping the Macintosh version of its popular spreadsheet program in January. 1-2-3 is System-7 savvy, supports publish and subscribe, Apple events, 32-bit addressing, virtual memory and the Data Access Language. 1-2-3 can import Excel 2.2 & 3.0 files, as well as 1-2-3 files created on a MS-DOS personal computer, and has the ability to use the same macros and graphs too. 1-2-3/Mac can be configured to use the same "slash" commands that 1-2-3/PC uses. Owners of Excel, Resolve, Wingz and Full Impact can trade up to 1-2-3/Mac for \$150. The standard retail price of 1-2-3/Mac is \$495. You can reach Lotus at 617-577-8500.

### **AppleTalk Remote Access**

A new system extension, AppleTalk Remote Access (ARA), provides a quick and easy way to use files stored on a remote Macintosh. ARA requires System 7 and 2 MB of RAM, although Apple recommends 4 MB of RAM and a V.32 9600 bps modem. (ARA will work with 2400 bps modems, although performance suffers greatly.) Configuring ARA is done via the ARA application and a new control panel utility. You can specify the modem being used, whether incoming calls can be answered, the maximum connect time and whether the caller has access to an entire network or the answering Mac only. Folder access privileges are granted with the System 7 Users and Groups control panel. ARA retails for \$199 and is being bundled with MacPowerBook computers. You can purchase ARA from the Apple Programmers and Developers Association. Call toll free 800-282-2732.

### **Symantec To Combine Norton Utilities and SUM**

Symantec Corporation is working on a new data recovery utility, which will combine the strengths of the popular Norton Utilities with Symantec Utilities for the Macintosh (SUM). The new product will be called "Norton Utilities for the Macintosh," will have the same look and feel as the present Norton Utilities, as well as a new backup module and an improved, System 7-compatible Directory Assistance module. The new Speed Disk utility will be able to optimize files on your start-up disk, instead of forcing you to boot from a special disk. WipeInfo will provide secure erasure of hard disk data. Also, new will be routines for dealing with SCSI-driver damage so severe that the older Norton's would not have been able to see the drive. The release date has not been announced, nor retail pricing. Central Point Software is also readying a new, improved version of their popular MacTools Deluxe application.

### **New Files on the TCS**

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

#### **File Area 13 - Mac Fonts**

KLINZHAI.CPT Type 1 PS font, Klinzhai (Klingon)

COCACOLA.CPT Type 1 PS font, Coca Cola

TNG.MONITORSTT Truetype ST:TNG monitors font

TNG.MONITORSPS Type 1 ST:TNG monitors font

GROENING.CPT TT font of Groenings handwriting

TRAINS.SIT Type 1 PS and TrueType font, Trains

SILLYCONVALLEY. Type 1 PS font,



Sillycon Valley  
 LOGGER.TYPE.1.C Type 1 PS font, Logger  
 LIQUIDCRYSTALS Type 1 PS font, Liquid Crystal LCD font  
 LASERLONDONTYPE Type 1 PS font, Laser London  
 JEFF.NICHOLS.TY Type 1 PS font, Jeff Nichols  
 CARAWAYBOLD.2.0 Type 1 PS font, Caraway Bold 2.0  
 AACOVE.TYPE.1. Type 1 PS font, Aarcover.  
 POLOSEMISCRIP Type 1 PS font, Polo Semiscript  
 TONEANDDEBS.T1. Type 1 PS font, Tone and Debs  
 PHONEALP1.CPT Type 1 PS font, Phonetic Alphabet  
 MULTIFORMT1.CPT Type 1 PS font, Multiform  
 LILITHLIGHT.T1. Type 1 PS font, Lilith Light  
 LASSUS.TYPE.1.C Type 1 PS font, Lassus, musical font  
 KRAMER.TYPE.1.C Type 1 PS font, Kramer  
 JUMBLE.TYPE.1.S Type 1 PS font, Jumble  
 HORST.CAPS.TYPE Type 1 PS font, Horst Caps  
 GALLAUDET.1.CPT Type 1 PS font, Gallaudet, sign languag  
 DAVYSKEYCAPS.T1 Type 1 PS font, Davy's Key Caps  
 DABKC.TYPE.1.CP Type 1 PS font, Davy's Big Key Caps  
 ANN.STONE.TYPE. Type 1 PS caps only display font  
 AKIRNBERGSCRIPT Type 1 PS, Adine Kirnberg Script  
 MARYDALE.SIT Type 1 font  
 ARCHITECT1.3.CP Type 1 font  
 FONTVIEW FontView - DA for displaying fonts  
 BITFONT.1.0.1 BitFont 1.0.1 - Bitmaps from Outlines  
 PEPITA.CPT Pepita, Type 1 calligraphic font  
 GISMONDA.CPT Gismonda, Type 1 PS display font.  
 FOXSCRIPT.CPT FoxScript, Type 1 PS script font.

COLUMBUS.CPT Columbus, Type 1 PS display font.  
 CABLEDINGBATSFO Cable Font dingbats, Type 1 PS font  
 SARAHCAPS.CPT SarahCaps, Type 1 font  
 TYPESPEC1.2.CPT TypeSpec 1.2, font spec utility  
 TYPESAMPLES.SIT Quark & PageMaker type sample sheets  
 SNYDERSPEED.SIT SnyderSpeed, Type 1 PS font  
 CODE9.CPT Monospaced font for coding bitmap  
 VARIPTOOLKIT VariTyper Toolkit Vers. 1.0  
 THETYPEBOOK.CPT theTypeBook v. 2.3.2  
 THEFONDLER.2.1 Font numbering utility.  
 N.FONT.CPT Font to NFONT conv. utility.

**File Area 14 - Mac Games**

SPECTRE.DEMO.CP Working demo of Spectre, great game  
 EVOBOTS.CPT Evolving Robots Game  
 SHANGHAI.CPT Shanghai II Demo B&W  
 LLOYD.S.LUNACY Puzzle game  
 ATAXX0.1.SIT Ataxx 0.1, an arcade game  
 GAMEPACK.CPT Hangman+2.0/Brickles+/Bonk games  
 A.S.BASEBALL.1. Baseball game/limited visuals  
 GALAXIS.CPT Visual Strategy Game - Addictive!  
 TREK.JOKES.VOL. Text file of Star Trek (old one) jokes.  
 ELIZA.CPT. Latest v. of Eliza, the AI classic  
 BEAMWARS.CPT Nice game, in color too  
 ZORK.MAPS.SIT Maps for Zork.  
 MACBZONE.1.2.SI Battlezone tank game  
 COLORSTR.CPT Tactical Air Combat, in Color  
 JACKS11.CPT Jacks for your Macs  
 SCRUFFY.CPT Scruffy arcade game  
 NETBUNNY2.5.CPT NetBunny 2.5,

wonderful AppleTalk thing  
 THE.PUZZLER Puzzler, jigsaw-type puzzle game  
 LOW.MEMORY.NETH Low memory v. of Nethack  
 DEADLOCK.CPT Ancient mindteaser.  
 ZORK.CPT Mac v. of Zork adventure game  
 ADVENTURE.CPT Mac v. of original Adventure game  
 NETHACK.CPT Large adventure game

**File Area 15 - Mac Graphics**

EAGLE.PICT.SIT PICT image of U.S. eagle  
 QT.LOGO.MOOV.SI QuickTime logo QuickTime movie  
 STEVE.JOBS.MOVI Steve Jobs in 1984, QuickTime movie  
 KLINGON.256.MOO Klingon QuickTime movie  
 META.WAL.SIT Collection of Wallpaper patterns  
 CORKWALL.SIT Wallpaper desktop pattern  
 JMPPATII.SIT Jean-Marc's desktop patterns #3  
 PAN.CD.MOVIE.CP QuickTime "movie" of 24-bit pictures  
 CROSS.OF.CHRIST Cross of Christ ppat  
 QTIMECAN.SIT Quicktime/Slide Tools for Canvas 3.0  
 JMPPATIV.SIT Jean-Marc's desktop patterns #4  
 JPL.TIFFS.SIT TIFF space-oriented images from JPL  
 JPEGINST.SIT JPEG photo technology notes  
 TUXGIRLP.JPEG Tux Girl, 500K 32-bit PICT in 64K  
 PICTUREDECOMPRES Picture Decompress 2.0 JPEG utility  
 IKON.VII.1.0.SI B&W icons for System 7 folders  
 SAFR1.1.SIT Swiss Army Font Remover 1.1  
 IMAGE.1.42.CPT (NIH) Image, V 1.42  
 REALLY.SORRY.CP Really Sorry, a QuickTime movie.  
 SHUTTLEM.CPT QuickTime



Shuttle movie  
 CLIP.ART.C.CPT Clip art of Apple equipment  
 CLIP.ART.BW.CPT Clip art of Apple equipment  
 VIDEOBEEP.CPT VideoBeep QuickTime "application"  
 KLONEKILL.CPT QuickTime movie  
 NEW.BEDFORD.WHA New Bedford whaler (square-masted ship)  
 HARLEY..LOGO.SI EPSF format logo of Harley-Davidson.  
 GOTHICEPSF.SIT Gothic ornaments and illum. letters  
 AP.14.DAY.DEMO. Working demo v. of Amazing Paint  
 THE.HANGIN.TRE B&W PICT image of an oak tree.  
 XMAS.STARTUPSCR Color Christmas startupscreen.  
 THE.IBM.GRAVEYA Funny, nasty B&W Pict Image  
 PEACE.ON.EARTH. Christmas dove and greeting  
 BALLET.CPT Ballet QuickTime Movie. Ballerina.  
 MAGICAL.GEAR..C Magical Gear QuickTime Movie  
 RECYCLED.CPT Recycled symbol (EPSF clip art)  
 RECYCLAB.CPT Recyclable symbol (EPSF clip art)  
 PICTDECO.CPT PictureDecomPress 2.0.1 - a JPEG viewer  
 CHRISTMAS.EPS.S Two EPSF Christmas trees.  
 IMAGERY0.CPT Imagery v0.5 - translates graphics to T  
 GIFWATCHER2.SIT DA to view GIFs during download  
 QUICKGIF.SIT QuickGIF, a FAST GIF reader  
 GJFCONVERTER2.2 GifConverter 2.2.10 documentation.  
 GIFCONVERTER2.2 GifConverter 2.2.10 picture reader  
 ENGLISH QuickTime movie  
 DOGCOWSN.CPT QuickTime movie  
 WALLPAPER.DEMO Change background pattern on color Macs

PICTURESQUE.1.5 DA to open PICT and EPSF graphics  
 P.HARBOR.HUMOR Pearl Harbor Commemorative Humor  
 APPLE.LOGO Multi-shaded Apple logo  
 JUSTICE.SCALES The Scales of Justice (w/out the Lady)  
**File Area 16 - Mac HyperCard**  
 DISPGIF.XCMD.1. Display GIF images in HyperCard  
 MILITARY.RANKS. Stack showing U.S. military ranks  
 ORBIT. Draws cool designs.  
 HYPERBEGINNER.S Beginners guide to Hypercard  
 SPACE.SHUTTLE.C NASA Space Shuttle clip art  
 FRENCHAOL.SIT French Flashcards  
 SCRIPTOMANIAC.S Scriptomatic, a script X-ray tool.  
 SCHEDL.SIT Schedules students into courses  
 MOUSEALARM.CPT Obnoxious security program.  
 JFKCONSPIRACY Who killed JFK?  
 GOOD.BOY.COLOR 256 color HyperCard-based pet.  
 COLORIZI.CPT Colorize Cards, Fields or Backgrounds.  
 WORK.ORDER.5.CP An invoice Stack for Work Orders  
 RINALDOI Adds windoids and Rinaldoids to HC 2.0  
 VALENTINE.CPT Demo HC2 PICTURE & PALETTE in color.  
 COOKBOOK.V2.0.C Store recipes for easy retrieval  
 REPORTS.2.1.1.U Upgrade Reports for HC V2.1 to V2.1.1  
 ISOTOPE.S.CPT Isotopes links with chemistry stack  
 CHEM.CPT Periodic Table of chem elements v1.3  
 FINDEREV.CPT Send evnts from HC to Finder  
 KNITTING Keep track of knitting projects  
**File Area 17 - Mac Technotes**  
 TIDBITS101.SIT TidBITS for 13 Jan 92  
 MODEM.INFO.TXT Comprehensive

article on modems  
 TIDBITS100.SIT TidBITS for 06 Jan 92. New Format.  
 LASGNOTE.TXT Unofficial notes on the LaserWriter IIg  
 TIDBIT99.SIT Finder Fun (Sys. 7.0)  
 QUADRA.VIDEO Mac Quadra Video Explained  
 TIDBIT98.SIT TidBITS for 16 Dec 91  
 TIDBIT97.SIT TidBITS for 09 Dec 91  
 TN176.CPT Mac Memory configurations & setup  
 BBSABREV.TXT Dictionary of BBS slang  
 TIDBIT90.SIT TidBITS for 28 Oct 91  
 TIDBIT96.SIT TidBITS for 25 Nov 91  
 TIDBIT95.SIT Storyspace Reviewu L  
 TIDBIT94.SIT TidBITS for 18 Nov 91  
 TIDBIT93.SIT SFDialogers Review  
 TIDBIT88.SIT Tidbits 88: Compress II  
 TIDBIT89.SIT Tidbits 89 for 21 Oct 91  
 TXTMEMOR Memory Guide by Connectix -txt v.  
 MEMORYGU memory tutorial by Connectix-in MS WORD  
 TIDBIT92.SIT TidBITS for 11 Nov 91  
 TIDBIT91.SIT TidBITS for 04 Nov 91  
**File Area 18 - Mac Utilities**  
 TREK.COLOR.ICON Star Trek color icons  
 TC502UPD.SIT THINK C 5 => 5.0.2  
 SHUTDOWN.SIT Creates system 7 shutdown folder. Neat  
 SUPRASYSOP.CPT Supra Sysop offer for v.32(bis) modems  
 SUPRAPR.CPT Supra PR on v.32/v.32bix FAX modems  
 EXCELREC recover some data from bad excel files  
 RAM.CHECK.2.0.S RAMCheck 2.0, utility for checking RAM  
 START.THE.TORTU Start the Torture, sound file  
 FILEFA.CPT Sys 7 file type/creator util  
 EXTRACTOR.SEA Freeware utility for CPT archives  
 WATCHWORK.SIT WatchWorks scheduling package  
 MACWOOF.1.2.1.F MacWoof 1.2.1 Final, Fidonet point util  
 DDEXPAND. Expand-only v. of Disk Doubler 3.7



ZORBA.1.0.CPT Zorba 1.0, a security program

PROGRAMMER.S.KEY Programmer's Key 1.4

BNDLBANGER.SIT "Repair" new or pasted icons/masks.

CURSORANIMATOR. Cursor utility

CMNDR2.SIT Add/remove key equivalents.

PIZZA.PIZZA Sounds Sounds for a Mac Mac

TEXT.FILTER Formats text files

GIGACAT.4.7.SHA GigaCat 4.7, file cataloging utility

APPL.SUBSTITUTE Docs on hidden Sys 7 Finder feature

ANTIFINDER1.0.1 Anti-Finder 1.0.1 (Req System 7)

ALIAS.FINDER Alias Finder (Req System 7)

AUTOLOCK.CPT Demo to run a single application

DAYLIGHT.CPT Clock utility

PROTECTO.CPT Dump and reload appleshare protects

OPENMULT.CPT C code for Open Multiple Dialog

THINKBAC.CPT Background Think C Compiles

AMORT.CPT Excel macro for amortization schedules

FOLD.ICON.CPT Create custom folder icons

STUFFIT.CLASSIC StuffIt Classic Self-Installer, v 1.6

DESKWRITER.CPT DeskWriter driver v. 2.2

UNSTUFFI Freeware for Files Created by StuffIt

COLORFUL.METAPH Sound file featuring Spock

XLDATE.SIT Excel 3.0 spreadsheet for calc. dates

MACLHA.2.00.CPT Utility for decompressing LHarc files.

UPWORD.SIT Shareware word processor

SOUNDEDITEFFECT Ramp Up/Ramp Down for MacRecorder

FASTCOMMA.SW.CP Comm program for the new Comm Toolbox

FILETYPE.CPT Quickly change type and creator.

MOONPHAS.CPT MoonPhaser 1.0-draw phase of moon

CNSSHIP1.CPT UPS shipping utility

FINGER11.CPT Finger 1.1.5-UNIX Finger for MacTCP.

COLORIZE.CPT Colorize 3.0-adds color to applications

SWATCH12.CPT Swatch 1.2.2 - monitor Heap allocation

SCSI.SPY.1.9B3. SCSI Spy - HD Analyzer

SPEEDOMETER3.05 Speedometer 3.0.5 benchmarking utility

FREDDIE1.0.CPT Complete "QWK" Offline Reader

DISINFECTNT251 Disinfectant v 2.5.1 - Virus Protection

STAND.CPT Determine proper speaker location

LOUD.ZEN.CPT Startup sound of a Mac Quadra.

BEEPS49.CPT 49 System 7 Beep sounds.

BEEPS46.CPT 46 System 7 beep sounds.

DESEA.1.1.CPT Remove self-extracting code fr. archive

DISKSTATUS.1.1. Constant status of disk and RAM space

ALIASFINDER.CPT A drop-on utility for System 7 aliases

ICONDR.CPT. Icon utility for folders

SURFER.1.01.CPT Surfer 1.01 Comm app uses comm toolbox

TCSOFFLINE1.0.2 TCS Offline for White Knight users.

CLONE.OFFLINE.2 Offline editor for The Clone

TCSOFFLINE.2.2. GREAT way to automate TCS sessions.

QUARKTYPE.CPT Quark XPress Xtension. Read description

QUARKPMFILTER.C Quark XPress Xtension. Read description

DW.HACK.CPT Modified DW/C driver. Read description.

