

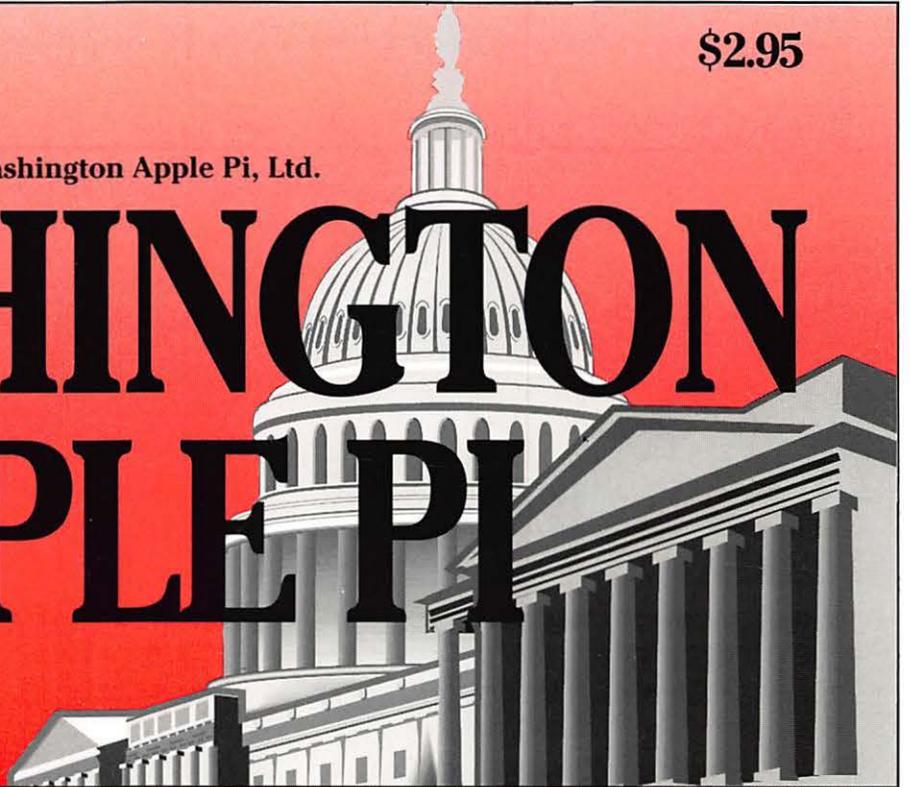
June 1993

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The Journal of Washington Apple Pi, Ltd.

# WASHINGTON APPLE PI

Volume 15, Number 6



*Artists on  
Exhibit*

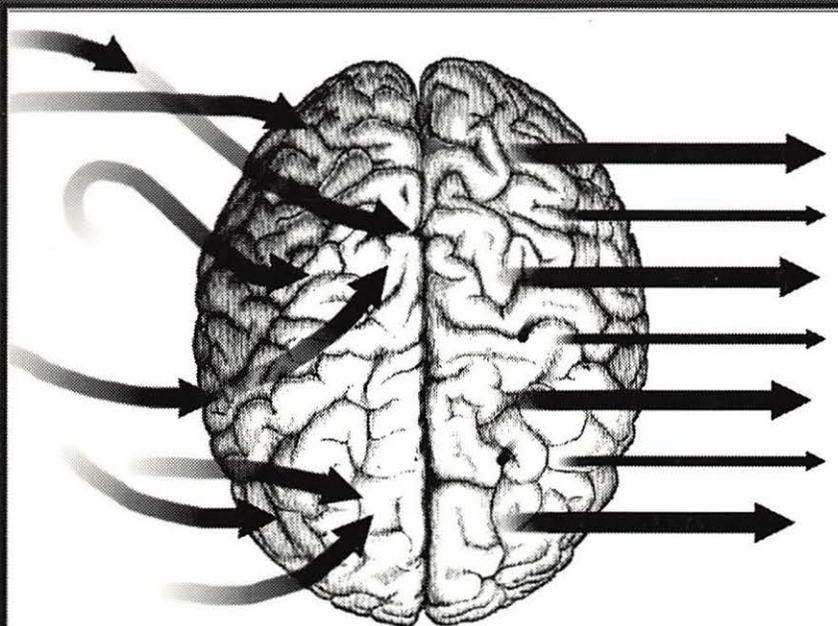
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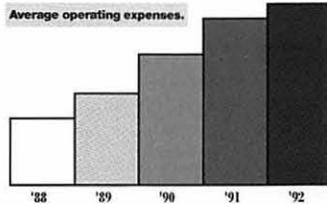
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washington Apple pi



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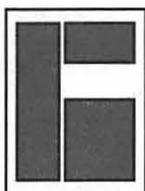
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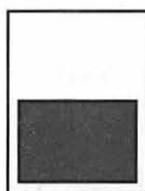
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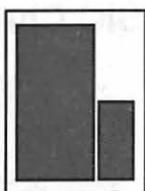
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### Ad Deadlines

The Washington Apple Pi Journal is published monthly. The ad copy deadlines and ad space reservations are listed below for your convenience.

Copy may be received as traditional mechanicals, rc-paper, velox prints, or film negatives. Negatives will incur an additional \$15.00 strip-in charge.

## Washington Apple Pi



This issue of the Washington Apple Pi Journal was created on a Mac IIci, proofed on an HP DeskWriter, and produced by electronic typesetting at The Publishers Service Bureau.

The page layout program used was PageMaker 4.2a, the word processing program was Microsoft Word 5.1; the principal typeface is New Century Schoolbook (10/12) for the articles; and Helvetica for headlines, subheads, and emphasis.

Cover Design: New WAP Journal cover design was created by Ann Aiken in collaboration with Nancy Seferian. The Capital artwork was illustrated by Carol O'Connor for One Mile Up, which donated it for use on our cover.

### Icon Guide



Macintosh



Calendar Pages



Apple II, IIe, & IIGS



Apple Disk Libraries



Apple III (SARA)



Macintosh Disketeria



Hotline/Phone List



General Interest



TeleCommunications System (TCS)

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August .....	June 16
<b>Editors' submissions</b>	
July .....	May 22
August .....	June 24
<b>Ad space reservations</b>	
July .....	May 18
August .....	June 18
<b>Camera-ready ad copy</b>	
July .....	May 26
August .....	June 26

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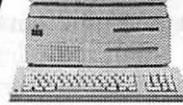
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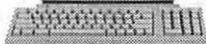


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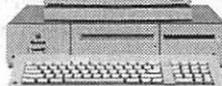


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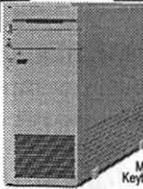


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## StockSIG

by Morris Pelham

StockSIG continues to have good news. Our SyQuest continues to run smoothly now that the operator has been retrained, so I won't mention it anymore.

Mark Pankin brought in his "Beating the Dow" strategy update for our April meeting. For the first three months of 1993 the group of five stocks are up in price by 16.4%. For comparison all 30 Dow stocks are up 4.8% as a group. The S&P 500 index is up 2.7% and the NASDAQ index is up 1.9% in the same time period, 12/31/92 to 3/31/93. Mark usually brings in his Excel

spreadsheet and passes it around at our meetings, if you want to see how to do it. This strategy is based on a book of the same name written by O'Higgins and Downes, published by Harper Collins in 1991.