DW.C.CPT HP DeskWriter C Printer Driver

SYS7.OCT91.INFO Macwrite list of sys7 HD drivers & s/w

COLUMNBO.21.SEA Columnbo v2.1

text processor

SCSI.EVAL.1.04 SCSI Evaluator v. 1.04

EDIT.II.1.2.7 Edit II, V 1.2.7, Shareware text editor

SNDMVR174A.SEA Sound Mover 1.74a: Play with sounds...

SLOTGTOR.CPT Slot Investigator v. 3.0

GENAPP MacUser's GenApp for budding programmer

MCASM.SIT McAssembly v7.3 (Assembler)

MVESCUSE.ME Sound clip from Blazing Saddles

COMPACT.PRO.132 Compact Pro, v. 1.32

APL90.CPT APL—the programming language

#### File Area 19 - Apple

SYSTEM.7.TUNEUP System 7 Tune-Up: Updates System 7

FONT.DA.MOVER.4 Mac Font/DA Mover 4.1

APPLE8.24.GC.CP 8\*24 GC accelerator CDEV for Sys 7

WILD.MAGIC.CPT V. 2.0, w/bug fixes

MACSBUG622.CPT Debugging utility from Apple.

SCRAPBOOK71.CPT Scrapbook update from QuickTime archive

QUICKTIM.CPT Quicktime 1.0

SERIALTOOL1.01. Latest v. for use w/ the CTB

LWUTIL71.CPT LaserWriter Utility 7.1

HYPMOVER11.CPT HyperMover 1.1, Mac files

QMOUNT.10D7.CPT Mount AppleShare volumes, Mac v1.0d7

#### File Area 20 - Mac DA/INIT/CDEV

P2P13.CPT Print2Pict 1.3 Print to disk cdev

POPCHAR2.CPT Insert special characters. Great.

OURA.QT.CPT QuickTime player for After Dark

POOH.SIT AD PICs player module

SUITCASEIIUPDAT Suitcase II Updater 1.2.12

MEMINIT.2.0.2.F MemINIT 2.0.2,



for tracking memory usage  
**NOM.PLUME.CPT** Alias utility, v. 1.2.2  
**CAPS.SIT** Visual caps lock indicator  
**MINIWRITER.1.71** miniWRITER 1.71, DA text editor  
**PROSWITCHER.1.2** ProSwitcher V 1.2 (Req System 7)  
**SYSPICKER1.0B11** System Picker 1.0b11  
**GATEKEEPER1.2.1** GateKeeper Pkg 1.2.1 - OK for Sys 7  
**HELIUM.2.1.1.** Helium 2.1.1, Sys 7 Help utility  
**DESKZAPDA.20B12** DeskZap DA, V 2.0b12  
**BEHIERARCHIC105** BeHierarchic V. 1.0.5 (Req System 7)  
**RAMDISK3.11.SIT** RAMDisk 3.11, a NICE RAM disk utility.  
**TATTLE.CPT** TattleTale 1.3.1 DA update.  
**ROCKETS.1.1.SIT** After Dark fireworks module with sound  
**QTRASH.1.1.CPT** Automatically delete empty folders.  
**MOON.GLASS.DA.** DA converts MacPaint files to gray-scal  
**QK2.1.30.DAY.DE** Quickeys 2.1 demo v.  
**CHOICE11.CPT** Cdev to enable hierarchical menus  
**MICN.CPT** Change menu items to icons.  
**DEFONT10.CPT** Set global default font  
**SFCOMMENT0.5.CP** Standard File Comments INIT ver. 0.5  
**PAGEMAKER4.01.D** PageMaker 4.01 Help DA  
**EZENVELOPES2.02** Easy Envelopes 2.02 DA  
**BALLOONS.CPT** Great After Dark 2.0 module  
**QUOTER.CPT** Create Fidonet-style quoted text  
**SMRTKEY2.CPT** SmartKeys 2.1 convert typewriter to typ  
**TRASHMN3.CPT** Trashman 3.1.2-empty Trash automaticall  
**DEPTHGAU** DepthGauge 2.5.4 - cdev/INIT to change  
**UNDERSTUDY.SIT** Modify System 7 auto Open  
**SUITCASE.MAKER.** Create empty suitcases for System 7  
**SCSI.ACCEL.7.0.** INIT to improve Mac Plus SCSI speed  
**SAMPLER.SIT** Test DA's/fonts/sounds/etc w/o install  
**PYROAPPLELOGOMO** Pyro module of Apple logo  
**PRINTAID.1.1.SI** CDEV sometimes allows background printi  
**MULTIDOG.CPT** Dog footprints on your screen!  
**MOIREAD.SIT** Moire module for After Dark. Shareware.  
**INITLOADER.SIT** Control System 7 INIT loading  
**FINDERCOMMANDS1** Finder Commands Control Panel  
**EYEBALLS.BIGFOO** Eyeballs and BigFoot INITs. Fun!  
**BINHQX.CPT** DA to encode/decode binary files  
**AURORA2.1.1.CPT** CDEV to modify System 7 Finder  
**SCREENFLIPPER.S** Switch color depth w/o control panel.  
**INIT.TRACKER.SI** INIT to monitor other INITs.  
**MULTISCREEN.FKE** FKEY screen saver with 11 modules.  
**MAZV143.SIT** Enlarge your 13" Apple monitor  
**ASCII.CHART.4.0** ASCII DA ver. 4.0 font utility  
**NUMBERCRUNCH.1.** Function plotter DA  
**QK2V21UPDATER.C** Updates Quickeys 2.1 to 2.1.1  
**FASTENV.CPT** DA to print envelopes  
**MEMINIT2.0.2.CP** See your RAM use! System-7 compatible  
**QK2V211E.CPT** Extensions for QuickKeys 2.1.1  
**APOLLO.CPT** Application launcher (S7 Compat.)  
**SPAREDDI.CPT** No description entered.  
**WORD4TTFFIX.CPT** Fix for Word 4.0/TrueType  
**POWERDOW.CPT** Use After Dark to power off Mac  
**SOUNDMASTER.172** SoundMaster v1.7.2  
**KILROY.SIT** Kilroy. System 7.0 compatible. Hack.  
**SCSIPROBE.3.2** SCSIProbe 3.2 now supports Balloon Help  
**SUITCASE.1.2.11** Updates Suitcase II to v. 1.2.11  
**CETOOLBOX.1.6.4** CE Toolbox V. 1.6.4  
**DESKPATDEMO.CPT** Large desktop pattern control panel  
**File Area 28 - GIF Graphics**  
**RED.KNIGHT.GIF** Red Knight charging  
**PAULINA.6.C256** Photo of parrot and companion  
**WASHNAT.GIF** Washington National Cathedral  
**PANDA1.GIF** Classic cute panda picture  
**ENIAC.GIF** ENIAC, a REAL computer  
**CASTLE.GIF** Smithsonian building  
**STEALTH.GIF** Famous invisible airplane  
**HAL.GIF** Eye of HAL 9000  
**BOREALIS.GIF** Stunning drawing of the Borealis  
**STEGOS.GIF** Photo of Washington dinosaur  
**LUNAR.GIF** Photo of LEM (Lunar Excursion Module)  
**FIREWORKS.GIF** Great photo of fireworks over DC  
**CAPITL.GIF** Nice big photo of the Capitol  
**SA92.GIF** Dramatic drawing of spacecraft  
**SNOWY.OWL.GIF** Wonderful drawing of an owl  
**OWL.GIF** Nice photo of an owl.  
**RACHELB.GIF** Nice photo of woman  
**ORIGAMI.GIF** How to make a swan  
**MESSER.GIF** Me-109 fighter photo  
**HOLE9.GIF** Little dragon pops out of a hole.  
**OUTPLATS.GIF** Photo of the outer planets  
**MOONFLAG.GIF** Tourist photo from the moon  
**HOOPS.GIF** Hoops, a great piece of computer art



HSTSATRN.GIF Saturn as seen by Hubble telescope  
 HARRIER.GIF Harrier AV-8B lands on Mall  
 GAS.GIANT.GIF Gas Giant, wonderful piece of space art  
 FALCON2.GIF 256 color picture of a falcon  
 EHRA0033.GIF 256 color painting of starcraft  
 DOLPHINS.GIF 256 color photo of dolphins  
 BARQUE.GIF Nice, rich 256 color baroque photo  
 ARIES.GIF Aries.gif, a 256 color drawing  
 DSTRMPRE.GIF GIF89a format file from Smithsonian  
 CLOCKDISPLAY.C2 256 color photo of Smithsonian display  
 APOLLO9.GIF Apollo 9 spacewalk

photo  
 DRAGON2.GIF Colorful dragon - but look out!  
 DRAGON.GIF A simple dragon - friendly  
 GORILLA.GIF Face to face with a guerrilla  
 ENTERPRISE.GIF The Starship Enterprise in space  
 GIF.STD.TXT And still more - the GIF(tm) Standard  
 HOW.GIF.TXT Everything you were afraid to ask.  
 HUSK.GIF Large color photo of a DOG —  
 BLEND.GIF Large GIF composed of lots of picts  
 GLCM.GIF 256 color photo of a GLCM.  
 ENTERPRISE.IN.O Large color GIF of starship Enterprise

FLAG.SHUTTLE.GI Large 256 color drawing of Shuttle.  
 UNICORN.GIF A galloping unicorn (re-uploaded 12/27)  
 ULTIMA4.GIF From Ultima IV  
 LUNA.GIF Large gray-scale photo of Luna (re-up)  
 EARTH5.GIF Large color photo of Earth (re-upload)  
 NUDEWOMN.GIF 256-color drawing of a woman (re-upload)  
 MTRANIER.GIF Color photo of Mt. Tahoma (re-upload)  
 BRASS01.GIF Portrait of a woman. (re-upload)  
 HALLOWEEN.KITTE Superb, if not timely, piece of art.  
 NCC.2001.GIF Beautiful piece of computer artwork  
 FB.111.GIF Great photo of FB-111 flying (reupload)



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# Apple II Byts and Pyces

by Gary Hayman

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

## No Bull – It's El Macro

I was recently having a problem with an CDA (Classic Desk Accessory) called El Macro and posted a question concerning it on the TCS. I found that the TCS was dropping characters. Dale Smith was kind enough to share his thoughts, stating, "...you hit a very important point. I once tried to use El Macro CDA and found that with PT2.1/2.2 [GH: ProTerm] I would get dropped characters even though I had the timer feature disabled. It plays with interrupts and disrupts the reception of characters. Most DA's that give menu bar clocks have the same problem with PT2.x. I always test a DA/INIT, etc., when I add it by calling the TCS and watching the Now-on-System

display and or go to file transfer and watch the list of files for displaced columns. If I see it, out goes the new comer—nothing is more important that PT running clean.

"I did find that FontDA.Mover NDA [New Desk Accessory] would live peacefully with PT, so I keep that on hand to load some DA that I happen to need for a bit and then unload it when done. That lets me use conflicting DA's at times when I'm not concerned about PT, and get them out of the way at times when I am concerned about PT."

Needless to say, I am not using El Macro — Olé!

## Icon Information Sought

David Carbone had some interesting questions which he posted on the TCS that elicited some quick responses. I'll let him ask the question and you can read the responses.

[David Carbone] "I have a question about IIGS icons — some of my programs have fancy icons (Mac-like) under GS-OS, but others have just the standard application icon. Some of the latter applications came with an "icon" file. What do you do with these icon files? How can I get the system to display the unique icons for these applications? Thanks."

[Dale Smith] "Copy the custom icon files into your \*:icons folder and reboot. The custom icon should show up. If the application also has its own document icons and they're supposed to let you double-click on a document

icon and launch the program with that document opening in the program, you may have to get an icon editor and use it to alter the pathname stored in the icon file for the application so that it matches the application's location within your system; if you don't have that, then forget the last part."

[David Carbone] "Thanks for the reply. I do have "Utilityworks" which has an icon editor. Just moving the icons to the "Icons" folder in the root directory did not seem to do the job. AppleWorks GS, for example, comes with multiple icons. Do you assign a pathname to all of them to point to the main AWGS application? When Utilityworks asks for a place to save the icon, do I save it back in the root icon folder or in the same folder as the application? When I specify a pathname then specify the root icon folder to save a copy in, I get an icon showing up for the application. That isn't the way Apple intended icons to be installed, is it? Will GSOS v.6 make all this more "Mac-like"?"

[Kim Brennan] "Actually you don't even have to reboot. Run any application and then quit back to the finder and your new icons will be installed.

"The icons that came with AppleWorks GS will automatically be given the proper path name if you used the installer."

"If you modify the path names yourself, then yes, you should put the Applications path name (of the icon) pointed towards the main AWGS



application (or whatever application the document icons belong to).

“When you save the modified icon you should save it back to the root icon folder.

“Apple intended people to use the Installer, which through scripts can automatically handle the paths name for applications. GS System 6.0 will make all this more “Mac-Like,” but not entirely so.”

[Dale Smith] “One: to do the job you do have to reboot after placing the icons in the \*:ICONS folder — this forces the system to read the icons in the boot volume; you will get a read of the ?:icons folder of any disk you insert into a drive (insertion triggers that read).

“Two: yes you have to edit each data file icon to point to the application in GS/OS — full pathname to the application. The application icon itself only needs to show the file name (and would get confused if it showed more) plus appropriate file type (auxtype can be left \$0000 = “anything\_wildcard”).

“Three: this might get a bit more Mac-like in System 6 from what I’ve heard, but it seems there will be an “old” and a “new” way to do things with icons and there may well be some programs that won’t take advantage of the “new” way because they lack the resources necessary. But old icon files will work too. I did get a personal guided tour of System 6 some months ago, but we didn’t go into this point a lot at that time, just touched on it, as I recall.

### Up or Down with Graphics

Pat Fauquet, reaching out for some graphics help, received good advice. Here is what Pat asked, “My friend and I are going to be offering a very introductory course in telecommunicating to teachers in Area 1 of Fairfax County. We will be using ProTerm and mainly discussing the FCPS BBS. We took a similar class

last fall, but never got into uploading and downloading graphics. We have heard “through the grapevine” that one of our students is taking the class just to learn this — Help!! How do you do this? We tried last spring, but never could. Any help you can give us would really be appreciated.”

Of course, Dale Smith, being a telecommunications buff and very sensitive to the problem, came rushing to Pat’s aid with, “Uploading and downloading graphics is essentially the same as up/downloading any other binary file so far as the file transfer and use of the communications program goes.

“It depends on what the student wants to do with the uploaded/downloaded graphics that can make the difference. If the intent is to be able to use the graphics on various computer platforms (Apple II, Mac, IBM, etc.) then the graphics must be in a format accessible to all these platforms and must not have any computer specific headers (MacBinary, Binary II, etc.) or archiving (ShrinkIt, Stuffit, ARC, ZIP, etc.) applied to them. Sometimes this extra “baggage” can be worked around, but it’s best not to have it.

“There is a graphics format called GIF which is designed for transfer of graphics from one machine to another and works rather well, though not without limitations generally imposed by the constraints of the hardware and software used to generate the graphic and to display it.

“If the intent is to use the graphic on one specific machine some of those constraints mentioned above related to machine specific stuff would not apply.”

Ken DeVito added, “...I run a BBS and the main ‘feature/attraction/purpose’ of it is to provide ‘graphics’ to a unique community of technical people around the world. We use the GIF file format to store and display these graphics since virtually any user

(IBM, clones, Apple II, Mac, Atari, etc) can ‘view them using their own computer-unique viewing program — and I, therefore, only have to store them once. (Instead of storing the complete set of which will be thousands of graphics in a special format for Macs and another set for IBM’s, etc.)”

### On Trac at the Garage Sale

“I bought a Kensington Turbo Mouse (Trac Ball) at the garage sale yesterday, and have a couple problems/questions,” began Don Hanson.

“1. I neglected to get the documentation and find that the buttons are not set up to my liking. Are the dip switch settings simple enough to post here by some kind owner, or can I copy someone’s manual? Or just to get me started, what are the settings to get the normal button on the left side and the lock (button held down) on the right?”

“2. Are they normally kind of jerky in moving the cursor? Or did I get one overly dirty or over the hill? I tried rubbing alcohol and Q-tips on the wheels under the ball and got some of the gunk off. Is there a way to open the case and get at the cleaning better? I took the two screws out of the bottom but the case would not let go. I pried edges all the way around looking for the usual type of hooks on the opposite end but found none. Something very strong is holding it together from somewhere not along the edge.”

The old “gamer” Neil Laubenthal, stopped playing Marble Madness long enough to answer: “Don, the switch labeled ‘1’ all the way to the left is the one that controls which button is the regular and which is the lock. Put it down for right button as ‘normal’ and up for left button as normal. All the other switches should be up. By setting various combinations of the other five switches you are supposed to be able to send various Open Apple com-



binations by clicking both buttons simultaneously; for instance, you can send an OA-Q or OA-S. This feature is known as chording, but I could never hit the buttons quite simultaneously so put switches 2-5 up and this disables the feature. To open up the case for cleaning there are four screws. Two can be seen and the other two are under the label. They are about 1/4" closer together than the visible two and about 1/4" below the inset area on the back where the label is. Press around in the area with a screwdriver blade to find them. I take mine apart about once a month and clean it out. You might also experiment with the mouse speed setting in the control panel — I have mine set for the fastest speed and double click setting. It does seem a little jerkier than at the slower settings, but, at least, I don't have to roll the ball all day to move the cursor. It sounds like most of your problem is the dirt. Just open her up and clean the gunk out."

### Suffering Suffixes

The following collection of "Frequently Asked Questions" was gleaned, in part, from the ProLine network from a board called the "Apple2 Newsgroup" and may be of interest to our readers. The "honcho" for the project is David Kopper who was assisted by Larry Virden and Dan DeMaggio. Slight editing was done for the presentation here.

Q: What is a .Z, .bsq or .shk file (some common filename extensions)?

A: Filename extensions are simply the addition of more characters to the end of a filename (thus the extension). An example could be FRED.SHK. 'FRED' is the base filename. '.SHK' is a filename extension that happens to indicate that the file is probably a NuFX archive and you will need to run ShrinkIt to determine/extract its contents.

Sometimes you will find multiple

filename extensions, simply take the filename extensions apart one at a time and you should be able to reconstruct the original file.

The following is a table of some of the filename extensions that you may encounter during your trips to Apple II File Transfer Protocol (ftp) sites:

Q: Extension - What does it usually mean?

A: .SHK - The file is usually a NuFX archive created by ShrinkIt. Use ShrinkIt to extract the files.

.SDK - The file is usually a NuFX disk archive create by ShrinkIt. Use ShrinkIt to extract the disk image.

.QQ - The file is usually a Huffman encoded file created by BLU or possibly SQZ (if I remember correctly).

.BSQ - This is usually a BinSCIIzied ShrinkIt file or use BinSCII to extract a NuFX archive, then use .BSC ShrinkIt to extract the files.

.BXY - This is usually a NuFX file wrapped in a Binary II header.

.BNY - This is usually a BLU archive file. ShrinkIt can be used to extract its contents. These were previously referred to as Bunny files.

.BQY - This is a BLU wrapped ShrinkIt archive. Use .BNX or ShrinkIt to extract the files (it will automatically go past the BLU header to extract the NuFX archived files).

Note: This filename extension is found on GENie.

.EXE - The file is usually the output of Executoner. To extract the file, simply 'EXEC' it from Basic.

Note: You may need to use DOS 3.3. It depends on the file you are extracting (sometimes they will contain a note which will tell you).

.HQX - This is a BinHex encoded file. Use GSCii+ or a Macintosh program to decode it.

.SIT - This is a StuffIt archive created by StuffIt on a Macintosh. GS ShrinkIt may be able to decode it (newer StuffIt Deluxe files will not decode with ShrinkIt).

.CPT - This is a Compactor Pro archive created by Compactor Pro on a Macintosh - you will not be able to decode it on any Apple II.

.SEA - This is a self-extracting archive, simply executing it on a Macintosh will extract its files.

.ARC - This is an archive that is usually from an Intel-based (8086 or later) PC archive. Use either GS ShrinkIt or DeArc2E.

.ZOO - This is another archive that is usually from an Intel-based PC archive. Use either GS ShrinkIt or the Agate telecommunications program (v. 0.69 includes .ZOO extraction).

.ZIP - This is another archive that is usually from an Intel-based PC archive. An UnZip programs exists that can be used with a shell such as Orca, APW or GNO.

.LZH - This is another archive that is usually from an Intel-based PC archive. I know of no programs to extract files from a .LZH archive on an Apple II.

.Z - The file was compressed with the Unix compress command (LZW compression). Use the uncompress command to get the file. Alternatives include using GSHK (GS ShrinkIt) to uncompress or the APW/ORCA UNCOMPRESS utility (available at ftp sites).

.tar - The file is a Tape ARchive created under Unix. Use tar to extract the files (tar xvf filename) or if you don't have to extract the files, simply run them through another program.

.tar.Z - The file is a combination of the previous two items. You would need to uncompress the file, then use tar to extract the members.

I have found ShrinkIt archives as BinSCII files in a tar archive that was compressed. Seems strange, but you may find a XXX.BSQ.tar.Z file somewhere.

Q: What is BinSCII?

A: This is a program which takes



an Apple file and converts it into a text file which contains a series of letters and numbers. BinSCII can also convert from a text file (or many text files) back into a copy of the original file. The main reason for using BinSCII is that electronic mail and newsgroups like comp.-binaries.apple2 were only designed to transfer text files.

When a file is converted into text with BinSCII, it will become larger, but it may also be split up into a series of small text files. This prevents extremely long electronic mail messages or newsgroup articles, since each can be posted separately. BinSCII segments are posted in groups of three (the first three in the first article and so on). This grouping works well because it isn't too big (which some hosts can't handle) and it isn't too small (which makes anyone saving all the sections happy).

The main thing to know about BinSCII files is that BinSCII is pretty smart. It will look for the BinSCII header which is the word 'filestart' twice with funny caps (looks like this: FiLeStArTfIlEsTaRt). The line delimiter (carriage return or new line) does not matter to BinSCII— it is smart enough to skip over it without problems. It also does not matter what order the segments are in or if they are in several files. For example, you could save five segments in one file and five more in another file. The only detail is that you must decode every segment of a file in order for the file to work. Using that last example, you would have to run BOTH files through BinSCII. If you did not run all the segments through BinSCII, your resulting file will not be complete and will not work as you expect. BinSCII does not notify you if you are missing any segments.

The current version of BinSCII is 1.0.3. The user interface isn't very pretty, but it's being worked on. Version 1.1 will be revamped and will

support future enhancements expected in v. 2.0. Version 2.0 will change the encoding format drastically, making BinSCII portable to other systems. Encoded files will be interchangeable between any two implementations of BinSCII (for example, encode a file under Unix and decode the file on a Macintosh). When v. 2.0 is available, its sources will be distributed (written in C).

BinSCII was written by Dave Whitney of Zlink fame.

Q: What is ShrinkIt?

A: This is a program which takes one or more Apple II ProDOS files and 'archives' them into a NuFX archive. ShrinkIt typically shrinks the members of the NuFX archive with variations of the LZW (Lev-Zimpel-Welch) compression algorithm.

ShrinkIt has many options, such as whole disk compression, disk formatting, displaying text files, etc. ShrinkIt also has the ability to extract BLU files members - more on BLU later.

The current revision number of ShrinkIt is 3.3.

The IIGS version of ShrinkIt is named GShk (the current version number is 1.0.4). GShk can do all that ShrinkIt can do and more. Some of the additions are the ability to unarchive different archive types (Unix compress, PC Arc, Mac StuffIt) and the ability to create/extract Apple Single files - this is becoming more significant as resources are being used more frequently in IIGS software. GShk requires System Disk 5.0 (or later). For specialized extractions, more than 1 MB of memory may be required.

ShrinkIt+ and UnShrinkIt+ are programs for the Apple II+ that allow an Apple II+ user to create NuFX archives and extract from them.

Autounshrink is a NuFX extractor that attempts to recover from errors within an NuFX file. I believe it also

has the capability to speak what it is doing through an Echo II.

ShrinkIt, GShk, ShrinkIt+, UnShrinkIt+ and Autounshrink were written by Andy Nicholas. [GH: you may have seen him around the WAP office. He used to live in Upper Marlboro, MD before his move to California to work for Apple. When System 6 GSOS finally arrives on the scene, you will notice that Andy was responsible for the new and improved Finder.]

### The Box Puzzle

Pat Fauquet was back again, this time with a completely different type of question, addressed to our knowledgeable President, Lorin Evans.

Pat asked, "...perhaps you could give me some help with ABCD boxes that we use at school. We purchased four boxes from Computerland about a year ago — don't remember the manufacturer. Anyway, we have connected two to three ImageWriter printers to each of these boxes in a lab situation. When we try to print to these we have lots of trouble. Although occasionally one will work properly, in most cases we have to turn off the printer after changing the switch to get it to "read" the data from the last selected computer. Theoretically we should be able to switch between A\_B\_C\_D without having to turn off the printer each time. Computerland has been out twice, each time just shrugging their shoulders and saying they would get back to us.

"We are using the cables supplied from Computerland to make this work — do we have bad boxes or bad cables?"

The ever helpful Lorin responded, "First of all, the ABCD boxes must be serial style boxes not parallel. This requirement has to do with the internal wiring of the switches and cable connectors. Next, the cable from the computer to the ABCD box must be



the standard printer cable one would normally purchase to directly connect a printer and computer together. Do not mix serial and parallel printers on one ABCD box set-up. The output cable from the ABCD box must be a "pass through" cable.

"Now, we talk about the program you are using. In general, you must have switched the box to the computer to provide the material to be printed before you commit the program to print. For example: in AppleWorks the switch must be moved to the correct computer output before you press OA-P (Open Apple symbol key and the 'P' key). In Playroom by Broderbund, if you do not set the ABCD box first, the output will be garbage or ASCII, depending on where in the cycle you turn the switch.

"There can be combinations where you seem to have done everything right, but the last person to print something 'stopped' too soon and left data in the buffer inside the Apple ImageWriter printer. This condition can result in an output not wanted before the desired one comes off the print head.

"Finally, it can happen that the process 'hangs up' such that everything seems to have been done correctly, but again nothing comes out. In these cases, depress the 'select' button on the ImageWriter so that the light goes out. Then depress the same button and again call for the computer to print, i.e., press the key combination that is the print command."

### **The New ProTerm - According to Mr. Smith**

To another question concerning the new telecommunications software, ProTerm 3.0 and its new features, Mr. Smith (I seemed to have forgotten his first name) answered, "I posted the 'What's New' many months ago on the board, and it's still available as a file in A2 Misc. DL area

(#2). That is basically the PR on the new features.

"As to what's new — everything without exception. The program is a complete rewrite from scratch. I don't miss a thing about the old version. And if there's something you liked about the old version that this one doesn't do, you can create a global macro to do it the old way.

"I like the new interface - except that it doesn't quite go all the way on a few points that were programmed too deep to change by the time we got to it in beta testing. Those will be addressed in the next version - I've already accumulated about fifteen items for that version [inveterate collector of How-it-could-be-betters and Wish-Lists].

"One major improvement is that Zmodem works correctly - the old version did not (CRC-32, Resume, AutoDownload, Text/Binary mode control). That last item would corrupt files that you attempted to upload with Zmodem in 2.x.

"The macro language is a major step up — and there is only one level of it exposed in this version; there is a deeper level of programming control that will become available to developers with the next version that will let applications be written that will use PT3 as the runtime module.

"I've written with some cooperative effort some simple macro applications — not like the lower level stuff mentioned in the previous paragraph.

"Also, have you taken a look at GENAV demo? It's a HyperCard GS stack that runs PT3 to access GENie. There's also an AppleWorks 3.0 with UltraMacros 3.1 application called GEM that runs PT3. None of this or other similar applications were possible with PT2.x due to very poor macro capability. [There were legitimate reasons why the capability was not provided; those reasons have now expired and so it's here.]

"The original PT3.Convert pro-

gram would not recognize PT2.1 macros. This has been revised so that it does fix this problem (and maybe others that were present). The file is available for download by registered PT3 owners on (and only on, before you ask, the question has already been asked and answered) the InSync BBS, 1-602-992-9789.

"When you call one time be ready to enter the usual user identification info, then send a message to Jerry Cline (User #2) giving him your PT3 serial number and requesting access to the PT3 support boards and library. Then give him a few days before calling back and hopefully you will be installed with the necessary access flags. There are about five files for updating earlier versions to correct some bugs and there is a new hardware driver file that expands the hardware support. Also, several added emulation files."

It's fair to note that Dale Smith was a beta tester for ProTerm 3.0.

### **Hyper Over HyperStudio**

"Got it!!!" That's the way the excited Dirk Bakker began. "Yes, my [HyperStudio] upgrade arrived two days ago and I've been doing some reading. Very Interesting. First impression is that the main program runs much faster than v. 2.1. The interface is very friendly and the Home Stack presentation more polished. As Rich Sanders mentioned in an earlier message the package comes with both a tutorial and a reference manual, six disks and some pamphlets, such as "The VCR as a Printer" by Roger Wagner.

"It is nice to see some folks are still dedicating themselves to making the GS what we originally bought it for.

"As to the scripting language, it seems a much smaller set of commands than HCGS's [HyperCard GS] but considering that it is "open" architecture, meaning another language could, in fact, be written to run



with this and future versions of HS, who knows.

"I had no problem loading the new version, generally. I did encounter a bug in a stack called "Hyperbole." Every time I tried running it, no matter what else I tried, it dumped me into the monitor to boot. <pun intended>. If someone else has had this problem, let me know or if not perhaps point me to where I'm doing something wrong. This stack is in the /SAMPLES.1 disk and is supposed to demo some sound capabilities, so I'd like to see/hear them eventually.

"One new feature I'm very much impressed with is the old XCMD's are in some instances incorporated into the main program (i.e., the old MASTER XCMD, which came with the XCMD Library Vol. 1 disk is now built-in). There is no loss of functionality/compatibility with older XCMD's. There is even an animator NBA (oops, we should now refer to them as NBA for New Button Actions), which alone should make the getting of the upgrade worthwhile.

"I like what I see. I even got out the old Photography stack and realized that it's still "under construction" and could use some sprucing up.

"I don't think this in any way puts HCGS aside. This certainly should give Hypermedia for the GS a shot in the arm. Perhaps we'll see HCGS being upgraded as well. For now, back to the GS and let's see how that Animator NBA works.

"P.S. Another little marvel NBA was one to display 3200 mode graphics!!! (Go ahead, salivate!)"

### GS Minimalist

Many thanks to Jerry Saale for this one. Jerry's advice appeared in 'Apple Bits,' a Kansas User Group newsletter.

Clip this article. Make three copies. File each copy in a different spot among your Apple IIGS manuals, disks, magazines, etc., so that you

can find this info when you need it.

What I'm about to relate has been said before in various Apple publications. But if you're like me, you can never remember where you saw it when you need the information.

In the September issue of Incider/A+, Cecil Fretwell responds to a reader's question: "What files and/or folders do I need to develop a basic boot disk with no bells or whistles?"

The answer should be of interest to those running GSOS or a floppy system or those with a hard disk nearing capacity. Cecil gleaned the answer from Technical Note Technical Support Division."

Contents of the Root directory: PRODOS, BASIC.SYSTEM, BASIC.LAUNCHER files, plus the SYSTEM folder.

Contents of the System folder: START.GS.OS, GS.OS, GS.OS.DEV, ERROR.MSG, START, P8 files, plus these folders:

FONTS, DESK.ACCS, TOOLS, FSTS, SYSTEM.SETUP, DRIVERS, CDEV.

Contents of the CDEV folder: ALPHABET, GENERAL, MONITOR, KEYBOARD, MOUSE and PRINTER files

Contents of the SYSTEM.SETUP folder: CDEV.INIT, TOOL.SETUP, TS2, TS3, RESOURCE.MGR and SYS.RESOURCES files.

Contents of the FSTS folder: PRO.FST and CHAR.FST files.

Contents of the DRIVERS folder: CONSOLE.DRIVER. Plus a driver for each type of drive attached to your system. Obvious choices are: Appledisk 5.25, Appledisk 3.5, and Unidisk 3.5.

Contents of the FONTS folder: The FASTFONT file.

Contents of the DESK.ACDS folder: CTLPANEL.NDA file. This NDA is optional because the control panel can be accessed via Open Apple-Control-Escape. You should create the empty folder even though you

decide to forego the NDA.

It appears a 'Tools' folder is also required, but the various tools files are optional.

[Again] Go get the scissors and clip this valuable information.

### AppleWorks 3.0 Quirk

Writing in the Appleholics Anonymous Newsletter, Ventura, California, Tony Pizza tells us that he, "encountered a minor quirk with the AW v.3 clipboard while preparing mailing labels for the newsletter. I have the membership list in one file. I have a "clone" of it, which is the same file but renamed. I transfer records of members who drop from the club to it. That way, I still have the data if they become active again.

"I move a record from one to the other via the clipboard. For a reason I no longer remember, I changed the screen layout of one of them. That doesn't matter when I move the record; it makes a difference if instead of moving, I copy from the clipboard. It didn't matter if I moved or copied into the clipboard, but when I copied from it, the record categories were not correct.

"This was not the case with AW v. 2. I thought the only difference was that the data remained in the clipboard when you copied, but in this example, Copy and Move don't work the same way."

*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, a Seven Hills Partner and a TimeWorks Ambassador 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. His latest software program, THE MAGIC FILE CABINET is presently selling nationwide.*

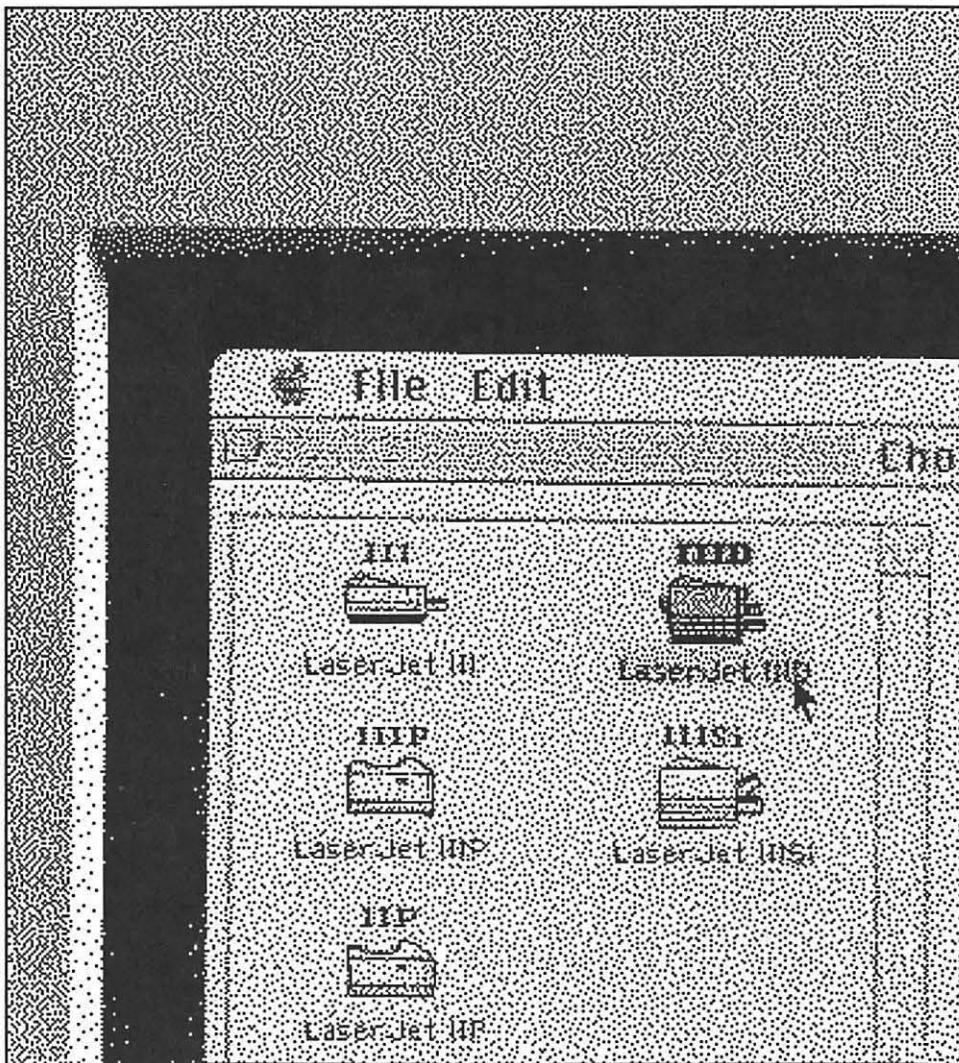
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## The Program Clinic

by Ken Franklin, MD

**D**ear Dr. Ken: What is the best computer programming language to learn if you've never had any exposure to programming such as BASIC or AppleSoft?? I'm thinking of buying either Pascal or C Learning-to-Program software from ByteWorks. — Wanna-Be from Whittier.