StockSIG plans to put together a short list of books that are helpful and recommended for individuals who want to make a profit in the stock market. One that is sure to be on the list is the new bestseller by Peter Lynch called **Beating the Street**. This is Lynch's second book, and both are excellent.

Peter Lynch loves to buy story stocks. Tell him a good story that he believes and he wants to buy the stock. In the 1980's he made a big profit for people who put

money into the Fidelity Magellan mutual fund he ran. Of course, nearly everybody was dumping money into equity mutual funds then and the equity mutual funds are required to dump that cash into purchases in the stock market. More buyers than sellers means prices go up, until people decide to take their money out. Then prices go down. That happened in 1987, but then people returned to dumping cash into equity mutual funds and now stock prices are again at record highs.

Nevertheless, Peter Lynch writes an encouraging, revealing book and we recommend it. Just remember that like a bikini, quite a lot is revealed, but not everything. This is not the

### 1993 WAP Annual Election

## Election Update

If you were a WAP member in good standing April 7, 1993, your May Journal contained a ballot for WAP Officers and Directors in a center supplement. We encourage you to review the entire supplement and to vote. **Ballots must be received by May 28** in order to be counted.

In the voting instructions in the May Journal, we explained that you may, if you wish to, put your ballot into a plain envelope, which you would then enclose in the preprinted return envelope (which you must sign). We apologize for any confusion on this point: whether you use a second envelope or not, your vote will be secret. As in the past, the folded ballots will be rapidly removed from their outer envelopes and scrambled before they are read. Since some people believe that a second envelope and a second scramble enhance privacy, we only wished to say that second envelopes would be acceptable.

The Board of Directors also reminds all WAP members that each candidate was given the opportunity to submit a statement for publication with "a description of the candidate's background, accomplishments, goals, special skills and involvements, and other matters related to his or her qualifications for office." **These statements are not subject to editorial review. The information and views expressed are the candidate's, and they are not necessarily correct or representative of Washington Apple Pi.**

only book you should have in your investment library, but it is one of them.

One thing Peter Lynch reveals is that he does not have and sees no need for any sort of computer or software. He uses charts, a telephone, a yellow pad and a 15 year old hand held calculator. Of course he does use the facilities of the Fidelity organization, which the rest of us don't have. But he thinks personal computers are a waste of time that could be better spent researching stocks instead of figuring out how to work Excel. For the 1980's I have to agree with him. For the 1990's I continue to hope that our small computers can give us the support that the Fidelity organization gives him.

StockSIG continues to look for new experts. All you have to do is show up and speak up. As always, we welcome both novices and experts at our meetings. We meet in the WAP office on the second Thursday of each month at 7:30.

**EdSIG**

by Phil Shapiro

A vibrant group of parents and teachers showed up for the April EdSIG (Education Special Interest Group) meeting. Congregating at the club's office, we spent several fun-filled hours exploring the wonderful world of telecommunications.

To give people lots of hands on experience with "telecom," we set up four computers with modems. Borrowing one of the phone lines from the club's bulletin board, and using the three phone lines

from the club's office, we were able to have four independent terminals up and running. Two of the terminals were Apple II's. And two were Mac.

What was really fun is that we were able to send electronic mail back and forth on the America Online information service, communicating between one of the Apple II's and the Mac. To facilitate hands-on experience using modems we had each person send at least once e-mail message from one computer to another. To help reinforce the learning experience, we asked all participants to strive to make their e-mail messages suitably silly.

Then we explored some of Apple II and Macintosh forums on America Online. We visited the file libraries to browse the list of Public Domain and ShareWare files uploaded in the

past week. And then we proceeded to download some of the more interesting looking files.

After our jaunt on America Online (AOL), we took a tour of the GENie information service. Using the Z-Link Apple II ShareWare software, we downloaded some AppleWorks database files containing the names and addresses of all members of Congress. In answer to a question about downloading times, an explanation was given that a 5.25 inch compressed Apple II disk takes about 20 minutes to download at 1200 baud, and about half that time at 2400 baud.

We ended the meeting with a demonstration of how to use ShrinkIt, the popular Apple II FreeWare utility, to unpack one of the files we downloaded. Perceptive Howard Heydt asked a

**Attention**

Washington Apple Pi conducts monthly meetings at the Northern Virginia Community College. We share this facility with other organizations which have also come to hold meetings, exhibit artwork or otherwise use the space.

WAP's presentations are not normally of interest to children, nor is the Community Center staffed to act as a daycare facility. We strongly discourage children from attending our meetings. If for some reason you cannot avoid bringing a child to a General Meeting, that child must remain with you at all times, and you will be personally responsible for his or her conduct. If there is any problem, you and the child will be requested to leave.

Thank you for your cooperation.

question about the types of compression ratios commonly achieved using ShrinkIt. For ShrinkIt the ratio of compression is largely a function of the type of files being compressed. Text files and other data files are capable of compression ratios over 60 percent. But program files typically yield a compression ratio between 30 to 40 percent.

To everyone's surprise, one of the files we downloaded was compressed 71 percent. (ShrinkIt shows the amount of compression before unshrinking the file.)

Following the main presentation of the meeting we broke up into smaller groups to pursue independent lines of conversation. Bill Wydro made some interesting comments about how he plans to correspond electronically with his college-age daughter, using Internet, throughout the next academic year. Such a practice is becoming increasingly popular ever since Internet access started becoming more accessible to the general public.

Before wrapping up the meeting, we briefly discussed briefly changing our meeting day starting in September. Our regular Thursday night meetings seem to conflict with the schedules of some of EdSIG's most energetic leaders. So the chances are good we'll change our meeting dates to Monday or Tuesday evenings come the fall. Stay tuned for further announcements.

As usual, I'd be happy to talk on the phone with any WAP parents or teachers who are interested in educational computing. I can be reached, evenings, at: (202)

686-5465. Or, even better, I can be reached via electronic mail on GENIE at: p.shapiro1; America Online: pshapiro.

What? You don't have an electronic mail account yet? Call 1-800-638-9636 for free info on joining GENIE. Call 1-800-827-6364, ext. 5776, for info on joining America Online.

## Columbia Slice

by Andy Wakshul,  
Apple II Editor

At the April 1 meeting of the Apple II side of the Columbia Slice, on a miserably stormy night, I had the responsibility of demonstrating a stitching specialty program, Craftmaster II, to the group. Craftmaster II was written by John Majka of Raptor, Inc. In next month's Journal, look for my software review of Craftmaster II.

Craftmaster II works like a painting program and the cursor is, cleverly, a needle. It will display your work in three sizes

and in symbols or in color. I showed the group a simple conversion of a jack-o-lantern which I took from a clipart disk. The group, which included one rug-hooker and one other cross-stitcher, was unimpressed, but more about Craftmaster II next month.

We also discussed heart transplants for the IIGS. As the older machines reach obsolescence of the lithium battery—my father's did just that last December—the need for replacement becomes immediate. I described implanting a Slide-On battery from Nite Owl Productions in my father's ROM 1 IIGS. It wasn't quite as easy as Nite Owl says, but I'm not techie, and I was able to get my father's IIGS back up to snuff in about 20 minutes. I have a Slide-On in the drawer awaiting the demise of my computer's battery, and I recommend to the Apple II stalwarts that they get ready for that awful day, too.