Dear Wanna-Be: I love people who answer their own questions! However, I am required to supply an answer by my favorite government agency, the Department of Redundancy Department. If one wants to write programs on the GS that take care of the toolbox, there are several ways to go. The first is to come to my Backwoods Survival and Programming Retreat in Leaf-rot, Kentucky. For \$3,750, I will teach you how to disable your opponent with a subroutine and make your GS say "Woof" in just three short days. Call now; operators are standing by.

For those with more sanity, I recommend you purchase one of three programming packages. The first, Micol BASIC, is useful for folks who have programmed in AppleSoft before. You can do some interesting stuff, including accessing the sound and graphics of the GS toolbox; however, in my personal opinion, it would be a wasted step for someone learning their first high-level language. I'm not aware of any Learn-to-Program courses by Micol. (I believe you'd end up moving to Pascal or C later anyway.)

The other two packages are the

ones you mentioned by The Byte Works. Their Learn-to-Program courses are complete, easy to use, and include on-line help through America Online or GEnie. Compared to a local university course, they are also cheaper and more easily adaptable to your individual schedule.

Which language to learn? Well, C is the hot language in the world right now; MS/DOS and Mac folks use it far more than Pascal. However, C grew out of Pascal, and the Byte Works' C package is not quite as standard as I'd like it to be. So, for the newbie, I recommend Pascal (and I use it myself). Once you learn it, moving to C is a very small step.

There is a final, low-cost alternative. Go to a used bookstore and find an old book on programming in AppleSoft; then write a few programs to see how you like it. True, you won't get to use Super-HiRes graphics and digitized sounds right away; but you WILL find out (for a lot less money) if programming is fun. Some folks, like me, really enjoy crafting programs; others, like my wife, would rather have their fingernails removed without anesthesia.

Dear Dr. Ken: How does an INIT work? —Betty Brevity from Boston.

Dear Betty: Very nice. Concise. To the point. I shall be likewise. It's magic. The Nit Fairies change your computer. Thus the name "I-nit". Nit Fairies use the first person.

Sheesh; I gotta cut back on the egg-

nog. Sorry about that. An INIT is a special program used by GSOS on the IIGS. Since GSOS is very flexible, it allows very clever programmers to change it at the very start. When GSOS is started (or "booted") up, it looks in the "System.Setup" folder of the System folder and runs any programs that it finds there.

These programs must conform to a special format (which is rather technical; I think it's a dialect of Sanskrit). They will often leave pieces of programs in memory to operate "behind the scenes" while you work or play. Examples are "screen blankers," programs that play a start-up sound, and the new utility, "Mavis Bacon Nags You Incessantly."

Dear Dr. Ken: Ever since I was a young child, I've always double-notched my 5.25-inch disks, so as to use both sides of the disk. I like to place related types of public domain/ShareWare programs on two sides of the same disk. (For instance, I'll place ShrinkIt on the back of a ShareWare communications program, and I'll place two public domain arcade games on either side of a 5.25-inch floppy.)

Well, the other day I was visiting my friend who has an MS/DOS computer. He was playing a fun looking Tetris-variant called "Frac." (Short for "fractal.") When I found out that Frac was ShareWare, I asked him to copy it onto the back of one of my Apple II disks.



The Frac games runs fine, but my Apple II public domain program doesn't seem to be running at all. Oh Wise One, what do you think could have happened? — Pennywise from Pittsburgh.

Dear Pennywise: First off, please try not to genuflect so hard. You could hurt your back that way. Before I answer your question, let me explain to some folks about the wonders of double-notching. When Apple designed their 5.25-inch disk drives, they arranged them to read and write on only one side of the magnetic stuff in the envelope. Nowadays, most disks have high-quality magnetic surfaces on both sides. So, if you hold your disk as if you were putting it in your drive, then turn it over left-to-right, then put a notch in the near right corner, then do the hokey-pokey as you turn yourself about, and you will have two disks worth of storage space for the price of one. (There was some INITIAL speculation that this was not good for your disk drives, but experience has shown that it's safe.)

So, Pennywise, why did your program get clobbered? Because you angered the Apple's CPU by polluting the disk with MS/DOS software. Not only that, but I expect your disk drive will explode next week in retribution. Invest in Kevlar.

Just kidding. Some of my best friends use MS/DOS; I just wouldn't let them compute my sister's taxes.

Have you noticed that MS/DOS floppies hold 360K while Apple II floppies only hold 140K? That's because MS/DOS drives always use both sides of the disk (no matter how many notches you cut). Therefore, when you copied "Frac" onto the back side,

you wiped out the programs that were on the front side. You can stop doing that now.

Dear Dr. Ken: Without being too technical, what's the basic difference between ProDOS 8, ProDOS 16 and GSOS programs? — Technophobe Teresa from Taos.

Dear Teresa: Moi? Get technical? I would sooner interleave a non-SCSI drive using disk caching and an EtherNet protocol.

The terms you mention are "operating systems", which are program managers that keep your computer and disk drives talking. ProDOS 8 was written for the IIe, IIc and II+ computers, and is mainly useful for programs that can run on any Apple II. (There are notable exceptions, like many of Electronic Arts' IIGS games, but they required fudging on the part of some programming wizards.)

ProDOS 16 was the first child of ProDOS 8, and the original operating system for the IIGS. The number change referred to the size of allowable memory addresses: 8-bit Apples (like the IIe) can address up to 64K, while 16-bit Apples (like the IIGS) can address up to 8192K.

GSOS quickly replaced ProDOS 16, and is the current system for IIGS computers. It is much faster than ProDOS 16. GSOS allows your IIGS to share files with Macs over networks, use CD-ROM's and huge hard drives, and keep your colors brighter in cold water.

Dear Dr. Ken: I have been told that my old copy program won't duplicate newer IIGS programs because

they contain a "resource fork." What's a resource fork? — Denied Duplicator from Dubuque.

Dear Duplicator: A resource fork is much like your regular fork, except that it has two tines instead of four and is slightly smaller. It is used mainly at KansasFest dinners, where hackers use them to remove pieces of printouts that lodge between their teeth.

Eeeeeewwwww! Gross!

Resources are objects that programs need to use but that aren't defined within a program. By separating them, a program can be modified without having to recreate the whole thing. This saves programmers a lot of development time. Resources can sometimes be shared by programs (such as sounds and icons in HyperCard GS).

In the old Apple II+ days, resources were kept in separate data files. But if the program was copied without the data file, it was useless. So, GSOS allows one filename to refer to two files: the program and the resources. Because this file structure resembles a fork in a road, the files are called the "data fork" and the "resource fork."

Well, compu-kiddies, that's more than enough for this month. Remember, you can E-mail me on America Online as Dr Ken FP, or on GENie as KEN.FRANKLIN. You can also send questions through your friendly neighborhood newsletter editor.

(This column copyrighted 1991 by Ken Franklin. All rights reserved. Don't worry; I spoil my kids shamelessly.)



# How to Update GraphicWriter III or Font Factory - Through the Partner Program

by Gary Hayman

With the recent release of Seven Hills' GraphicWriter III v.1.1 and Font Factory GS v. 2.0, users should be aware that they can update their current versions of these programs through the Seven Hills Partner program without having to go to the publisher.

## Requirements

- You must be an active member of the WAP.
- You must present your original copy of the program which you desire to have updated. It must have the Seven Hills Software label. In the case of GraphicWriter, it must be GraphicWriter III—not GraphicWriter.
- You must present a blank 3.5" disk which will be used for your update. It is suggested that you format and verify this disk prior to requesting the update. If your disk contains bad blocks, you will not be given a new blank disk from the updater's personal stock.
- You must present a check made out to Washington Apple Pi, not the Seven Hills Partner. The fee is \$2.00 per update. No cash will be accepted. Your WAP membership number should be clearly visible on the check.
- You must furnish your complete name and address which, in turn, will be furnished to Seven Hills Software, notifying them of your update so that they can reflect it in their user registration records.

## In Person Updates

You may make arrangements with any of the current Seven Hills Software Partners to obtain updates in person. I can be reached at:

Gary Hayman  
Partner Coordinator  
8255 Canning Terrace  
Greenbelt, Maryland 20770  
Phone: 301-345-3230

Arrangements must be made in advance to meet at the Apple IIGS SIG meetings in MD and VA.

## Mail Updates

You must send to any Seven Hills partner:

- Your original disk
- Formatted, verified blank 3.5" disk
- A \$2.00 check made out to WAP with your WAP # on the memo line
- A stamped, self-addressed mailer with appropriate postage for the return of the two disks. No money will be accepted in place of stamps.
- Your complete name and address

If you have questions, call me at 301-345-3230.

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# ProSel

by Glen Brendon

*We have all heard the stories: Disk crashes. No backup. Well, I was fortunate, or should I say, just plain lucky. Thank goodness for ProSel. It has saved me more than once.*

*What follows is a story of lessons learned. It is also a brief, real-life explanation of how to use just a few of the features of ProSel 16, the wide-ranging utility program written for the Apple IIGS by Glen Brendon. Hopefully, it'll give you some ideas of what to do and what not to do when faced with a similar situation.*

I had some work to do on my Apple IIGS. I thought I could play for about a half an hour before getting down to serious work, so I started working with Print Shop Companion to design a font. When I went to save my work after about a half an hour, it seemed to save just fine. But when I went to exit the program, it did not return to ProSel, which I had used as my program launcher. I got this error message: "Volume not found: current prefix is /CMS.GS2/Paint.Gold. Hit Escape to Cancel or Return for Command Prompt."

To clarify: I have a CMS brand hard disk drive attached to my Apple IIGS. It is divided into two partitions which I have named "CMS.GS" and "CMS.GS2." I boot from CMS.GS and use ProSel as my program launcher instead of the GS Desktop Finder. So the error message was telling me that the computer could no longer find the boot volume or disk. Actually, I wasn't sure at the time if it was telling me it couldn't find the

hard drive partition or if it just couldn't find a file it needed in order to complete its return to the ProSel program launching screen. (Paint.Gold is just a file folder I have on the CMS.GS2 volume.)

The first thing I did was to hit Return. This gives you a colon, which is ProSel's equivalent to the C> prompt in the IBM world. But with this capability in ProSel, you can issue commands such as "Boot 5," which will cause your computer to reboot from the disk attached to Slot 5, or "Cat," which will give you a directory of your current prefix, or "Home" which will clear your screen, etc. I attempted a catalog of my "CMS.GS" volume and got one, so I knew things couldn't be too bad. I still had some kind of access to the volume, but why couldn't I get back to the ProSel program launcher?

From the command prompt in ProSel, you can also run a few of the programs that come with it, including the Utilities and the Restore/Backup programs. You run the Utilities program from the Command prompt by typing "Util." My first step was to turn to the program which used to be known as Mr. Fixit under ProSel 8. In the ProSel 16 package, it is known as Volume Repair. This program is accessed from the command prompt by typing "Repair."

There are seven modules within this program: 1) Test the directory structure, 2) Fix the Directory Structure, 3) Bad Block Scan/Lockout, 4)

Main Directory Repair, 5) Recover Lost Files, 6) Zero Unused Blocks, and 7) Statistics on Disk Access. I ran the test first and found that there were a few errors. But the one that caught my eye involved the file that I had just saved to disk: the Print Shop Companion font file and the main CMS.GS directory occupied the same block! This is something that ProSel will not fix because it can not automatically know which of the two files is the culprit. My Main Directory had gotten corrupted!

Now that I knew what the problem was, I needed to figure out how to fix it. I decided that the half hour I had spent on the font file would have to be forgotten. I tried to delete the font file to see if that would free up the problem.

Well, when I went to delete it the regular way by dragging it into the trash can, it would not delete. I would get a system error message with a number like 051. I didn't write it down at the time, so I am not sure that that is the number. I know, you're saying, "I thought he was working in ProSel; what is this about dragging a file to the trash can?" I have three Start files on my disk: Start, ProSel.Start and Start.GS. If I want to use ProSel as my program launcher upon bootup, I copy ProSel.Start to the Start file. If I want to use the GS Desktop as the program launcher, I copy the Start.GS to the Start file. If I want to go to the desktop from ProSel, all I have to do



is launch Start.GS. I was able to get to the desktop this way, but let me tell you, it did not look as it should. There appeared to be quite a few files missing. This was because of the corruption to the Main Directory. But I was able to find the font file that was apparently causing me all this trouble and try to drag it to the trash can. Then I got this error message saying that it could not be deleted.

My next attempt used the ProSel trick which allows you to delete stubborn files like this. That is, you sort the directory of the prefix or folder that the file appears in until it is the last file in the directory and then delete it from the directory.

I ran this module from the Utilities program menu. Fortunately, since this was the last file created, it was already the last file in the directory, so it didn't need to be sorted and I could just mark it for deletion and delete it. You have to mark the file with the space bar and then hit return, otherwise the file is not deleted.

Well, the file was now deleted, but that did not solve my problem.

I now tried to run the module from the Repair program which would mark bad blocks so they could not be accessed on the hard disk. I thought that since ProSel was telling me that because two files occupied the same block, it was a bad block. I thought that if this utility marked it as such, I could eliminate that problem and perhaps just copy the one damaged file from my backup disks onto the hard disk. Then perhaps my problem would be solved. Wrong!

I let this module run for five hours with the disk drive spinning constantly. When it wasn't done at the end of that time, I told myself that this obviously was not working. I now had to turn my computer off for the first time. But I knew that I could boot from my original copy of ProSel on floppy. So that is what I did. I did a 'Control-Reset.' The computer ran

through the process of showing me the thermometer as it loaded all the tools, fonts, etc., darkened to the ProSel screen and gave me the now familiar error message: "Can not find CMS.GS. Current prefix is CMS.GS2/ Paint.Gold. Press Escape to Cancel or Return for Command prompt." I felt very fortunate that the computer took me this far into things. It seemed to me the damage could not be too bad if it got this far before crashing.

I ran the Volume Repair program to repair the disk, and it found a couple hundred errors where a block was marked free even though it wasn't, obviously the result of the bad block utility trying to fix things that didn't need fixing.

My final effort was to use the Main Directory fix module of the Repair program. It asks you if you want to assume the bit map is valid. I wanted to assume that everything was pretty normal, so I said yes.

Well, that didn't work either. It was time to bite the bullet and just reformat the disk. I didn't want to just erase the disk using ProSel, because if there were any problems on the disk that would not get rid of them. But I didn't want to "hard" reformat the whole disk either using the CMS utilities that came with the hard drive because that would destroy the partitions I had set up on the disk and there was no reason to do anything to CMS.GS2. Besides, although I had a backup to CMS.GS which I had made just a week prior, my backup to CMS.GS2 was much older, so I wanted to use the ProDOS filer which would allow me to reformat just the volume called CMS.GS.

The first thing I did was copy the files that I had modified since my last backup to floppy disk. Next, running the filer, I formatted CMS.GS.

The rest was simple. After the partition was formatted and running ProSel from the floppy disk, I simply ran the Restore/Backup utility indi-

cating that I wanted a full restoration of all my files. After sticking the first backup disk in, it was read into the computer's memory. Then while this information is transferred to the hard disk drive, I was prompted to insert the next floppy in my single disk drive so that when the computer is ready to read more data in, the floppy is already in the drive. After the 32nd disk was loaded onto the hard disk, I hit control-reset to reboot the computer. Guess what! Everything was back to normal just as it had been before my little disaster. My desktop looked beautiful. The ProSel program launching screen was back to normal.

All that was left to do was to copy the few files I had saved to floppy from the previous week's work onto the hard disk drive.

How to avoid this problem in the future? I don't think there is any way to do that. There is no reason why Print Shop Companion should have saved its file in a block that was already occupied, but it happened. It has happened to me before when I was using MouseWrite, but the files were saved on top of other files, not on top of the Main directory like it was this time! When I originally went to save the Print Shop Companion file, I saved it directly into the Font Folder in the System Folder. The next time I will save it to a different folder and then move it into the Font Folder. Not that this will make any difference, but I figure that it would be risky to do it the same way I did it before. And, I guess, if ever I run into the same situation where a file and the main directory occupy the same block on the disk, I might as well resign myself to reformatting the volume right away. Nothing else is going to solve the problem.

I'll tell you one thing: I am sure glad I had a backup that was only a week old and that I had ProSel to pull me out of this one.



## ON THE TRAIL OF THE APPLE III

by David Ottalini

I'm happy to announce the first 1992 meeting of the WAP III SIG. It will be Saturday, April 25 from 10 AM to Noon at the WAP office. Because we haven't had a meeting in quite some time, I'm hoping you will put this on your calendar and plan to attend!

We'll have some demonstrations going, PD disks and freebies, a Q & A session, and a few door prizes. We could also have a mini swap meet if there were enough interest (there are space limitations at the office). In fact, if there's something you would be interested in, please drop me a note or give me a call. Paul Campbell is even promising to bring a system with him from Detroit to show us all the wonderful things he's been up to of late.

### Another Reminder

The Titan sale continues this month. Thanks to a special deal, Titan III+IIe cards are now just \$199.00, and the original Titan III+II card only \$99.00. This may well be your last chance to get either product because they are being made to order from available stock. Call Titan Support at 1-313-429-8547 to order and be sure to mention your III SIG.

Paul Campbell was especially excited about the sale when it was announced on our III SIG TCS board. About the Titan cards: Yahooo!!

I have been waiting and watching. This is really a break for a lot of folks who will be able to use the wonderful SOS of SARA and yet run all those

great Apple II programs, too. I'll be getting both the II+ and the IIe versions. I can only allow one more card on my main system, but I'll use the IIe cards in another for Publish-It!, etc.

Remember that you'll have to replace the 6502 CPU chip in your III with a 65c02 if you want to operate your III and Titan cards in an enhanced IIe mode. The 65c02 chip will not effect your III in native mode at all. In fact, it runs cooler, so it actually is a bit of a help. One vendor, Alltech Electronics, offers 65c02 chips for just \$9.00 each. Their number is 1-619-721-7733. Address is 602 Garrison St., Oceanside, CA. 92054.

By the way, should you ever need a replacement 6502 chip, please give me a call. I have a number of them, and they are yours for the asking.

### Graphics! Graphics! Graphics!

In case you don't know by now, Apple III graphics are one of my favorite subjects. With this month's contributions, our Public Domain (PD) library now has some 36 disks of programs, utilities and FOTOfiles. As mentioned in the accompanying PD article, I've finally found a Business BASIC Invocable module that will allow the printing of graphics from our Menu.Maker program.

But I wanted to discuss a little bit here about the process I use to port graphics over to the III for use on our disks. Lately, that has meant using my QUICKIE hand scanner and IIGS to scan pictures that can then be

saved in an Apple II Double HiRes format.

As I've mentioned before, Double HiRes is a 33 block file that is equal to the III's FOTOfile format. The only difference is the file type. Double HiRes is a binary file and thus must be converted for use on the III. The best way to do that is using OnThree's Graphics Manager to load the binary file into memory. I then do a little cleaning up where necessary (that is, I clean up the picture to make it more presentable) and then save it to disk.

The SCR.PRT.INV invocable I mentioned above will print any Apple III FOTOfile. But I discovered that the FOTOfile must be in INVERSE mode to print a proper "Positive" picture on paper. The new disks we offer for the PD this month were all saved by the QUICKIE software in this inverse or "negative" mode before being converted to a FOTOfile by Graphics Manager. You can use *Graphics Manager*, *Draw On Three* or other graphics programs to turn them back into "Positives" if you desire.

I've really been able to use the GS to help enhance my ability to produce III PD disks for you in the past few months. I hope you are enjoying them. As always, I am very open to suggestions for new disks and, of course, always thrilled to accept contributions for disks.

### Annie's Craft

Our friend in Japan, Koji Annoura, was true to his word and has sent us



## WAP III SIG PD LIBRARY

By David Ottalini  
WAP III SIG CO-Chairman

Our Public Domain library grows by seven disks this month, III SIGers. I've been looking for quite some time for a way to print pictures from Business BASIC. Print them from within Menu.Maker relatively easily. I finally found my answer in a program called Data Graph III. It was originally offered by Pair Software and is an excellent graphing program.

But on top of that, it can print its many different graphs using an invocable assembly language module called "PRT.SCR.INV." That module, it turns out, works just as well with graphics as it does with graphs. It will even print our translated GIF (Graphics Interchange Format) files, something some other program refuse to do.

So (you ask excitedly) what have you been doing with this invocable? Well.....I did add it to a special version of Menu.Maker. It's our 5.0 version of the program, designed for use with graphics. It will now let you both see or print any graphic you choose, one at a time.

I've also adapted the Slide.Show3 program from PD disk 3GRX-01. It becomes "Print.Show3" and can print any number of graphics from any number of disks you desire. And it can do it either three (small pictures) to a page or one large picture to a page. The program works fine, but, frankly, it still needs some fine tuning. I'm hoping some of you will take a look at it and see what suggestions you might have for improvements.

The only real requirement for using this invocable is that the FOTOfile must be in INVERSE to print properly (to look right). Thus, all the graphics on the disks announced this month are in INVERSE mode. You

a copy of his newsletter "Annie's Letter." As I wrote last month, Koji presides over a group that supports Apple II, III and Lisa computers. The newsletter is in both English and Japanese. In fact, it's rather interesting to be looking through the Japanese articles and see "Mac," "Apple II," "CPU," and other English words interspersed. There were no III articles that I could discern. But there was one Apple II article in English ("A History of Swiftyware" by David Wing).

Most amazing to me was the five page advertisement from A2 Central's "Resource Central" catalog. In addition, there was a one page ad for a company called DAFAX that listed a complete line of LISA products! In fact, these folks are actively working to upgrade and improve Lisa/Mac XL software. And they're based in Malba, New York. Any of you folks who own a Lisa/Mac XL should get in touch with DAFAX at 1-800-323-1751 for a catalog. They claim, by the way, to be upgrading the MacWorks Plus software from Sun Remarketing to break the System 6.0.3 barrier.

Interestingly enough, there were no ads from companies in Japan that offered Apple II, III or Lisa/Mac XL software. I'm frankly not sure there are any. If I can find someone who understands Japanese, I'll have them take a look and try to find any other tidbits.

Finally, I've gone through all my extra PD disks and am sending Koji a ton of Apple III PD software. Maybe we'll get something back!

### ATUNC News

The Apple Three Users of Northern California continues into the new year, but Newsletter editor Tom Linders writes in the January, 1992 edition:

I have had four responses to my query of what shall we do? All four plus yours truly say "let's stop." I will finish out the dues year as your edi-

tor and then, unless things change, I'm out. I usually get nothing to put in this publication, and nobody comes to the meetings here, so why continue?

This is distressing news, since ATUNC is the only "active" Apple III group remaining on the west coast. If you can help with an article (and yes, you can send it to me, too, for the Journal!) or a letter of support, please contact Tom Linders, 12604 Wardell Ct., Saratoga, CA. 95070. I wonder if they'd be interesting in becoming a slice of WAP. Hmhmhmhm.

### Appreciation

Navy Rear Admiral Grace Hopper celebrated New Year's day.

The name might not be familiar. But I wanted to make a brief mention of her here in my column because she was so responsible for laying the foundation for the computer industry we have today.

A New York Times article published on January 3 said she made "several vital contributions to the development of modern computing systems, including helping invent the COBOL language...."

She actually helped develop the world's first electronic computer, the ENIAC, and later helped develop the first practical compiler for modern computers. But her most famous contribution came when she coined the word "bug" to describe all those problems we seem to have with our computers on occasion.

The Times says she really wanted to live until the year 2000 so that she could point back "to the early days of computers and say to all the doubters, "See. We told you the computer could do all that."

Grace Hopper didn't quit.

*David Ottalini is the Apple III SIG Co-Chairman and faithful proponent of the Apple III computer.*



can use *Graphics Manager* or other graphics program to return them to Normal mode if you desire.

Enough of that. On to the disks! 3GRX-33 through 36 are our first installment on what I hope will be a number of "Floppy Coloring Books." They all contain graphics you can print out for your children (OK - even for you if you like). My 4 1/2 year old likes to cut them out and color them. But you can use your imagination.

3GRX-33 contains a number of silly pictures, ranging from an octopus to a violin and even Humpty Dumpty. 3GRX-34 and -35 is for train lovers of all ages. And 3GRX-36 is a disk in honor of the winter Olympics this year. All the graphics were obtained by using a Quickie hand scanner on my IIGS. See my Trail article for more on how I did that.

Future coloring books will include dinosaurs, cars, boats, entertainment themes, and even babies and animals. Many of the pictures come from clip art books contributed to the cause by our good friend Nancy Seferian (Thank you!). Other contributions are welcome.

Since these pictures have all been scanned and saved first as 33 block Binary files, I'll also make them available to our Apple II friends, and they can develop their own version of the Floppy Coloring Book.

By the way, we have continued with our policy of making as many of our disks self-booting as possible for ease of use. We lose space that way, frankly. But it's worth it in the long run. All disks include copies of Slide.Show3 and Print.Show3.

We also offer other disks this month. 3INF-30 contains the catalogs of two former Apple III vendors: Pair Software and D.A. Datasystems. Almost all of D.A. Datasystems' disks are in our PD. We've been trying to get Pair to donate theirs, but there's been little success so far. In any case, the information about their products is important if, for no other reason, than to place it into the historical record for our SARA.

Disk 3UTL-36 is the last product offered by a formerly commercial company called Apollo Software. Font Generator III is an excellent utility

that allows you to create or manipulate Apple III fonts. Up to 10 font files can be loaded at the same time and you can cut and paste as desired. A manual on disk is included as are some font files.

Finally, disk 3MSC-19 offers the hard disk versions of two venerable Apple III programs. Advanced VisiCalc is on Side One and Mail List Manager is on Side Two. MLM is self-booting, but Advanced VC is not. See the Advanced VC manual (written by Dr. Al Bloom) for information about what to do with it. Neither program is write protected.

That's it for this month. But one last note. We have been working to update our two PD catalog disks (one ASCII, one 3EZ Pieces) and these may also be available by the time you read this. One result of this work, though, is that a hard copy catalog of all our disks (through March's offerings) is now available in the WAP office. Hopefully, one of these days a complete II and III library catalog will be available for purchase (much like the Mac catalog). Stay Tuned.

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## Designer Disks for the Apple III

by John Lomartire

If you have an Apple III and don't have Bob Consorti's Desktop Manager Utility, then you don't know what you're missing. Here is a software adjunct to make the Apple III do all sorts of things quickly and easily. I can't begin to list all the built-in modules supported by DTM, but among them are a calculator, appointment reminder, note retainer, macro generator, graphics manager, file manager, communications software, etc. To top it all off, these added modules perform their task and then the user is returned to the software program he was using before calling up the DTM unit!

In its original and very worthwhile conceptual form, DTM was designed to sit within a Profile (or other hard disk) as a complete set when any one of a multitude of modules would be available at the touch of a key or two. Used in this way, DTM makes an Apple III the envy of many other computers, even some of the newer models. As important and worthwhile as DTM is in its originally conceived utility, what I want to present is an exciting offshoot from the original.

It is possible to utilize only selected modules from the DTM series and prepare MINI-DTM's (as I choose to call these modified disks) to build your own "designer disks" for specific purposes. The advantages here are that a particular software's capabilities are enhanced with characteristics that the original software lacked and it is portable from one computer system to another. A complete DTM

system is resident only on the hard disk on which it is installed.

Adding individual modules can augment a particular piece of software, while groups of modules can, as a set, perform certain functions beyond the capabilities of the original software program.

For example, one of my pet peeves with VisiCalc and Advanced VisiCalc is the lack of a cataloging function. The only way to find out what files are on a disk is to scroll through the list one file at a time. The MINI-DTM approach can be used to add cataloging and a few other functions to VisiCalc so that with a press of a function key, you enter the cataloging module, tell it which directory to list and you get the entire disk contents displayed. Press ESCAPE a couple of times, and you are right back in VisiCalc!

Another example: I have a program that displays FOTOfiles. I also do a lot of charting with Apple III Business Graphics. Unfortunately, screen files saved by Business Graphics are not FOTOfiles but Pascal data files, so my FOTOVIEW program will not display them. Business Graphics screen files need to have their File Type changed to FOTO (\$08), and it would be nice to be able to change the file name, since BG screen files have ".S.DATA" appended to the filename. This can be done by using one program to change the file type (block editor, or Communications Manager), and some other program to change file name so that

FOTOVIEW will display the charts. Instead, the FOTOVIEW disk was modified as a MINI-DTM to incorporate a Change.File module along with Copy.File, Rename.File, and Lock.Unlock modules.

It is all in one package now. The BG screen files can be modified quickly and easily without booting a variety of other programs. When the changes have been made, you are back in the FOTOVIEW program ready to view the charts. (Note: although FOTOVIEW is written in BASIC and could use this language to rename files and lock/unlock them, to do so you would have to leave the FOTOVIEW program and go into the underlying BASIC language.) The advantage of the DTM approach is that the module functions can be carried out at any time and then you are returned to your original place in the document.

If this seems interesting, here are some tips on how to proceed to prepare a MINI-DTM: This concept will work with any program that allows booting of a program followed by running the program without the need for a disk having to stay in Drive 1. The DTM program can be installed in any drive except Drive 1, and the disk with the DTM files must be in that same drive when the boot disk is activated and whenever DTM modules are called into service. (If a program disk is required to remain in Drive 1, then MINI-DTM will require either a third drive or a bit more handling of disks during the



process. Try using the built-in drive (D1) and add an external drive (D2). Use the procedure described in the DTM manual to install DTM but install it on a disk in Drive 2, not the Profile.)

With System Utilities, delete the unwanted modules from the MINI-DTM disk. DTM requires that 220 blocks be available during installation but doesn't require that this number of blocks be maintained once installation is complete. The large DTM

files originally installed can be pared down to exclude unneeded modules.

Also, you can copy in a new module to replace an existing unneeded one. OPTIONE can be copied to OPTIONA to replace it. The advantage here is that the modules in OPTIONS A through E can be accessed immediately with a simple keystroke.

Depending on what and how many modules have been selected during the booting operation, the process may stop and display an error mes-

sage. This may occur more than once during the boot. Press RETURN at these stoppages until the final program is fully loaded. Everything should work OK after this.

I have barely scratched the surface. With a DTM library of modules for checking machine status, going to and from a clipboard, printer controls, font controls, file handling, monitor accessing, etc., the potential for tailoring disks is endless. I encourage you all to give it a try.

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## SHOULD YOU MAKE THE SWITCH?

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By Paul Campbell

There has been some talk on the local boards (in Detroit) about people thinking of jumping ship to IBM. The main reason is the cost of up-grading Apple II's. It's downright expensive! One of my replies to such a person is below:

I know what you mean about after-market equipment prices for Apples. I saw an ad for a 386SX with an 85 MB hard drive, 1 MB RAM, ect., ect.,... for less than \$1,300. The 70 MB drive for my system cost over \$1,400 new. Another problem I have with Apple is user abandonment—I find it very hard to recommend to anybody a system that will probably be an orphan soon. It's sort of like buying a new car, then when the next model comes along you cannot get parts, service, or advice from the company that made the darn thing, they won't even talk to you! Despite all this, I still love the way even an

old Apple (in the right hands) will walk all over most IBM's in a lot of situations.

Before anyone jumps to conclusions, let me state that I am a full-time computer operator and work not only with a really sweet IBM mainframe and others like DEC (Digital), VAX, and Data General, but also with dozens of PC's.

I also do some computer repair on the side and have run countless tests with different systems back-to-back. I know that there is no way my old 6502B can come close to a 386SX in raw speed, but if a system can generate and kick out reports and documents just as fast with three times the ease of the average MS-DOS system, why change? It took MS-DOS until 1991 to evolve into an operating system that came close to the level of Apple III SOS, an operating system that introduced "Device Independ-

ence" before Unix was even created (I currently run SOS 1.3(S)).

I have run an Apple printer, a Panasonic printer, and an IBM printer all at the same time. Another reason I stick with my III is the track record for system integrity. For 1991 zero system failures, zero CPU downtime, zero disk errors, and despite the fact that the Apple III is used to manage over a thousand separate files, zero lost files, and zero corrupted files.

As long as a computer can launch an application with a single keypress, perform sequential batch downloading from a mainframe, sort a database faster than a PS/2, do macros that jump from program to program and return, output 8,000 pages of text with a simple command, and keep up with an "I-can't-see-her-fingers" speed typist, there is no good reason to toss it in the closet just yet."



## Macintosh Disk Library

by Dave Weikert

There are seven disks this month; two revised Sounds series (Mac Disks #12.01A and #12.02A), two Miscellaneous Utilities series (Mac Disks #15.12A and #15.13A), two Word Processing Utilities series (Mac Disks #17.04A and #17.05A) and one System Software release from Apple Computer. We also revised Mac Disk #00.01, the Mac Catalog text files. Descriptions of the revised and new files are included below.

### System 7 Tune-Up

There is one new disk containing Macintosh system software—a very important one that updates System 7.0 and 7.0.1. It is named System 7 Tune-Up; you will agree that this is an appropriate description once you know what it does. The primary features of the tune-up are: 1) improved system behavior in low memory situations, 2) performance enhancements and 3) bug fixes.

The low memory enhancements include fewer memory size alerts, closed applications quit automatically when more memory is needed and automatic printing without quitting the application. Memory consumption is also reduced when AppleTalk is turned off and memory fragmentation is reduced when you quit applications, desk accessories, and control panels.

Printing enhancements include faster LaserWriter performance for TrueType fonts and faster Style-

Writer performance. The latter change also requires the “MS Word TrueType(TM) Printer INIT” from Microsoft to print Microsoft Word documents correctly on the StyleWriter printer. Other enhancements include better font memory management, faster Chooser performance for devices and zones, and faster Finder copying of large files.

Bug fixes include reduced possibility of data corruption with shared files, increased reliability of the Print Monitor, and freeing up memory for certain fonts not in use. Additional bug fixes correct occasional problems in trashing an alias, resetting the Apple Desktop Bus multiple times at start-up to ensure keyboard access, and correcting SCSI Manager problems that caused the computer to hang during periods of heavy File Sharing activity when serial communications devices were accessed.

The System 7 Tune-Up disk is available for \$3 or may be downloaded from the TCS (it is in the System File area).