In short, it was a productive meeting and a little different in that we previewed software for which we did not have effusive praise.

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# Washington Apple Pi

## General Meeting



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**May 22, 1993**

**Mac:** Aldus,  
Broderbund

**Apple II:**  
Broderbund

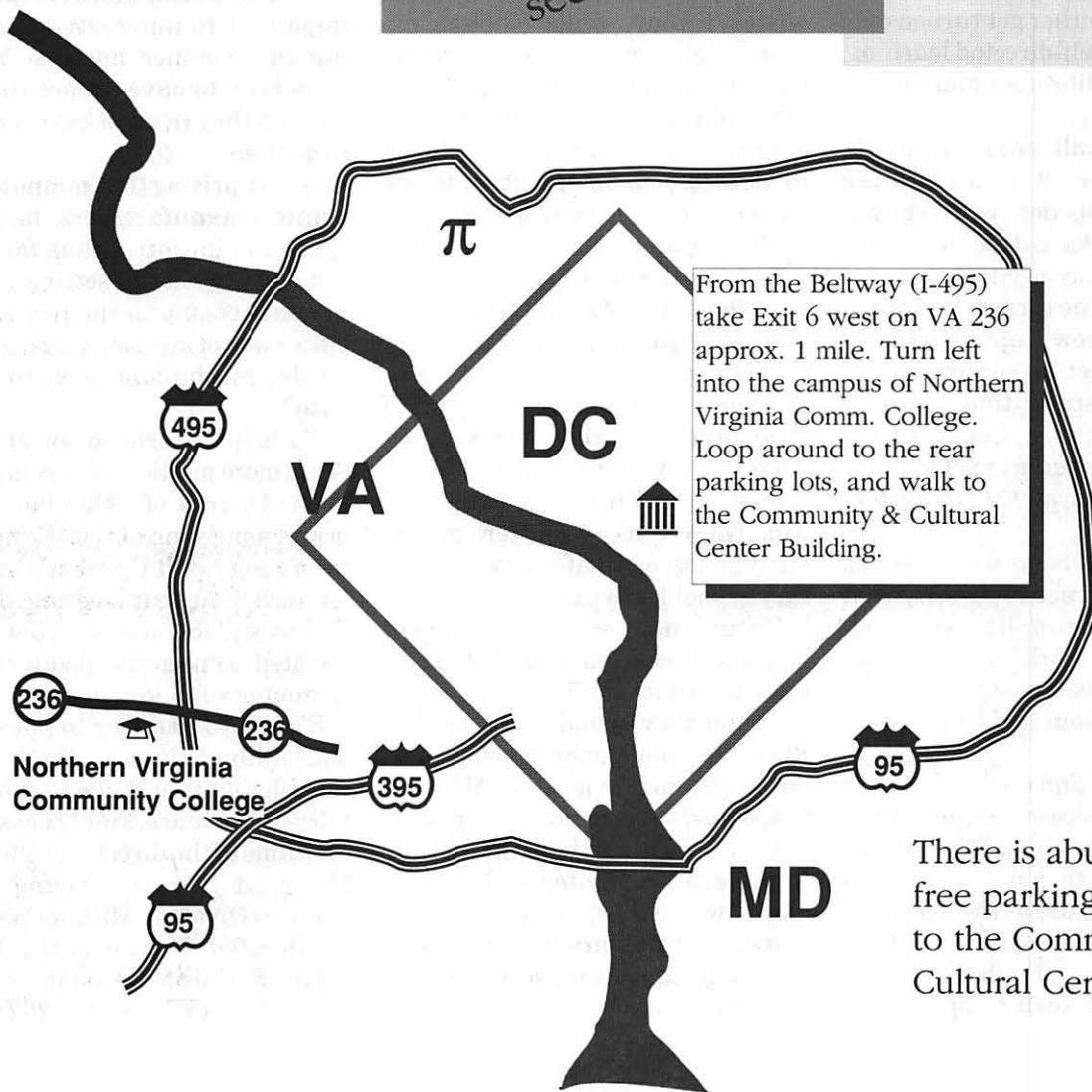
**June 5, 1993**

**Garage  
Sale!**

*see map elsewhere*

**July 24, 1993**

“Something’s going  
to happen —  
something  
wonderful.”



From the Beltway (I-495) take Exit 6 west on VA 236 approx. 1 mile. Turn left into the campus of Northern Virginia Comm. College. Loop around to the rear parking lots, and walk to the Community & Cultural Center Building.

There is abundant free parking adjacent to the Community & Cultural Center.

## Public Access Computers for Young Adults

by Phil Shapiro

In the past twenty years many public libraries have recognized that their young adult patrons have special needs. Between the ages of thirteen and nineteen, teenagers develop lifelong attitudes towards reading and learning. During these impressionable years young adults either get turned onto libraries and self-directed learning, or turned off libraries and self-directed learning.

So if you walk into any public library today you'll frequently see a young adult section with age-appropriate books attractively displayed. You may even see a beanbag or two, in the corner, for youngsters to flop down upon. Some libraries have set up record players so teens can spend time enjoying their favorite tunes. Colorful posters of teen idols serve as yet another magnet to help draw the youngsters into the library.

But beyond bean-bags, record players, and attractive posters, what else can be done to pull these youngsters into the world of books and ideas? What else can serve to ignite their imaginations and foster a love of learning?

The natural and obvious answer is that public access computers can serve such a function. The concept is as simple as this: free computers for teenagers to use at their leisure. Unhurried by the rigid time schedules of home and school, young adults can use such computers to

exercise their creativity, hone their academic skills, and broaden their general knowledge.

So Andrew might choose to practice his typing, while Andrea chooses to play the Carmen Sandiego geography games, while Bernie explores desktop publishing, while Beth writes a play, while Chelsea explores telecommunications, while Chester learns about HyperCard, while Elizabeth helps edit Ernie's social studies report. You don't need to stretch your imagination to see the potential for mixing teenagers with computers in a library setting.

Locally, the Young Adult Services Division at the Martin Luther King Memorial Library in Washington, DC is exploring ways of bringing more public access computers into their section of the library. They currently have a half dozen TRS-80 computers set up for teenagers to use. These computers were generously donated by Lafayette Elementary school last year.

Surprisingly enough, teenagers who visit this library tend to spend more time with the TRS-80 computers than they spend with the CD-ROM electronic encyclopedia computer system that is set up. Why are the older, "low tech," computers more interesting than the newer, "high-tech," computer system, you might wonder. Because the older systems run a variety of different programs that exercise the mind. Electronic encyclopedias, to be sure,

are excellent reference tools, but they don't meet the most basic needs of teenagers in a library.

Teens need software that helps them expand their minds in playful ways. They need to feel their minds growing. They need software that helps them set attainable goals, and then coaxes them along to reach those goals.

Teens need an ink-jet or laser printer to help celebrate their creative expression. Teens need practice using a range of different software programs so that they develop the type of general computers skills that can apply to the new software that comes out next month and next year.