### Sounds Series

We revised the first two disks in the Sounds series, Mac Disks #12.01A and #12.02A. We gathered the most recent sound utility files from other series and included them on Disk #12.01A—most of these files will run with System 6 or 7. The older files have been placed on Disk #12.02A—these files are mostly for older Macs

and System 6 and earlier. Descriptions of the revised disks are below.

### Miscellaneous Utilities Series

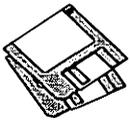
We added to the Miscellaneous Utilities Disk series. It now includes Mac Disks #15.12A and #15.13A. Many of the programs on these disks are updates to files included on an earlier disk. All of these have been tried under System 7.0 and appear to be compatible. Descriptions of the new disks follow.

### Word Processing Utilities Series

Two disks were added to the Miscellaneous Utilities Disk series which now includes Mac Disks #17.04A and #17.05A. About half of the programs on Mac Disk #17.04A are updates to files included on an earlier disk. All the files on Mac Disk #17.05A are new to our library. All of these programs appear to be compatible with System 7.0. Descriptions of the new disks follow.

### Mac Disk Catalog

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



The catalog includes only disk descriptions. Alphabetical lists of programs and files were dropped from the catalog due to lack of space. We have added a disk to the library that includes a delimited text file which lists all files in the Mac Disketeria. You may import the text file into the database of your choice for viewing and further manipulation. Additionally, a printed list arranged alphabetically by file name is available at the office for viewing or copying at the standard copy rate.

### About ShareWare Requests

Please honor authors' requests for ShareWare fees if you decide to add ShareWare programs to your software library. ShareWare is an important distribution channel for low cost software and it is important to encourage authors to use this channel by paying them for their efforts.

#### DISK #00.01 — C 1

##### The Mac Catalog

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

#### DISK #12.01A — S 1

##### Sounds

**BeepShuffle f (v0.3): BeepShuffle**: By Alex Chaffee. Patches SysBeep to select a random beep from all installed snd resources. Source code is also provided. Not tested.

**Chime 4.0.1 f: Chime**: By Robert Flickinger. Plays up to 4 snd. resources on the hour, half-hour, and quarter hours. A coo-coo clock chime is included. **Read Me** is in MacWrite format. *SW - \$10.*

**Finder Sounds f (v1.3): Finder Sounds**: By Greg Smith. With System Software version 6.0.4 or later, the Finder can play sounds corresponding to various events. The **Finder Sounds Config** CDEV permits you to select sounds for these events including opening and closing windows, creating and deleting files, and even modifying win-

dows. **Finder Sounds.teach** is the TeachText format documentation.

**New Moose Phrazer f (v 1.01): New Moose Phrazer**: By Gregory A. Greenman. New Moose Phrazer was written to allow easy modification of **Moose Phrases**, the files used by Talking Moose. **NMP Documentation** tells all about it. If it can't find MacinTalk, move New Moose Phrazer and Moose Phrases into the System folder. *SW - "... whatever you think it is worth."*

**sndConverter 1.2 f: sndConverter 1.2**: By Joe Zobkiw. Converts or extracts 'snd' resources to a format that may be used with System 7.0 and higher. Includes two sound files; **Razz SysBark** (to be converted) and **Triangle** (7.0 compatible). **sndConverter 1.2 Read Me!** is in text format.

**Sound Extractor 1.0 f: Sound Extractor 1.0**: By Alberto Ricci. Extracts sound resources from SoundMover and SoundEdit suitcases and creates a folder with sounds that can be played from within System 7 by double clicking them. Also extracts any contained sound resources from applications, stacks and other files. For System 7.0 and later. **SoundExtractor Doc** is in text format. *SW - \$5.*

**SoundMover Package 1.74 f: By Riccardo Ettore**. A package of four sound programs for different versions of the Mac and System Software. **SoundMover 1.74** moves sounds into and out of the System file and automatically converts between several different (and incompatible) sound formats. **IBeep2** lets you pick an alternative to the standard sound of the Macintosh beep and works with Mac Plus and SE users running System 4.1 and later. **SndControl** contains two complementary CDEV's to Apple's Sound control panel, one for System 6 and one for System 7. **StartupSndINIT** plays compatible sounds placed in the System Folder. **SMP Read Me** is in TeachText format and **SndControl Manual and Format 1 vs Format 2 snds** are in text format. *SW - \$25.*

**SoundMaster 1.7.2 f: SoundMaster 1.7.2**: By Bruce Tomlin. Specify start-up, beep, disk insert, disk eject, bad disk, restart, shutdown and key click sounds, rates and volumes from folders inside your System folders. Use System 6.0.4 or higher for all sounds. System 6 and 7 compatible. **SoundMaster.doc** and **SoundMaster changes** are in text format. *SW - \$15.*

**SwitchBeep 1.5.1 f: SwitchBeep**: By Jon Pugh. A beep randomizer for the Sound CDEV, it selects from among any sound resources available in the System or Suitcase. SwitchBeep will not work with SoundMaster or Master Juggler or BeepINIT. **SwitchBeep.text** is the TeachText format documentation. *SW - money, praise, comments, and complaints.*

**Talking Moose f: Talking Moose**: By Steve Halls. This is the classic ice-

breaker for new Mac users. Install this friendly guy and he will be a constant reminder that you are pausing often and long in pursuit of Mac expertise. The **Moose Phrases** and **MacinTalk** files go into the System folder. **Moosel.21** is the DA that you install with the Font/DA Mover or with **Install the Moose**. See the **About Moose** for information on the **About Code**, **MoosUnit.p**, **Talking Finder v4.1** and **SwitchMoose** files. **Moose Frazer** permits you to change the phonemes that the Moose speaks. If Moose Frazer can't find MacinTalk, move it and Moose Phrases into the System folder.

**TappyType 1.3 f: TappyType 1.3**: By Colin Klipsch. This CDEV makes typewriter noises in response to your keypresses; different sounds for printable characters, tab/space/delete and carriage returns. **TappyType.doc** is in text format; note the modification needed to work with Suitcase. For System 6.0 and later.

#### DISK #12.02A — S 2

##### Sounds

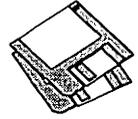
**aSoundINIT**: By Fractal Software. Plays a designated sound resource (named "Startup Sound") on start-up. Labeled to load early.

**Beep INIT f: BeepINIT**: An INIT that plays any sound file (of type FSSD) in the System folder that has been renamed **BeepSound**. The sound replaces the beep that your Mac makes when it wants your attention. The **beepINIT.docs** describes what you must do and how the INIT works. For a Mac with the 128K or larger ROM's, just place this file in the System folder and it will look for and load the file called **BeepSound** at boot time. For a Mac with the 64K ROM's you will need to use ResEdit to install **beep.INIT** into the System file. The **20BeepSounds f** on Disk # 12.09 includes a number of mostly small sized files that are particularly well-suited as **BeepSounds**. Just rename any one of these files to **BeepSound** and place it in the system folder along with **beep.INIT**.

**Feed Me! f: Feed Me!**: By Terry Bertram. Installs the cry of Audrey II (from "Little Shop of Horrors") into the Mac's high memory so that when the message "Please insert the disk:" comes up, the Mac shouts "Feed Me!" **About "Feed Me!"** is the documentation and **Feed Me Sound** is the sound file for Feed Me!

**IBeep2**: This CDEV permits Mac Plus and SE users to pick different beep sounds (System Software v. 6.0 now provides a similar function).

**IgniSound V1.3 f: IgniSound V1.3**: By Steve Bollinger. Plays a beep sound upon start-up. **Ignisound Docs** is the documentation in MS Word format. *SW - \$10.*



**Lip Service f: ~Lip Service (v1.4):** By Larry Shupe. The Mac will play any start-up message that you enter into the Control Panel box. It has macros for the current date and time.

**MacinTalk f: MacinTalk:** By Apple. The System file that allows the Mac to talk. Place this file in the System folder to enable programs such as Talking Moose and Narrator™ to talk.

**Mr. Ed:** You guessed it; that stalwart equine performer is back.

**Narrator f: Narrator™:** By Robert Churchill. Place this CDEV in the System folder along with the text file **StartUpSpeech** and MacinTalk and access it from the Control Panel to have your Mac talk to you at start-up. This is a demo version that expires on 15 May 1988 so set your clock back so you may try it. **SW - \$7.50 and a disk in a SASE for functional version.**

**ShutDownSound INIT 1.01 f: ShutDownSound INIT 1.01:** By Leonard Rosenthal. This INIT plays a sound file at system shut down. Place the sound file (created by SoundCap or SoundWave) that has been renamed "ShutDownSound" (no quotes and no spaces) in your System folder with the INIT. **SDS Docs 1.01** explains the technical aspects of the program. **SoundCap TEMPL** is a support file for use with ResEdit as described in the documentation.

**SndList/SndINIT f: SndList:** Opens the resource fork of a file and displays a scrolling list of all sound resources (resource type 'snd') found. One or more sounds (both type 1 (beep sounds) and type 2 (HyperCard)) from this list can be played.

**Sound Leech f: Sound Leech:** By Robert S. Mason, Jr. Searches through a program or file for sound (snd) resources and converts them to SoundCap files. **Sound Leech Docs - MacWrite** and **Sound Leech Docs - Word 3** document the program. **Free, but - "... if you use this program, send me a letter telling me so."**; \$10 for source code.

**Sound->Beep f: SoundOff II™:** By Frederick Computer and Electronics Corp. An INIT file for your Mac II that will play sound resources when the system starts up. The resources in the Sound f on this disk are compatible with this program. Brief documentation is provided in the **Sound Docs** file. **SW - \$5.**

**Sound->Beep™:** A program which converts old SoundCap files into sound resources. (SoundCap files are created using a SoundCap digitizer.) Brief documentation is provided in the **Sound Docs** file. **SW - \$10.**

**SoundINIT f: SoundINIT:** Place this INIT in your System folder and it will play any digitized sound file named StartUpSound that is also in your Sys-

tem folder. The documentation, **SoundINIT.doc** was excerpted from the Randomizer INIT documentation.

**SoundPlay.da:** A desk accessory version of a digitized sound player.

**SoundPlay:** By Bruce Tomlin. Opens and plays sound files. This sound player is one of our favorites for previewing sounds since it doesn't require much disk space. It does not, however, permit selection of different sampling rates.

**SSSwitcher© (v2.0) f: SSSwitcher©:** By Bob Andris. (Screens & Sounds Switcher) is a "Startup" application to randomly switch StartupScreens, BackDropScreens, StartupSounds, BeepSounds, DiskInsertSounds, DiskEjectSounds, BadDiskSounds, RestartSounds, ShutDownSounds, and KeyClickSounds in any combination you desire. It has been reconfigured to work in conjunction with Bruce Tomlin's "SoundMaster1.0" INIT. **SSSwitcher©.docs** is the documentation.

**StartupSndINIT1.2** This INIT looks for all sound files of "snd" type in the System folder and plays all of them at start-up (if the Control Panel volume level is set to any value other than zero).

**SuperPlay 4.0 f: SuperPlay 4.0:** By John Raymonds. A program that plays digitized sounds. Unlike SoundPlay, SuperPlay also allows selection of different sampling frequencies and opening and creation of resource files. It has a play all feature that will allow playing all of the sounds in a specified folder. **SuperPlay Doc(MW)** is the documentation for SuperPlay 4.0; it explains some of the capabilities of the program and a little bit about the types of digitized sound files. The two FKeys mentioned are not included on this disk. **SW - \$ What you think it's worth.**

**SUS INIT:** An INIT that is placed in the System folder that plays any sound file named StartUpSound that is also in the System folder.

**Talk Alarm:** By Steven Maller. A talking alarm clock. Requires MacinTalk to provide the voice.

**TalkingKeys 1.0 f: Talking Keys 1.0:** By Brady Graham. Creates a "talking Mac" using the sound system of the Mac to verbalize typed letters or words as described in **TalkingKeys.Info (1.0)**. **Fonts (Toys1/Toys2)** are two supporting ImageWriter fonts comprised of illustrations *a la* Cairo. **SW - \$15.**

**The Sound Man f: The Sound Man:** By Gregory James. A utility program for manipulating sound resources. Lets sounds be moved between files and stored in 'suitcase' files. **SW - \$10.**

**Version f: Version:** By Mark Jaffe. With the assistance of the other files

(**MacinTalk, Makefile, sysver.c** and **sysver.rcsc**) in the folder, this speaks the version numbers of the Mac's System and Finder. **SW - \$5.**

**Welcome2 CP f: Welcome2 CP:** By CAM. When run, as, for example, a start-up application, causes the Macintosh to speak a welcome, the day, date, and time. **Welcome2.hdc** is the documentation for Welcome2. **Welcome2 Loud** is the same thing in a higher volume version.

## Disk 15.12A — MU 12

### Miscellaneous Utilities

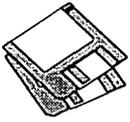
**AddressBook DA 3.0.7 f: AddressBook DA 3.0.7 and Address Book 3.0.7:** By Jim Leitch. This is a phone list and dialer in DA and application formats which permit viewing an index of 66 names (length limited to 40 characters) per page in three columns per page. Select name and double click to open record and choose one of three telephone numbers to dial automatically. Several pages of help and is System 6 MultiFinder and System 7 compatible. Files can be exported. **Read me** is in text format. **Sample Addr\_list** is a sample address list. **SW - \$30.**

**AddressBook Utilities f:** By Jim Leitch. **H/C Addr to Text 1.5, SideKick Converter V3.1** and **Text to Address Book 3.2** permit you to convert data from HyperCard, Sidekick and Text files to the Address Book file format.

**Amortization 4.0 f: Amortization 4.0:** By David B. Reynics. Enter the loan amount, interest percent and number of payments and the program calculates loan payment and prints a depreciation schedule to printer or screen. **Amortization.Dox** is in text format. **SW - \$15.**

**ButtonPad f: ButtonPad:** By Jeffrey L. Ehrlich. An improved version of the NotePad desk accessory in application format. Lets you create up to eight different desk pad types (categories) into which you can type information. It also has automatic open, save and close features. It can load and edit text files and perform useful operations such as stripping line feeds, change capitalization, find and replace, etc. **ButtonPad Doc** is in TeachText format. **SW - \$10, \$5 more for DA version.**

**CClock 2.0.3 f: CClock 2.0.3:** By Stephen W. Martin. Displays a digital clock in a window on the Mac. It can be re-sized and repositioned anywhere on the Mac Desktop and will remember where you put it every time it is run. Allows you to select a chime to sound on the hour and/or half-hour and to specify up to 10 alarms which can be set between now and the year 2019. **CClock.DOCS (MacWrite)** and **CClock.DOCS (MS Word)** are the documentation. **SW - \$15.**



**Cryptogrammar 1.5 f: Cryptogrammar 1.5** By Gary Kowalski. This application helps you to create or solve cryptograms, sayings that are encrypted by letter substitution code. The application has three windows, a text input, text output and cipherbox window, and the interface is pretty intuitive. **CryptoDoc.macwr** is in MacWrite format. **Cryptograms Volume 2** includes a number of samples. **SW-\$12.**

**Disk 15.13A — MU 13**

**Miscellaneous Utilities**

**Biplane™ 2.0 f: Biplane™ 2.0:** By Alan G. Porter, Night Diamonds Software. This is a full-featured spreadsheet program. BiPlane worksheets are compatible with worksheets developed using other spreadsheet programs and saved in SYLK or text format. Includes 102 of the most used functions and eight types of charts. Spreadsheet size is 16,384 rows by 512 columns. Individual cells can be formatted by size, font, color and style. **BiPlane™ Help** is accessible from within the application. **Read Me** is in text format. For Systems 6.0.3 and higher. **SW-\$59 gets you 200 page manual plus.**

**Household Shopper 2.2 f: Household Shopper 2.2:** By Charles R. Vass. Allows you to generate and maintain "shopping lists" of items in different categories. An item includes name, brand, quantity/size, need to buy and coupon availability. The list may be sorted, previewed and printed. **HHS.DATA** is a sample file. **SW-\$10 (source code available).**

**INFOMaker v2.6 f: INFOMaker 2.6:** By Mark S. Wall. Format data from other computer systems (PCs, mainframes, etc.) or from other Macintosh™ applications. Places all fields of a record in order on one line, separates them with tabs, strips control characters and leading and trailing spaces, inserts information for missing data, removes any unwanted data, and sets the file CREATOR so that data can be loaded directly into an application. Can also be used to split files on record boundaries and recombine or append

files. **INFOMaker SW Doc** is in double clickable application format. Requires System 4.2 or higher. Examples includes sample data and script. **SW-\$25.**

**Disk #17.04A — WP 4**

**Word Processing Utilities**

**DOCMaker v3.8 f: DOCMaker v3.8:** By Mark S. Wall, Green Mountain Software. This program was formerly named "The DOCter." Allows you to create stand alone documents that do not need a word processor to open them. Frequently used to document SW. **DOCMaker SW Doc** is double clickable. **SW-\$25 with disk.**

**Edit II 1.2.7 f: Edit II 1.2.7:** By Kenneth Sean. This relatively powerful text editor is designed as a replacement for the Consular Edit text editor. It supports program editing with auto-indenting, UNIX Grep search and replace functions, Creator Names, menu, and other features. **Edit II ReadMe** is in text format. Requires System Software 4.1 and above. **SW-\$15.**

**File Decon 1.3 f: File Decon 1.3:** By Joe Pillera. Removes unprintable characters, such as control characters, from text files. **bad text file** is a sample file with unprintable characters that you may practice on (make a copy first).

**Idealiner 3.4 f: Idealiner 3.4:** By Jimmy MacSoftware. An outliner for the Mac. Like any good outliner, it lets you organize headers on many different levels. It lets you add text to the headers and lets you print with or without a table of contents. **Read me first** is an "intro. to the introduction." **A Tutorial Introduction** is an actual "introduction" and tells you how to launch this program. **User's Guide** is a formal manual on how to use this program. **Translators** includes Acta and ThinkTank format converters. **SW-\$30.**

**Reader 1.0.6 f: Reader 1.0.6:** By Kevin Parichan. Lets you read a variety of documents including GIF, Paint, PICT, TeachText and Text. **Reader FD's** contains the drivers which need to be in

the System folder, **FD Docs** is in HyperCard format. **User Doc** is in TeachText format.

**Disk #17.05A — WP 5**

**Word Processing Utilities**

**MS Word Stuff 1 f: Fraction Table** is a file of common fractions sized for 12 point type which may be easily modified to 10 point. Saves all that work with superscripting and reduced point sizes. **NUMBERS TO WORDS** is a table of numbers with corresponding all capital text for numbers from 1 to 999. **User 2** is a supplemental dictionary containing abbreviations of organizations, names of people and places and other words not in the internal Word dictionary.

**TIFF Art f: Header 1-2. TIFF and Window 1-3. TIFF** are filigree that can be placed in PageMaker and other documents. **"From Page One Publications"** is in double clickable application format. **SW-\$1 each.**

**UpWord 1.2 f: UpWord 1.2:** By Jeffrey Turnbull. A ShareWare word processor (not a text editor). It has features similar as the basic capabilities in Word 4.0 (short menus preference). Just the program for basic home and business correspondence. **UpWord™ Introduction, UpWord™ Manual and UpWord™ Registration Form** are in UpWord format. **SW-\$35.**

**WordPerfect 5.X/RTF: WordPerfect 5.0/RTF and WordPerfect 5.1/RTF:** Convert between MS Word for Mac and Word Perfect for MS DOS using these translators with Apple File Exchange (AFE).

**SYS SFTWRE — SS.S7\_TU**

**System 7 Tune-Up**

**About System 7 Tune-Up and TeachText.**

**System 7 Tune-Up: Install System 7 Tune-Up 1.0, Installer 3.2, Read Me and Tune-Up Parts with Chooser 7.1, File Sharing Extension 7.0.2, LaserWriter 7.1, StyleWriter 7.2.2 and System 7 Tuner 1.0.**

HyperCard Upgrade requires HyperCard proof of purchase; any of original disk, first page of manual, receipt or previous HyperCard Upgrade disk.

Mail this form with your check to : Disk Library Washington Apple Pi 7910 Woodmont Avenue, Suite 910 Bethesda, Maryland 20814		Are you a member of Washington Apple Pi, Ltd.? Y/N <input type="checkbox"/> If Yes, Member Number _____ All payments must be in U.S. funds drawn against U.S. banking institutions. Non-members add \$3.00 per disk to listed prices.	
Number of Disks	Member Price @	Extended	Name
— 4 or less @ — 5 or more @ — Sets (marked above) + postage \$1.00/disk, maximum \$5.00. — Disk Catalogs + \$1.50 postage	\$4.00= \$3.50= \$ (above) \$4.50	_____ _____ _____ _____ _____	Box Number, Apartment, Suite, etc. Street Address City State Zip Code Day Telephone Evening Telephone
TOTAL AMOUNT DUE		\$	_____



# Macintosh Library Order Form



<b>Pi Library</b>	6.03 - LW 3	9.17A - I/C 17	12.31 - S 31	15.10A - MU 10	19.01A - SW 1	20.11 A - M II 11
0.01 - C 01	6.04 - LW 4	9.18A - I/C 18	<b>Telecommunications</b>	15.11A - MU 11	19.02A - SW 2	20.12 A - M II 12
<b>Anti-Virus Utilities</b>	6.05 - LW 5	9.19A - I/C 19	9 disk set; \$27	<b>System Utilities</b>	19.03 - SW 3	20.13 A - M II 13
5 disk set; \$15	6.06 - LW 6	9.20A - I/C 20	13.01A - T 1	22 disk set; \$66	19.04 - SW 4	<b>HyperCardExternals</b>
1.01D - AV 1	6.07 - LW 7	9.21A - I/C 21	13.02A - T 2	16.01C - SU 1	19.05 - SW 5	5 disk set; \$15
1.02D - AV 2	6.08 - LW 8	9.22A - I/C 22	13.03A - T 3	16.02C - SU 2	19.06 - SW 6	21.01 - HE 1
1.03D - AV 3	6.09 - LW 9	9.23A - I/C 23	13.04A - T 4	16.03C - SU 3	19.07 - SW 7	21.02 - HE 2
1.04D - AV 4	6.10 - LW 10	9.24A - I/C 24	13.05A - T 5	16.04C - SU 4	19.08 - SW 8	21.03 - HE 3
1.05D - AV 5	6.11 - LW 11	<b>Miscellaneous</b>	13.06A - T 6	16.05C - SU 5	19.09 - SW 9	21.04 - HE 4
<b>Desk Accessories</b>	6.12 - LW 12	10.01 - M 1	13.07A - T 7	16.06C - SU 6	19.10 - SW 10	21.05 - HE 5
15 disk set; \$45	6.13 - LW 13	10.03 - M 3	13.08A - T 8	16.07C - SU 7	19.11 - SW 11	<b>Serially Numbered</b>
2.01C - DA's 1	6.14 - LW 14	<b>Paintings (MacPnt)</b>	13.09 - T 9	16.08C - SU 8	19.12 - SW 12	Disk 30/92
2.02C - DA's 2	6.15 - LW 15	5 disk set; \$15	<b>Programmer/Hacker</b>	16.09C - SU 9	19.13 - SW 13	Disk 74/75
2.03C - DA's 3	6.16 - LW 16	11.01 - P 1	25 disk set; \$75	16.10C - SU 10	19.14 - SW 14	Disk 77/78
2.04C - DA's 4	6.17 - LW 17	11.02 - P 2	14.01 - PH 1	16.11C - SU 11	19.15 - SW 15	Disk 80/84
2.05C - DA's 5	6.18 - LW 18	11.03 - P 3	14.02 - PH 2	16.12C - SU 12	19.16 - SW 16	Disk 85/89
2.06C - DA's 6	6.19 - LW 19	11.04 - P 4	14.03 - PH 3	16.13C - SU 13	19.17 - SW 17	Disk 91/95
2.07C - DA's 7	6.20 - LW 20	11.05 - P 5	14.04 - PH 4	16.14C - SU 14	19.18 - SW 18	Disk 96/104
2.08C - DA's 8	6.21 - LW 21	<b>Digitized Sounds</b>	14.05 - PH 5	16.15C - SU 15	19.19 - SW 19	Disk 105/106
2.09C - DA's 9	6.22 - LW 22	31 disk set; \$93	14.06 - PH 6	16.16C - SU 16	19.20 - SW 20	Disk 108/128
2.10C - DA's 10	6.23 - LW 23	12.01 - S 1	14.07 - PH 7	16.17C - SU 17	19.21 - SW 21	Disk 134/143
2.11C - DA's 11	6.24 - LW 24	12.02 - S 2	14.08 - PH 8	16.18C - SU 18	19.22 - SW 22	Disk 147
2.12C - DA's 12	6.25 - LW 25	12.03 - S 3	14.09 - PH 9	16.19C - SU 19	19.23 - SW 23	Disk 150/151
2.13C - DA's 13	<b>TrueType Fonts</b>	12.04 - S 4	14.10 - PH 10	16.20C - SU 20	19.24 - SW 24	Disk 153
2.14C - DA's 14	7 disk set; \$21	12.05 - S 5	14.11 - PH 11	16.21C - SU 21	19.25 - SW 25	<b>Best of Pi Series</b>
2.15C - DA's 15	7.01 - TT 1	12.06 - S 6	14.12 - PH 12	16.22C - SU 22	19.26 - SW 26	10 disk set; \$35
<b>FKKeys (Function Keys)</b>	7.02 - TT 2	12.07 - S 7	14.13 - PH 13	<b>Word Processing Utils</b>	19.27 - SW 27	<b>System Software</b>
4.01A - FK's 1	7.03 - TT 3	12.08 - S 8	14.14 - PH 14	17.01A - WP 1	19.28 - SW 28	6.0.5 - 4 disk set; \$12
4.02A - FK's 2	7.04 - TT 4	12.09 - S 9	14.15 - PH 15	17.02A - WP 2	19.29 - SW 29	6.0.7 - 4 disk set; \$12
<b>ImageWriter Fonts</b>	7.05 - TT 5	12.10 - S 10	14.16 - PH 16	17.03A - WP 3	19.30 - SW 30	6.0.8 - 4 disk set; \$12
15 disk set; \$45	7.06 - TT 6	12.11 - S 11	14.17 - PH 17	<b>Adobe Screen Fonts</b>	19.31 - SW 31	7.0 - 9 disk set; \$20
5.01 - IW 1	7.07 - TT 7	12.12 - S 12	14.18 - PH 18	16 disk set; \$48	19.32 - SW 32	LsrWrtr LS Install; \$3
5.02 - IW 2	<b>INIT's &amp; CDEV's</b>	12.13 - S 13	14.19 - PH 19	18.01A - AF 1	19.33 - SW 33	StdWrtte Install; \$3
5.03 - IW 3	24 disk set; \$72	12.14 - S 14	14.20 - PH 20	18.02A - AF 2	19.34 - SW 34	TrueType - 2 disk set; \$6
5.04 - IW 4	9.01A - I/C 1	12.15 - S 15	14.21B - PH 21	18.03A - AF 3	19.35 - SW 35 †	7.0.1 - 6 disk set; \$20 (1.44M)
5.05 - IW 5	9.02A - I/C 2	12.16 - S 16	14.22A - PH 22	18.04A - AF 4	19.36 - SW 36 †	Apple IIe - 2 disk set;
5.06 - IW 6	9.03A - I/C 3	12.17 - S 17	14.23 - PH 23	18.05A - AF 5	19.37 - SW 37	\$6 (1.44M)
5.07 - IW 7	9.04A - I/C 4	12.18 - S 18	14.24 - PH 24	18.06A - AF 6	19.38 - SW 38	AT Rmt Acc.- 2 disk set;
5.08 - IW 8	9.05A - I/C 5	12.19 - S 19	14.25 - PH 25	18.07A - AF 7	<b>Mac II Series</b>	\$6 (1.44M)
5.09 - IW 9	9.06A - I/C 6	12.20 - S 20	<b>Miscellaneous Utils</b>	18.08A - AF 8	13 disk set; \$39	<b>HyperCard Update</b>
5.10 - IW 10	9.07A - I/C 7	12.21 - S 21	11 disk set; \$33	18.09A - AF 9	20.01 A - M II 1	1.2.5 - 3 disk set; \$9
5.11 - IW 11	9.08A - I/C 8	12.22 - S 22	15.01A - MU 1	18.10A - AF 10	20.02 A - M II 2	2.0 - 5 disk set; \$15
5.12 - IW 12	9.09A - I/C 9	12.23 - S 23	15.02A - MU 2	18.11A - AF 11	20.03 A - M II 3	
5.13 - IW 13	9.10A - I/C 10	12.24 - S 24	15.03A - MU 3	18.12A - AF 12	20.04 A - M II 4	19.35† 6 disk set; \$15
5.14 - IW 14	9.11A - I/C 11	12.25 - S 25	15.04A - MU 4	18.13A - AF 13	20.05 A - M II 5	19.36† 2 disk set; \$7
5.15 - IW 15	9.12A - I/C 12	12.26 - S 26	15.05A - MU 5	18.14A - AF 14	20.06 A - M II 6	
<b>LaserWriter Fonts</b>	9.13A - I/C 13	12.27 - S 27	15.06A - MU 6	18.15A - AF 15	20.07 A - M II 7	
25 disk set; \$75	9.14A - I/C 14	12.28 - S 28	15.07A - MU 7	18.16A - AF 16	20.08 B - M II 8	
6.01 - LW 1	9.15A - I/C 15	12.29 - S 29	15.08A - MU 8	<b>HyperCard StackWare</b>	20.09 B - M II 9	
6.02 - LW 2	9.16A - I/C 16	12.30 - S 30	15.09A - MU 9	44 disk set; \$132	20.10 A - M II 10	



# Apple Disk Library

compiled by John Ruffatto

The Apple Disk Library has been updated and reformatted to enable you to more easily locate those disks in which you are interested. 3.5" disks are listed first, followed by 5.25" disks. Look for the  and  icons which distinguish them. For your reference - the numbers shown in parentheses ( ) after the disk names are the old disk numbers. SW after the name of a disk indicates that it is ShareWare.

## 3.5" DISKS

### Apple II GS



#### 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 (2003)
- GSCM-02A SnowTerm (SW)

#### IIGS DEMO (16 DISK SET-\$48)

- GSDM-01 Cartooner's Demo
- GSDM-02 Deluxe Paint II Demo
- GSDM-03 Music Studio Demo
- GSDM-04 Beagle Writes GS Demo
- GSDM-05 Calendar Crafter Demo
- GSDM-06 G.A.T.E. Demo
- GSDM-07 Crystal Quest, Dragon Wars, Pyramid GS
- GSDM-08 Diversi-Tune, Nexus, ProSel 16, Salvation
- GSDM-09 Shanghai Demo & Extra Tile Sets
- GSDM-10 Medley V. 2.0 Demo
- GSDM-11 Battle Chess Demo
- GSDM-12 Task Force Demo
- GSDM-13 Genesys, ProTerm 2.2, TIC
- GSDM-14 Space Harrier Demo
- GSDM-15 HCGS Screens, MasterTracks Jr., SysEx MIDI
- GSDM-16 AC Basic, DesignMaster, GS16 Forth, Micol, MicroDot

#### IIGS DESK ACCESSORIES (11 DISK SET-\$33)

- GSDA-01 Desk Accessories 1 (2020) (SW)
- GSDA-02 Desk Accessories 2 (SW)
- GSDA-03 Desk Accessories 3 (SW)
- GSDA-04 Desk Accessories 4 (SW)
- GSDA-05 Desk Accessories 5 (SW)
- GSDA-06 Desk Accessories 6 (SW)
- GSDA-07 Desk Accessories 7 (SW)
- GSDA-08 Desk Accessories 8 (SW)
- GSDA-09 Desk Accessories 9 (SW)
- GSDA-10 Desk Accessories 10 (SW)
- GSDA-11 Desk Accessories 11 (SW)

#### IIGS DEVELOPER (7 DISK SET-\$21)

- GSDV-01 Demo Source Code 1 (2005)
- GSDV-02 Demo Source Code 2 (2006)
- GSDV-03 Shell Applications (EXE) 1 (SW)
- GSDV-04 Shell Applications (EXE) 2 (SW)
- GSDV-05 Miscellaneous Developer Files 1 (SW)
- GSDV-06 Miscellaneous Developer Files 2
- GSDV-07 Miscellaneous Developer Files 3

#### IIGS FONTS (27 DISK SET-\$81)

- GSFT-01 A-Plain
- GSFT-02 A-Fancy, Foreign, Graphic
- GSFT-03 B-Plain, Foreign, Graphic
- GSFT-04 B-Plain, Fancy
- GSFT-05 C-Plain
- GSFT-06 C-Plain
- GSFT-07 C-Graphic, Foreign
- GSFT-08 C-Fancy
- GSFT-09 D-Plain, Fancy, Foreign, Graphic
- GSFT-10 E-Plain, Fancy, Foreign, Graphic
- GSFT-11 F-Plain, Fancy, Graphic
- GSFT-12 G-Foreign, Fancy
- GSFT-13 G-Plain, Graphic
- GSFT-14 H-Fancy, Foreign
- GSFT-15 I
- GSFT-16 H-Graphic, Plain
- GSFT-17 J

— GSFT-15

- GSFT-16L
- GSFT-17
- GSFT-18
- GSFT-19
- GSFT-20

- GSFT-21
- GSFT-22

— GSFT-23

- GSFT-24
- GSFT-25

— GSFT-26

— GSFT-27

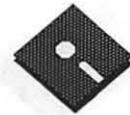
- K
- M-Fancy
- M-Foreign
- M-Plain
- M-Graphic
- N-Plain, Fancy
- N-Foreign, Graphic
- O
- P-Foreign, Graphic
- P-Plain, Fancy
- Q
- R
- S-Fancy
- T-Fancy
- S-Plain, Graphic
- S-Foreign
- T-Plain
- T-Foreign, Graphic
- U
- V
- W
- Y
- Z

#### IIGS GAMES (22 DISK SET-\$66)

- GSGM-01A Mean 18 Golf Courses (2007)
- GSGM-02A Mean 18 Golf Courses 2 (2018)
- GSGM-03 Bouncing Bluster Boot Disk
- GSGM-04 Bouncing Bluster Data and Docs
- GSGM-05 Bouncing Bluster Consn. Set
- GSGM-06 Games 1
- GSGM-07 Games 2
- GSGM-08 Games 3
- GSGM-09 Games 4
- GSGM-10 Games 5
- GSGM-11 Games 6
- GSGM-12 Games 7
- GSGM-13 Games 8
- GSGM-14 Games 9
- GSGM-15 Games 10
- GSGM-16 Games 11
- GSGM-17 Mean 18 Golf Courses 3
- GSGM-18 Games 12 (SW)
- GSGM-19 Games 13 (SW)
- GSGM-20 Games 14
- GSGM-21 Columns GS V. 2.0 (SW)
- GSGM-22 Lode Runner GS

#### IIGS GRAPHICS (21 DISK SET-\$63)

- 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 (SW)
- GSGX-07 Pics and Utilities 1 (SW)
- GSGX-08 Pics and Utilities 2
- GSGX-09A Pics and Utilities 3
- GSGX-10 Pics and Utilities 4 (SW)
- GSGX-11 Modulae
- GSGX-12 Paula Abdul Demo
- GSGX-13A Pics and Utilities 5 (SW)
- GSGX-14 Slide Show 4
- GSGX-15 Slide Show 5
- GSGX-16 Nucleus Demo-ROM 1 (2024)
- GSGX-17 PSGS Graphics 1-Color
- GSGX-18 PSGS Graphics 2-Mono
- GSGX-19 PSGS Graphics 3-Mono
- GSGX-20 Marilyn Monroe Slide Show
- GSGX-21 Pics and Utilities 6 (SW)