Access to computers is especially important to inner-city teens during the summer months. Youngsters need to have a place they can go. And they need to have a reason to go there.

It's surprising that computer and printer manufacturers have not taken the initiative thus far to assist city libraries in setting up public access computers for teens. What better way of meeting current social needs while building a future client base?

To help spearhead an effort to bring more public access computers to the District of Columbia city library, a meeting of the "Friend's of the Young Adult Division" was held on April 8. At that meeting, discussion took place on ways of obtaining donated computers, printers, and computer supplies.

Should you happen to know anyone locally with an Apple II or Macintosh that they'd like to donate to a deserving cause, kindly pass along the name of the director at the MLK Memorial Library's Young Adult Services Division. Michael Wallace, the devoted director of the Young Adult Services Division, can be reached weekdays at: (202) 727-

5535. For several years Michael has been working tirelessly to promote the interests of young adults at the library. Among his most noted accomplishments are the yearly teen oratorical contest held each fall at the city library, the summer talent show organized by the library, and the beginner's chess classes that take place each summer.

Teens of the city are most fortunate to have such a vocal and energetic youth advocate at the city library. With a little help from the community, Mr. Wallace hopes to expand his current offerings to include more public access computers.

Donations of money, computers, or computer materials can be sent to: Young Adult Services Division, Martin Luther King Memorial Library, 901 G Street, NW, Room 316, Washington DC 20001. Please call ahead to make arrangements for receipt of donations.

*[The author takes an interest in promoting computer usage in segments of the population that otherwise do not have access to microcomputers. He can be reached at: (202) 686-5465.]*

## Are You Suffering from Computer Vision Syndrome

Source: Cottrell Communications

### What is Computer Vision Syndrome?

Computer Vision Syndrome (CVS) is the general term used to describe a variety of vision-related symptoms that may be caused or aggravated by regular use of a computer for two or more hours a day. These symptoms, which were identified by optometrists in a nationwide survey, include: temporary myopia (nearsightedness), eye-strain, headaches, blurred vision, dry or irritated eyes, neck and back aches, increased sensitivity to light, double vision and after-images.

The same survey uncovered four environmental factors that have the most impact on whether or not a computer user will develop CVS.

These factors are:

- the arrangement of the office
- poor lighting
- screen resolution screen glare

### The Magnitude of the Problem

In 1991, James Sheedy, O.D., Ph.D., chief of the VDT Eye Clinic at the University of California, Berkeley, conducted a nationwide survey of optometrists. Sponsored by Optical Coating Laboratory, Inc., manufacturer of Glare/Guard® anti-glare fillers, the survey sought to determine how many patients had eye problems caused by computer use, the most prevalent symptoms, diagnoses and treatment.

Respondents indicated that, on average, 14.25 percent of their patients—or nearly 10 million people annually—complain about symptoms primarily associated with computer use. The optometrists further reported that conventional treatment, such as prescription lenses or spectacle design changes, alleviated only a portion of the problem, the remaining symptoms being directly related to the computer work environment.

### Are You at Risk for CVS?

To determine whether you are at risk for CVS, answer "yes" or "no" to the following statements:

- The middle of the computer screen is *about* 5-6 inches (or 20°) below eye level.
- If hard copy needs to be keyed into the computer, it is

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located about the same distance from the eye as the screen

- Any windows are at right angles to the screen, rather than behind or in front of it.
- There is enough light to read hard copy without straining.
- Screen reflections from overhead or desk lights are non-existent.
- Contrast is adequate to produce sharply defined images on the screen.

If you answered "no" to one or more of the above, you could be a candidate for computer vision syndrome. The greater the number of "no" responses, the more likely you are to develop CVS symptoms.

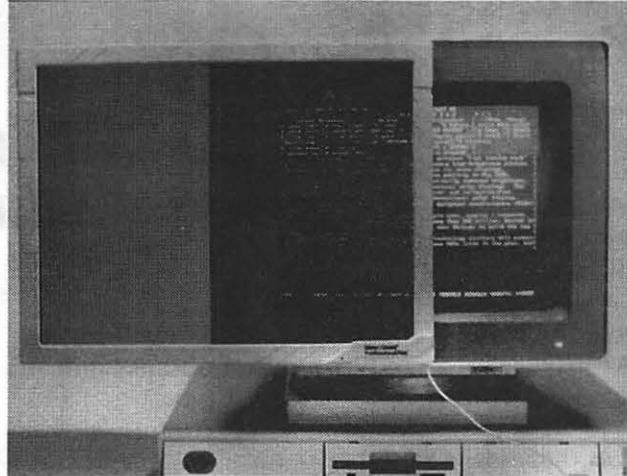
### What Can Be Done Minimize CVS?

Luckily, computer vision syndrome, once recognized, is fairly easy to correct. To begin, anyone who suspects CVS, or who works at a computer several hours a day, should have a thorough eye exam. Make sure your optometrist or ophthalmologist knows that you use a computer regularly. He or she may prescribe special glasses and/or an anti-glare filter, as well as make other ergonomic recommendations.

If your doctor is not an ergonomics expert, you should consider making certain office modifications on your own. Review any "no" answers to the CVS risk assessment, above, and take steps to correct the situation.

Try to place your computer at right angles to any windows. If this is not possible, put blinds on the windows or erect outside awnings to reduce direct sunlight.

You can also install a screen or partition behind your computer which will reduce both outside light and overhead glare. Use non-reflective paint or coverings on the



*GlareGuard®—one of several ways of defeating Computer Vision Syndrome (CVS).*

chair so the middle of the computer screen is about 5-6 inches below eye level. The screen itself should be 16-50 inches from your eyes. Use a stand for hard copy so that source documents and the computer screen are at roughly equal distance from the eyes.

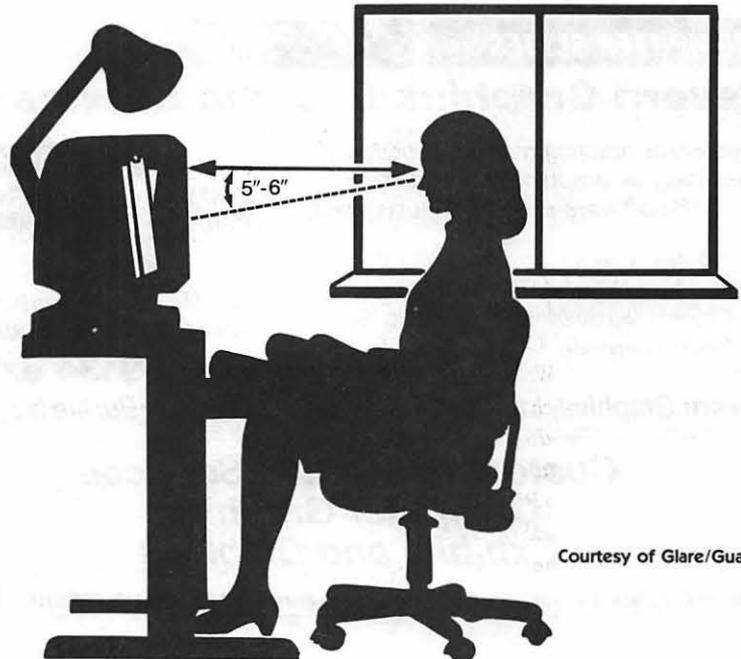
Finally, install an anti-glare, optically coated glass filter. Underscor-

walls facing the computer.

Use equipment with brightness controls or add such controls to your screen. If possible, relocate lamps that cause reflections on the screen; add dimmer switches to overhead lights or use coverings on fluorescent lights. At the same time, make sure there is sufficient light to read hard copy without straining.

Adjust the height of your desk or

ing the value of this step, the American Optometric Association (AOA) recently granted its first Seal of Acceptance for any vision care product to Glare/Guard®. The high resolution, high contrast filter increases viewability dramatically—a major contribution in the fight against CVS. And Glare/Guard® is the only filter prescribed. and dispensed by optometrists.



Courtesy of Glare/Guard®



## FACT SHEET

**Manufacturer:**Optical Coating Laboratory, Inc.  
Glare/Guard Division  
31 0 Sutton Place  
Santa Rosa, CA 95407

**Contact:**Rolland Von Stroh  
Marketing Manager  
(707) 525-7750

**Product:**Glare/Guard®-high resolution, high contrast, anti-glare, optically coated glass filters for computer screens.

**Positioning:**The only computer screen filter prescribed and dispensed by optometrists. The first and only vision care product to receive the American Optometric Association's Seal of Acceptance.

**Vision Benefits:**In addition to reducing glare significantly, the filters enhance text-to-background contrast, maintain high resolution and make screen images clearer and easier to read. All of these factors combine to combat most of the environmental conditions that contribute to computer vision syndrome (CVS).

**Manufacturing Process:**Glare/Guard filters minimize the reflected brightness to which the human eye is most sensitive by utilizing a patented, multilayer thin film coating, similar to that employed by OCLI on the windows and instruments of NASA spacecraft and other scientific and technical instruments.

**Distribution:**Available through standard retail channels (such as computer stores); national office supply catalogues (e.g., INMAC); and selected optometrists nationwide.

### In Conclusion

Computer vision syndrome affects mental and physical well-being and impacts productivity. Unlike many other work-related situations that affect health, however, CVS can be virtually eliminated by taking a few, simple, inexpensive precautions. With almost 45 million American workers using computers daily, such steps are well worth it.

*[This information was contributed by and reprinted with the permission of Cottell Communications, Inc. The Washington Apple Journal does not endorse commercial products but presented this information because it is beneficial to Pi members and alternate methods to purchasing Glare/Guard® are listed.—ed]*

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## Beginning HackerSpeak: The B's

*I have taken the liberty of gleaning a few explanatory paragraphs from the file itself which states much better than I ever could the purpose, intent and sheer volume of hard work that went into compiling the Jargon File. Because of space considerations, I will select a few definitions each month representing successive letters of the alphabet. This month we present the B's. [Ed]*

The following are selected excerpts from the on-line hacker Jargon File, version 2.9.9, a comprehensive compendium of hacker slang illuminating many aspects of hackish tradition, folklore, and humor.

As usual with slang, the special vocabulary of hackers helps hold their culture together—it helps hackers recognize each other's places in the community and expresses shared values and experiences. Also as usual, \*not\* knowing the slang (or using it inappropriately) defines one as an outsider, a mundane, or (worst of all in hackish vocabulary) possibly even a {suit}.

Hackers, as a rule, love wordplay and are very conscious and inventive in their use of language. Their inventions thus display an almost unique combination of the neotenous enjoyment of language-play with the discrimination of educated and powerful intelligence. Further, the electronic media which knit them together are fluid, 'hot' connections, well adapted to both the dissemination of new slang and the ruthless culling of weak and

superannuated specimens. The results of this process give us perhaps a uniquely intense and accelerated view of linguistic evolution in action.

**:back door:** n. A hole in the security of a system deliberately left in place by designers or maintainers. The motivation for this is not always sinister; some operating systems, for example, come out of the box with privileged accounts intended for use by field service technicians or the vendor's maintenance programmers. Syn. {trap door}; may also be called a 'wormhole'. See also {iron box}, {cracker}, {worm}, {logic bomb}.

**:backspace and overstrike:** interj. Whoa! Back up. Used to suggest that someone just said or did something wrong. Common among APL programmers.

**:backward combatability:** /bak'w\*rd k\*m-bat\*-bil\*-tee/ [from 'backward compatibility'] n. A property of hardware or software revisions in which previous protocols, formats, and layouts are discarded in favor of 'new and improved' protocols, formats, and layouts. Occurs usually when making the transition between major releases. When the change is so drastic that the old formats are not retained in the new version, it is said to be 'back-

ward combatable'. See {flag day}.

**:bang on:** vt. To stress-test a piece of hardware or software: "I banged on the new version of the simulator all day yesterday and it didn't crash once. I guess it is ready for release." The term {pound on} is synonymous.

**:barfulous:** /bar'fyoo-l\*s/ adj. (alt. 'barfucious', /bar-fyoo-sh\*s/) Said of something that would make anyone barf, if only for esthetic reasons.

**:baroque:** adj. Feature-encrusted; complex; gaudy; verging on excessive. Said of hardware or (esp.) software designs, this has many of the connotations of {elephantine} or {monstrosity} but is less extreme and not pejorative in itself. "Metafont even has features to introduce random variations to its letterform output. Now \*that\* is baroque!" See also {rococo}.

**:baud barf:** /bawd barf/ n. The garbage one gets on the monitor when using a modem connection with some protocol setting (esp. line speed) incorrect, or when someone picks up a voice extension on the same line, or when really bad line noise disrupts the connection. Baud barf is not completely {random}, by the way; hackers with a lot of serial-line experience can usually tell whether the device at the other end is expecting a higher or lower speed than the terminal is set to. \*Really\* experienced ones can identify particular speeds.

**:beam:** [from Star Trek Classic's "Beam me up, Scotty!"] vt. To transfer {softcopy} of a file electronically; most often in combining forms such as `beam me a copy' or `beam that over to

his site'. Compare {blast}, {snarf}, {BLT}.

**:benchmark:** [techspeak] n. An inaccurate measure of computer performance. "In the computer industry, there are three kinds of lies: lies, damn lies, and benchmarks." Well-known ones include Whetstone, Dhrystone, Rhexstone (see {h}), the Gabriel LISP benchmarks (see {gabriel}), the SPECmark suite, and LINPACK. See also {machoflops}, {MIPS}.

**:BiCapitalization:** n. The act said to have been performed on trademarks (such as NeXT, {NeWS}, VisiCalc, FrameMaker, TK!solver, EasyWriter) that have been raised above the ruck of common coinage by nonstandard capitalization. Too many {marketroid} types think this sort of thing is really cute, even the 2,317th time they do it. Compare {studlycaps}.

**:Big Room, the:** n. The extremely large room with the blue ceiling and intensely bright light (during the day) or black ceiling with lots of tiny night-lights (during the night) found outside all computer installations. "He can't come to the phone right now, he's somewhere out in the Big Room."

**:big win:** n. Serendipity. "Yes, those two physicists discovered high-temperature superconductivity in a batch of ceramic that had been prepared incorrectly according to their experimental schedule. Small mistake; big win!" See {win big}.