**IIGS HYPERSTUDIO (21 DISK SET-\$63)**

- GSHS-01 HS System-Demo Version
- GSHS-02 HS Demo-Demo Version
- GSHS-03 HS Sounds-Demo Version
- GSHS-04 More Stacks-Demo Version
- GSHS-05 More Stacks 2-Demo Version
- GSHS-06 Video Demo-Demo Version
- GSHS-07 Comm Stack-Demo Version
- GSHS-08 MUG 087-Demo Version
- GSHS-09 USA-Demo Version
- GSHS-10 HS Art 2-Demo Version
- GSHS-11 Miscellaneous HS Stacks 1
- GSHS-12 Miscellaneous HS Stacks 2 (SW)
- GSHS-13 Arizona Stack Disk 1
- GSHS-14 Arizona Stack Disk 2
- GSHS-15 Photography Stack Disk 1
- GSHS-16 Photography Stack Disk 2
- GSHS-17 1906 SF Earthquake & Fire Disk 1
- GSHS-18 1906 SF Earthquake & Fire Disk 2
- GSHS-19 Miscellaneous HS Stacks 3
- GSHS-20 Miscellaneous HS Stacks 4
- GSHS-21 Miscellaneous HS Stacks 5 (SW)

**IIGS ICONS (8 DISK SET-\$24)**

- GSIC-01A Finder Icons 1 (2022) (SW)
- GSIC-02A Finder Icons 2 (SW)
- GSIC-03A Finder Icons 3 (SW)
- GSIC-04A Finder Icons 4 (SW)
- GSIC-05A Finder Icons 5 (SW)
- GSIC-06A Finder Icons 6 (SW)
- GSIC-07A Finder Icons 7 (SW)
- GSIC-08 Finder Icons 8 (SW)
- GSIC-09 Finder Icons 9 (SW)
- GSIC-10 Finder Icons 10 (SW)
- GSIC-11 Finder Icons 11 (SW)

**IIGS MISCELLANEOUS**

- GSMS-01 New Member's Disk (2000) (SW)
- GSMS-02 GS Disk Library Catalog Disk 1
- GSMS-03 GS Disk Library Catalog Disk 2

**IIGS MUSIC (12 DISK SET \$36)**

- GSMU-01A SoundSmith and Songs (SW)
- 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 Deversi-Tune (C) Songs 1
- GSMU-08 Music Studio Songs 1
- GSMU-09 MS Songs 2 (Golden Album Rock 2)
- GSMU-10 A Variety Pack of Songs
- GSMU-11 SoundSmith Songs 6
- GSMU-12 MCS Song "Slide Show"

**IIGS SOUNDS (16 DISK SET-\$48)**

- GSSN-01A Sounds 1 (2014)
- GSSN-02A Sounds 2-Nostalgia (2015)
- GSSN-03 Sounds 3
- GSSN-04 Sounds 4
- GSSN-05 Sounds 5-Simpsons 1
- GSSN-06 Sounds 6-Simpsons 2
- GSSN-07 Sounds 7
- GSSN-08 Sounds 8
- GSSN-09 Sounds 9
- GSSN-10 Sounds 10
- GSSN-11 Sounds 11
- GSSN-12 Sounds 12-Cartoons 1
- GSSN-13 Sounds 13-Cartoons 2
- GSSN-14 Sounds 14-Cartoons 3
- GSSN-15 Sounds 15-Cartoons 4
- GSSN-16 Sounds 16-Cartoons 5

**IIGS UTILITIES (9 DISK SET-\$27)**

- GSUT-01B Utilities 1 (2001)
- GSUT-02 JumpStart Prog Sel V. 3 (2021)
- GSUT-03A Utilities 2 (2028) (SW)
- GSUT-04A Utilities 3 (2029) (SW)
- GSUT-05A Utilities 4 (SW)
- GSUT-06A ZZ Copy-V. 2.21 Disk Copier
- GSUT-07A Utilities 5 (SW)
- GSUT-08C Utility Works GS V. 0.9.2 (SW)
- GSUT-09 Utilities 6 (SW)
- GSUT-10 Utilities 7 (SW)
- GSUT-11A Utility Works Launcher V. 2.2.3 (SW)

**3.5" DISKS**

**APPLE II**

**APPLE SYSTEM DISKS**

- 2APS-01 System Disk - Utilities V. 3.1

**COMMUNICATIONS**

- 2COM-01 TCS Instructions 1.05



- 2COM-02 Applenet V. 1.3
- EDUCATION**
- 2EDU-01 Newton's Apple/Cocaine & Teeth
- TECH NOTES**
- 2TEN-01 IIGS-GSOS-About-Index
- 2TEN-02 Ilc-Ile-IMWR — etc.
- 2TEN-03 FTNS-STDS-Tidbits
- TUTOR TECH**
- 2TTH-01A WAP Stack
- UTILITIES**
- 2UTL-01 New Member Disk 2.01
- 2UTL-02 DB Master V.5 (SW)

**5.25" DISKS**

**APPLE II**

**APPLE SYSTEM DISKS**

- APSD-01 System Disk-Utilities V. 3.1

**APPLEWORKS**

- APWK-01 Desk, Printer and Money Helpers (813/814)
- APWK-02 Food. Lists, etc. (815/816)
- APWK-03 Reserved for Tax Templates

**COMMUNICATIONS**

- COMM-01 TCS Inst. 1.05 A & B- Disk 1 of 2 (825)
- COMM-02 TCS Inst. 1.05 A & B- Disk 2 of 2 (826)
- COMM-03\*\* WAPABBS.1 Documentation(121)
- COMM-04 WAPABBS.1 (135/136)
- COMM-05 DI COMM-(SW)(503)
- COMM-06 Kermit 3.78-Kermit File Transfer (516/820)
- COMM-07 CommTerm and Telecom (808/817)
- COMM-08 MicroModem II (SW)-Hayes Term(116/169)

**CP/M**

- CPM-01\*\* Master Catalog (401)
- CPM-02 Utilities I and II (402/404)
- CPM-03 Communications (403/409)
- CPM-04 ZCPR2 Install and Utilities (406/408)
- CPM-05 ZCPR2 Doc. and Essential Utilities (407/410)
- CPM-06 Text Editor and Spreadsheet (411/412)
- CPM-07 MDM740 (SSC. Comm, 7710, & A-CAT)(413/414)
- CPM-08 Kermit Source and Running Code (416/418)
- CPM-09\*\* Kermit Documentation (417)
- CPM-10 Utilities (419)
- CPM-11 Small C. Compiler (420)

**EAMON ADVENTURES**

- EAMN-01 Utilities II and III (220/221)
- EAMN-02\* Dungeon Designer and City /Clouds(180/229)
- EAMN-03 Beginners Cave (Master) & Alt (181/214)
- EAMN-04\* Lair of Minotaur and Cave of the Mind (182/183)
- EAMN-05\* Zyphur Riverventure and Castle/Doom(184/185)
- EAMN-06\* Death Star and Devil's Tomb (186/187)
- EAMN-07\* Caves of Treasure Is. and Furioso (188/189)
- EAMN-08\* Magic Kingdom and Tomb of Molinair (190/191)
- EAMN-09\* Lost Island and Abductor's Quarters (192/193)
- 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 Nguret Black Mountain (200/201)
- EAMN-14\* Nuclear Nightmare /Feast of Carroll (202/203)
- EAMN-15\* Master's Dungeon /Crystal Mountain (204/205)
- EAMN-16\* Lost Adventure and Manxome Foe(206/207)
- EAMN-17\* The Gauntlet and Caverns of Langst (208/209)
- EAMN-18\* Future Quest and House of Secrets (210/211)
- EAMN-19\* Sewers/ Chi /Slave Pits of Kzorland(212/213)
- EAMN-20\* Lifequest and Swordquest (215/216)
- EAMN-21\* Priests of Ximl and Heroes Castle (217/218)
- EAMN-22\* Temple of the Undead and Quest (223/224)
- EAMN-23\* Caves/Mondamen & Orb of Polaris(225/226)
- EAMN-24\* Death's Gate /Escape From Orc's Lair(227/228)

\*-Requires EAMN-03

**EDUCATION**

- EDUC-01 Education and Personal Education (76/110)
- EDUC-02 Personal Education 2 and Education 3 (131/139)
- EDUC-03 Math / Science and Education 4 (127/140)
- EDUC-04 Advanced Math and Vectors / Motio (510/513)
- EDUC-05 Albert Camus Int and Elementary Math(53/150)
- 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 (47/50)
- EDUC-09 French Poetry Tut and Appollinaire (51/51)
- EDUC-10 Rafel Boot Disk and Rafel (55/56)
- EDUC-11 Tic-Tac-Toe in Spanish /Rafel Quiz (54/57)
- EDUC-12 Matute and Lo Fatal (58/59)
- EDUC-13 Reading Fun (SW) (505)
- EDUC-14 Language Arts Treasures
- EDUC-15 Floppy Book 1





- EDUC-16
- EDUC-17
- EDUC-18
- EDUC-19
- EDUC-20

**FORTH**

- FRTH-01
- FRTH-02
- FRTH-03

**GAMES**

- GAME-01
- GAME-02
- GAME-03
- GAME-04
- GAME-05
- GAME-06
- GAME-07
- GAME-08
- GAME-09
- GAME-10
- GAME-11

**LOGO**

- LOGO-01
- LOGO-02

**MISCELLANEOUS**

- MISC-01 SS (Coin Collect) and Misc. (95/115)
- MISC-02 Miscellaneous (119/120)
- MISC-03 Miscellaneous and Recipe Files (125/159)
- MISC-04 Graq and No Name Yet (129/175)
- MISC-05 Special Databases /Jim's Data Base
- MISC-06 Misc and Applesoft /AppleWriter IIe) (152/156)
- 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 (103/165)
- MISC-14 Graphics and Cat Graphix (108/171)
- MISC-15 Print Shop Graphics (172)
- MISC-16 Color Graphics for Fun/Science / Engi.(75/106)
- MISC-17 Plots / Graphs and Charts / Graphs (163/166)
- MISC-18 Business/Math Stat and SS (70/90)
- MISC-19 SS (Investment) and SS (Business) (91/92)
- MISC-20 Business A and B (104/113)
- MISC-21 Investments A and B (153/154)
- MISC-22 Spreadsheet A and Miscellaneous (137/155)
- MISC-23 Riley's Personal Instrumentation (173)

**NEW PRINT SHOP**

- NWPS-01 Graphics 01
- NWPS-02 Graphics 02
- NWPS-03 Graphics 03
- NWPS-04 Graphics 04
- NWPS-05 Graphics 05
- NWPS-06 Graphics 06
- NWPS-07 Graphics 07
- NWPS-08 Graphics 08
- NWPS-09 Graphics 09
- NWPS-10 Graphics 10
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- PASC-01 AttachBios for Pascal 1.1 and Utilities (300/
- PASC-02 Crypto/Graphics and Bios/Printers (302/303)
- PASC-03 Misc. and Read/Write DOS / Printers (304/305)
- PASC-04 Cataloger and Hires Printing/Lisp (306/307)
- PASC-05 Puffin / Holiday Music -CPM-Pascal(308/309)
- PASC-06 3D Education /Drill /Hackers Stuff (310/311)
- PASC-07 Stocks/Weightwatch/Guerrilla Guide (312/313)
- PASC-08 Pascal / To & From DOS (133/314)

- Computation Game /AW Temp
- Algebra Tutorial and Bagels Disk
- Newton's Apple (Cocaine)
- Newton's Apple (Teeth)
- WAP Stack and Tutorial Demo

- Assembler/Disassembler /Screen Editor(700/701)
- Go Forth Tutorial and Fig/Forth 78 (702/703)
- Forth and Floating Point Arithmetic (704)

- Games A and B (102/107)
- Games C and D (111/128)
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- Pinball and Arcade Games (142/157)
- Text Adv /Mystery House (SIERRA)(73/517)
- Educational Games G and H (508/509)
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- Haunted House (176/810)
- Mostly Games /Wizard Worker I (122/161)

- Logo Tool Kit and \DocS (145/146)
- Sample Disk and Dallas Apple Logo(147158)

**PILOT**

- PILT-01\*\*

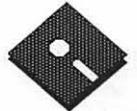
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- UTIL-12 Utilities A (ProDOS) and File Cabinet (802/803)
- UTIL-13 Imageworks (174/807)
- UTIL-14 DOS 3.3 System Master and Tutorial (511/512)
- UTIL-15 Visi-Trend / Visi-Plot and Calculink (93/94)
- UTIL-16 AppleSoft Tutor and Picture Packer(109/117)
- UTIL-17 AppleWriter Utilities (168)
- UTIL-18 AppleSoft Programs and Love's Follies(144/170)
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- UTIL-20 JoyReader (SW) (819)
- UTIL-21 Large Type JoyReader (SW) (823)
- UTIL-22 DB Master V. 5 - Program Disk (SW)
- UTIL-23 DB Master V. 5 - Sample Files /Docs (SW)

**5.25" DISKS**

**APPLE III**



**ACCOUNTING**

- 3ACT-01A Easy Accounting
- 3ACT-02 Easy System and Accounts Rec.
- 3ACT-03 Easy System, A/P & G/L

**III 3E2P & AW TEMPLATES**

- 3AWZ-01 AW - EZP Bus Templates (1060)
- 3AWZ-02 Checkbook Plus by Lomartire
- 3AWZ-03 Accounting/Finance Templates
- 3AWZ-04 Mortgage Templates
- 3AWZ-05 Checkbook Templates

**III BUSINESS BASIC**

- 3BSB-01 Pohlman Disk 01 (1017)
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- 3BSB-03 Pohlman Disk 03 (1019)
- 3BSB-04 Pohlman Disk 04 (1020)
- 3BSB-05 Pohlman Disk 05 (1021)
- 3BSB-06 PPT Demo / BASIC Helps (1098)
- 3BSB-07 BASIC 1.23 & Utilities / Auto Basic by Boston
- 3BSB-08 Best of OnThree-Basic Programs

**III GAMES**

- 3GAM-01 Games 01 (1001)
- 3GAM-02 Games for Kids (1007)
- 3GAM-03 Cap'n Magneto-Revised 1/89 (1041)
- 3GAM-04 Games 02
- 3GAM-05 Star Trek

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- 3GRX-02 Fig Factory Manual (1069)
- 3GRX-03 Fig Factory - Black and White (1070)
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- 3GRX-05 Raster Graphics Tool Kit (1072)
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- 3INF-02B New Member's Disk-7/8/90 (1005)
- 3INF-03 Best of MAUG Side One (1008)
- 3INF-04 Best of The Source (1A) (1009)



- \_\_\_ 3INF-05 Best of TAU (1A) (1010)
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- \_\_\_ 3INF-35 Best of Ottalini-Disk 06

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## Fifth Annual Instructional Computing Conference

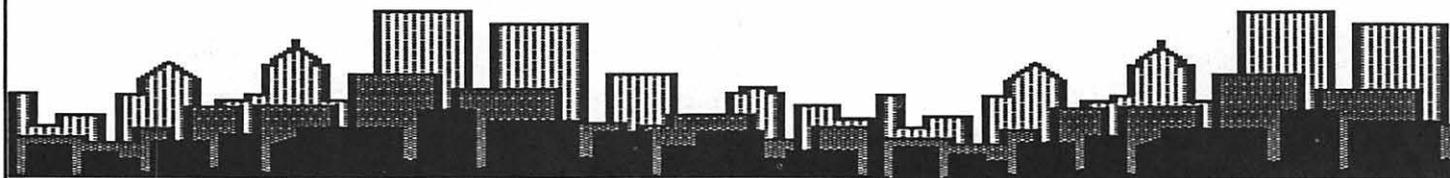
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For registration information contact:

Nancy Hayden, Baltimore County Public Schools, 825 Providence Road, Towson, MD 21204 (410) 887-4314.

### What is MICCA?

The Maryland Instructional Computer Coordinators Association can trace its beginning to a series of informal meetings held by supervisory staff from several school systems in 1984. The coordinators met to share information and discuss their computing programs.

From this beginning, the coordinators decided that an organization of all computer coordinators in the state should be formed to assist everyone with computing responsibilities. At a meeting held in the fall of 1986, officers were elected, a constitution was adopted, and the first MICCA conference was planned for the spring of 1987.

The purpose of the Association is to promote the improvement of the teaching-learning process through effective computer education program development to promote the integration of computer application into curricular areas, and to foster and promote excellence in computer utilization in the schools of Maryland.

In six short years, the organization membership has grown from 40 to 400+. Instead of limited membership to computer coordinators, the organization voted to allow anyone with an interest in educational computing to become associate members. Membership information is available from Michael Cady at 301-386-1608. In addition, the organization has become one of the leading forces in helping to promote the use of computers in education in Maryland through a series of initiatives and our annual spring conference.

### MICCA '92

Every year, MICCA sponsors a spring conference in Baltimore. The conference provides a forum to share innovative and exciting applications of classroom computing. In addition, hardware and software vendors exhibit their latest products for all to see.

This year's format includes two hour seminars on Thursday and one hour presentations on Friday. These seminars and presentations are offered concurrently throughout the conference, giving registrants a chance to select topics appropriate to their interests and responsibilities. The presenters are classroom teachers who have perfected an application on the computer in a specific subject area.

An exciting initiative of MICCA is the honoring of a Maryland Computer Educator of the Year which is announced at each conference. The award is designed to recognize an outstanding educator who has made exemplary contributions to instructional computing practices in Maryland.

As with any conference, some of the most important topics are discussed in informal settings. To assist in these sharing sessions, MICCA, along with support from our major vendors, holds several receptions at different times throughout the conference which provide an opportunity for participants to meet old friends, share what they have learned, and win software and hardware provided by vendors. The spring conference is always a success and is an event that should not be missed!

# Classified Advertisements

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