**:black magic:** n. A technique that works, though nobody really understands why. More obscure than {voodoo programming}, which may be done by cookbook. Compare also {black

art}, {deep magic}, and {magic number} (sense 2).

**:blargh:** /blarg/ [MIT] n. The opposite of {ping}, sense 5; an exclamation indicating that one has absorbed or is emitting a quantum of unhappiness. Less common than {ping}.

**:boa:** [IBM] n. Any one of the fat cables that lurk under the floor in a {dinosaur pen}. Possibly so called because they display a ferocious life of their own when you try to lay them straight and flat after they have been coiled for some time. It is rumored within IBM that channel cables for the 370 are limited to 200 feet because beyond that length the boas get dangerous — and it is worth noting that one of the major cable makers uses the trademark 'Anaconda'.

**:bogon:** /boh'gon/ [by analogy with proton/electron/neutron, but doubtless reinforced after 1980 by the similarity to Douglas Adams's 'Vogons'; see the Bibliography in {appendix C}] n. 1. The elementary particle of bogosity (see {quantum bogodynamics}). For instance, "the Ethernet is emitting bogons again" means that it is broken or acting in an erratic or bogus fashion. 2. A query packet sent from a TCP/IP domain resolver to a root server, having the reply bit set instead of the query bit. 3. Any bogus or incorrectly formed packet sent on a network. 4. By synecdoche, used to refer to any bogus thing, as in "I'd like to go to lunch with you but I've got to go to the weekly staff bogon." 5. A person who is bogus or who says bogus things.

**:bogosity:** /boh-go's\*-tee/ n. 1. The degree to which something is {bogus}. At CMU, bogosity is measured with a {bogometer}; in a seminar, when a speaker says

something bogus, a listener might raise his hand and say "My bogometer just triggered." More extremely, "You just pinned my bogometer" means you just said or did something so outrageously bogus that it is off the scale, pinning the bogometer needle at the highest possible reading (one might also say "You just redlined my bogometer"). The agreed-upon unit of bogosity is the microLenat /mi:k`roh-len'\*t/ (uL). The consensus is that this is the largest unit practical for everyday use. 2. The potential field generated by a {bogon flux}; see {quantum bogodynamics}. See also {bogon flux}, {bogon filter}, {bogus}.

**:Bohr bug:** /bohr buhg/ [from quantum physics] n. A repeatable {bug}; one that manifests reliably under a possibly unknown but well-defined set of conditions. Antonym of {heisenbug}; see also {mandelbug}.

**:bonk/oif:** /bonk/, /oyf/ interj. In the {MUD} community, it has become traditional to express pique or censure by 'bonking' the offending person. There is a convention that one should acknowledge a bonk by saying 'oif' and a myth to the effect that failing to do so upsets the cosmic bonk/oif balance, causing much trouble in the universe. Some MUDs have implemented special commands for bonking and oifing. See also {talk mode}, {posing}.

**:bozotic:** /boh-zoh'tik/ or /boh-zo'tik/ [from the name of a TV clown even more losing than Ronald McDonald] adj. Resembling or having the quality of a bozo; that is, clownish, ludicrously wrong, unintentionally humorous. Compare {wonky},



{demented}. Note that the noun 'bozo' occurs in slang, but the mainstream adjectival form would be 'bozo-like' or (in New England) 'bozoish'.

**:Brooks's Law:** prov. "Adding manpower to a late software project makes it later" — a result of the fact that the advantage from splitting work among N programmers is O(N) (that is, proportional to N), but the complexity and communications cost associated with coordinating and then merging their work is O(N^2) (that is, proportional to the square of N). The quote is from Fred Brooks, a manager of IBM's OS/360 project and author of 'The Mythical Man-Month' (Addison-Wesley, 1975, ISBN 0-201-00650-2).

**:brute force:** adj. Describes a primitive programming style, one in which the programmer relies on the computer's processing power instead of using his or her own intelligence to simplify the problem, often ignoring problems of scale and applying naïve methods suited to small problems directly to large ones.

**:bug-compatible:** adj. Said of a design or revision that has been badly compromised by a requirement to be compatible with {fossil}s or {misfeature}s in other programs or (esp.) previous releases of itself. "MS-DOS 2.0 used \ as a path separator to be bug-compatible with some cretin's choice of / as an option character in 1.0."

**:burble:** [from Lewis Carroll's "Jabberwocky"] v. Like {flame}, but connotes that the source is truly clueless and ineffectual (mere flamers can be competent). A term of deep contempt.

**:BWQ: /B-W-Q/** [IBM: abbreviation, 'Buzz Word Quotient'] The percentage of buzzwords in a

speech or documents. Usually roughly proportional to {bogosity}. See {TLA}.



### Summary of Activities Washington Apple Pi, Ltd. Board of Directors Meeting March 10, 1993

Dana J. Schwartz, Secretary

**Directors Present:** Lorin Evans, Bob Shaffer, Charlie Froehlich, Dana Schwartz, Jon Hardis, Bill Wydro, Lawrence Charters, Tom Witte, Guy Durant.

**Directors Absent:** Lee Raesly, Tom Vier, Bernie Urban, Ken DeVito, Bill Campbell, Dave Weikert.

**Inventory Progress:** The President reviewed the progress of the WAP equipment inventory, and also discussed the procedures as were agreed to with our accountants.

**Apple III SIG Request:** The Board authorized a fund raising effort by the Apple III SIG for software development.

**Membership Application:** After review and discussion by the Board of past and recent activities, the Board rejected the membership application of a former WAP member.

**Detroit NAUG Conference:** The Board authorized expenses for Lorin Evans to attend the National Apple User Group Conference in Detroit on April 2-4.

**Financial Reports:** The President distributed the reports to the Board, with discussion of the current good condition of the organization.

**Future Meeting Plans:** Bob Shaffer reported that Guy Kawasaki will be speaking to WAP at a special meeting on May 15, and the Board authorized expenses to rent a suitable facility.

Bob also reported on the possibility of Bill Gates speaking to WAP in September, with support from Microsoft for the facility and publicity. This will be in conjunction with a User Group membership drive also supported by Microsoft.

**Garage Sale Follow-up:** Tom Witte reported that a Macintosh IIci was donated to WAP from Falcon Microsystems.

**Election Review Committee:** David Page, David Wood, and Phil Shapiro were asked by the Board to convene as the Election Review Committee.

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# June Tutorials for Macintosh

## Volunteers and Instructors

You can't have training without teachers. If you have expertise in any subject useful to Mac or Apple users, please consider teaching. Instructors have an opportunity to work with students in small groups and informal settings. The teaching process is truly rewarding. Besides the spiritual and intellectual, rewards also include compensation; you will be paid. We especially need someone who can offer training in *HyperCard*. Call me if there is a subject that you are qualified to teach.

I am very pleased with the response to our requests for volunteers. We have a very bright and enthusiastic group of volunteers working to bring you the best possible classes and programs. We encourage and welcome additional support for the training program. Graphic designers, desktop publishers, and illustrators—we could use your help in promoting our program with brochures and fliers. For further information call Beth Medlin at the Pi office, 301-654-8060.

## Tutorial Fees and Other Information

The rate of all tutorial classes are \$25.00 per class for members of the Washington Apple Pi; \$35.00 per class for non-members.

All classes are taught in seminar-style and students need not bring their computers to the classes; however, if a student would like hands-

on training while attending the tutorials, he or she will need to bring his or her computer. The WAP office is only able to supply a computer for the instructor.

## Macintosh Tutorials

The Macintosh introductory tutorials are a three-part introductory series designed for beginning users or those desiring to brush up their skills. The primary focus of these courses will be on the System, Desktop, Icons, Windows, and basic concepts in System 7, but System 6 hangers-on are welcome and encouraged to participate. Their issues and concerns will be addressed. Please try to take all three parts; this is the most beneficial arrangement.

## Introduction to the Macintosh, Part I (Course # M61493)

You should go through the Guided Tour disk that comes with your computer or system upgrade kit before you come to class. You'll learn: how to safely turn your Macintosh on and off; what the basic dos and don'ts are; how to understand common Macintosh terminology found in manuals and other documentation; and how the basic components of your Macintosh system, hardware and software, work. You'll also learn why the Macintosh user interface is consistent across all applications, and how this makes learning and using software easier.

**Materials Required:** Your Macintosh, hard disk drive, start-up disk, and an unformatted DSDD 800k disk.

**Date:** Mon., June 14, 7-10 pm.

## Introduction to the Macintosh, Part II (Course # M62193)

Part II will continue the exploration of the basic components of your Macintosh system, hardware and software. You'll learn more of the dos and don'ts; the finer points of the Menu Bar, Error Messages, Dialog Boxes, Icons, Folders, Keyboard Shortcuts, Scrapbook, and Clipboard will be discussed. You'll learn the basics of installing software, as well as about the Chooser, peripheral devices, and how they are connected to the Macintosh.

**Materials Required:** Your Macintosh, hard disk drive, start-up disk, and an unformatted DSDD 800k disk.

**Date:** Mon., June 21, 7-10 pm.

## Introduction to the Macintosh, Part III (Course # M62893)

Part III will follow up the concepts in Parts I and II. You will learn more advanced Macintosh skills and terminology; about the system software and using, installing, and updating system files; about managing memory, hard disk space, fonts, sounds, and other resources, the Apple menu, aliases, launching applications, inter-application communications (Publish and Subscribe), and Balloon Help. You'll also learn about how to buy hardware and software, how to upgrade, and what kinds of software are available for your Macintosh.

**Materials Required:** Your Macintosh, hard disk drive, start-up disk, and an unformatted DSDD 800k disk.

**Date:** Mon., June 28, 7-10 pm

## Maintaining Your Macintosh (Course # OS62393)

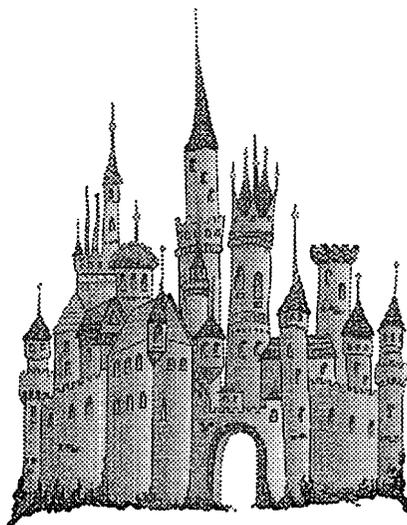
How to main-



tain and troubleshoot your Mac. Topics will include: organizing and managing your hard disk; backing up and back-up strategies, archiving, disk formatting, defragmentation and optimization; managing start-up resources (including System 7 extensions or System 6 INIT's); avoiding conflicts and incompatibilities; virus protection; memory management; upgrading or replacing the operating system; system enhancements; customizing software installation; cleaning your mouse; and Macintosh "housekeeping" philosophies.

**Date:** Wed., June 23, 7-10 pm.

### Introduction to the Washington Apple Pi Teleconference



**Desktop Publishing  
&  
Graphic Design**

Greencastle Graphics  
*Nancy Seferian*

**(202) 333-5244**

1425 Foxhall Road, NW, Washington, DC 20007

### System (TCS) Course # (061293)

This class is designed for telecommunications novices or new WAP members. This is the perfect seminar for those of you wanting to enjoy the many benefits of the WAP TCS. Topics for discussion will include how to apply for a password, sign on, configure a user profile, read messages, leave messages, reply to messages, upload, download or transfer files and use of the Librarian.

**Course Date:** Saturday, June 12, 1993, 9:00 AM - 12:00 NOON

### Introduction to Quark, (Course #MW061593)

Introduction to the powerful desktop publishing program. Topics will be based on student needs: how and when to use Quark, its environment, features, menus and commands.

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

**Date:** Tuesday, June 15, 1993, 7:00 PM - 10:00 PM.

### Introduction to Microsoft Word 5.X, (Course #MW060893)

For those with limited experience of Microsoft Word, this will be a basic introduction to the powerful word processing program. Topics will include, based on student needs: how and when to use Word, its environment, features, menus and commands, window icons, keyboard shortcuts, formatting exercises, different views, and the purpose of style sheets.

**Materials Required:** Your Macintosh, external drive or hard drive, start-up disk, and a copy of Microsoft Word, preferably version 5.X or later.

**Date:** Tuesday, June 8, 1993, 7:00 PM - 10:00 PM.

### Introduction to HyperCard Course # (H061693)

This class is designed for HyperCard novices. This is the perfect seminar for those of you wanting to enjoy the many benefits of HyperCard.

**LOCATION:** Fairlington Community Center, Virginia

**Date:** Wednesday, June 16, 1993, 7:00 PM - 9:45 PM

### Other Educational Opportunities

I've listed some training resources to supplement our class schedule. The Pi is not endorsing the listed resources. Call or write me on your training experiences outside the Pi. I am very interested in documenting courses at local schools, colleges, universities, Adult and Continuing Education programs, at the Smithsonian, and any other Macintosh or Apple II training. Any information would be very helpful in this regard.

- Personal Training Systems (828 S. Bascom Avenue, Suite 100, San José, CA 95128): 1-(800)-TEACH-99. Offers a comprehensive set of 90-minute tutorial modules which consist of an audiocassette and computer disk. Most sets have four or more modules ranging from beginning to more advanced topics. At mail order prices of \$60 or less per module (\$99.95 list), these packages are relatively cheaper than other such training materials. Check them out.
- Northern Virginia Community College, Alexandria Campus (3001 North Beauregard Street, Alexandria, VA 22311): 703-845-6301. Loudoun Campus (1000 Harry Flood Byrd Highway, Sterling, VA 20164): 703-450-2571. Continuing education classes in Macintosh



computing. Associate Degree in Applied Science programs in Communication Design and Computer-aided Graphic Design at the above campuses. The primary Mac classes are Computer Graphics I and II. Advanced projects and seminars are required for degree students.

- AFI-Apple Computer Center for Film and Videomakers, Los Angeles, CA: 213-856-7664 or 1-800-999-4AFI. Courses in film, video, and multimedia—most involve Macintosh computing. Courses primarily at the LA campus.
- Avid Education Services: 617-221-6789. The Avid Media Composer is the premiere off-line editing system in video and film (cine as the insiders call it). It is Mac-based. If you're interested in video, film editing, or production, learning the

Avid system is a good idea. Courses around the country.

- The Corcoran School of Arts: 202-628-9484. Courses in Mac color computing, design, illustration, art, and electronic pre-press. Location: Georgetown.
- The Eastman Kodak Center for Creative Imaging, Camden, Maine: 1-800-428-7400. State-of-the-art, Mac-based imaging, digital photography, and electronic pre-press. Courses on beautiful Maine campus in the Atelier.
- The Sony Video Institute (The Sony Institute of Applied Video Technology, 2021 North Western Avenue, PO Box 29906, Hollywood, CA 90029): 213-462-1987, then #\*. Film, video, and multimedia courses—many involving the Mac.

Courses in Hollywood and around the country.

- Dynamic Graphics Educational Foundation: 1-800-255-8800. The "Step-by-Step Graphics" people offer courses on Mac-based graphic design, electronic publishing, color pre-press, etc. at a Peoria campus, at DC area hotels, and other locations around the country. Prices range from approximately \$200-800.
- Diversified Technographics (formerly Don Thompson Laser Service) Seminars: 1-800-457-5776. Seminars in laser printer repair that are taught at various locations in the area and around the country. Maximum class size is 12 persons. 23072 Lake Center Drive, Suite 100; Lake Forest, CA 92630. 1-800-457-5776.

Washington Apple Pi Tutorial Registration Form		Washington Apple Pi 7910 Woodmont Ave., Su. 910 Bethesda, Maryland 20814 301-654-8060
Basic Information	Course Numbers	
Name _____	<i>Please fill in the course number of the class(es) that you wish to attend.</i>  Class #1 _____ Class #2 _____ Class #3 _____ Class #4 _____ Class #5 _____ Class #6 _____	
Address _____		
City/Zip/State _____		
Phone (day) _____ (evening) _____		
Member Number _____ Non-member _____		
Number of Classes _____ x Class Fee \$ _____ = Total Fee \$ _____		
Check/Money Order _____ Credit Card _____ Card Number _____		
Card Expiration _____ Signature _____		
Can you bring your own computer to the class? Yes <input type="checkbox"/> No <input type="checkbox"/>		
WAP Form #CL006 (mod. 7/90). Mail registration and payment to the above address.		





### Table 1a: Macintosh Memory Configurations

Model	Built-in RAM (MB)	Number of SIMM Sockets	Allowed SIMM Sizes	SIMM Pins	Required Speed (ns)	Obtainable Configurations (MB)	See Footnotes
Plus	0	4 (2x2)	256 KB; 1 MB	60	≤ 150	1, 2, 2.5, or 4	1
SE	0	4 (2x2)	256 KB; 1 MB	60	≤ 150	1, 2, 2.5, or 4	1
SE/30	0	8 (2x4)	256 KB; 1, 4 MB	60	≤ 120	{1, 4, or 16} + {0, 1, 4, or 16}	2
Classic	1	1MB + 2 (1x2)	256 KB; 1 MB	60	≤ 150	1 + {0, 1, 1.5, 3}	1, 3
Classic II Performa 200	2	2 (1x2)	1, 2, 4 MB	60	≤ 100	2 + {0, 2, 4, or 8}	
Color Classic	4	2 (1x2)	1, 2, 4 MB	60	≤ 100	4 + {0, 2, 4, or 6}	4
LC	2	2 (1x2)	1, 2, 4 MB	60	≤ 100	2 + {0, 2, 4, or 8}	
LC II, Performa 400, 405, 430	4	2 (1x2)	1, 2, 4 MB	60	≤ 100	4 + {0, 2, 4, or 6}	4
LC III Performa 450	4	1 (1x1)	1, 2, 4, 8, 16, 32 MB	72	≤ 80	4 + {0, 1, 2, 4, 8, 16, or 32}	
IIsi	1	4 (1x4)	256, 512 KB; 1, 2, 4 MB	60	≤ 100	1 + {0, 1, 2, 4, 8, or 16}	
II IIX	0	8 (2x4)	256 KB; 1, 4 MB	60	≤ 120	{1, 4, or 16} + {0, 1, 4, or 16}	1, 2, 5, 6, 7
IIcx	0	8 (2x4)	256 KB; 1, 4 MB	60	≤ 120	{1, 4, or 16} + {0, 1, 4, or 16}	2
IIci	0	8 (2x4)	256, 512 KB; 1, 2, 4 MB	60	≤ 80	{1, 2, 4, 8, or 16} + {0, 1, 2, 4, 8, or 16}	
IIfx	0	8 (2x4)	1, 4 MB	64	≤ 80	{4, or 16} + {0, 4, or 16}	
IIvi, IIvx, Performa 600	4	4 (1x4)	256 KB; 1, 2, 4, 16 MB	60	≤ 80	4 + {0, 1, 4, 8, 16, or 64}	
Centris 610	4	2 (2x1)	4, 8, 16, 32 MB	72	≤ 80	4 + {0, 4, 8, 16, or 32} + {0, 4, 8, 16, or 32}	
Centris 650	4 or 8	4 (4x1)	4, 8, 16, 32 MB	72	≤ 80	{4 or 8} + ( {0, 4, 8, 16, or 32} ) + {0, 4, 8, 16, or 32} + ( {0, 4, 8, 16, or 32} ) + {0, 4, 8, 16, or 32} )	8
Quadra 700	4	4 (1x4)	1, 4 MB	60	≤ 80	4 + {0, 4, or 16}	
Quadra 800	8	4 (4x1)	4, 8, 16, 32 MB	72	≤ 60	8 + ( {0, 4, 8, 16, or 32} ) + {0, 4, 8, 16, or 32} ) + ( {0, 4, 8, 16, or 32} ) + {0, 4, 8, 16, or 32} )	8
Quadra 900	0	16 (4x4)	1, 4 MB	60	≤ 80	{4 or 16} + {0, 4, or 16} + {0, 4, or 16} + {0, 4, or 16}	
Quadra 950	0	16 (4x4)	1, 4 MB	60	≤ 80	{4 or 16} + {0, 4, or 16} + {0, 4, or 16} + {0, 4, or 16}	

- 1 Use only 8-chip SIMMs. 2-chip SIMMs will not work. (9-chip SIMMs will work, but cost more.)
- 2 Not 32-bit clean. To use more than 8 MB of RAM under System 7.0 or 7.0.1, install MODE32. Under System 7.1, install 32-bit System Enabler. (RAM size is limited to 8 MB under System 6.)
- 3 The Classic requires a memory expansion card, which comes with 1 MB plus two empty sockets.
- 4 Limited to 10 MB of memory, even when 4 MB SIMMs are installed.
- 5 Non-standard version of 4 MB SIMMs needed.
- 6 Mac II requires the FDHD Upgrade (including the Mac IIX ROMs) to use 4 MB SIMMs in Bank A.
- 7 Mac II requires PMMU installation to use more than 8 MB of RAM.
- 8 For faster access, add SIMMs in equal pairs.



PC Exchange (from Apple), DOS Mounter (from Dayna), and Access PC (from Insignia, my favorite of the three). Mac PC Exchange comes standard on the new Performas; all are common in mixed Mac/MS-DOS work environments.

A problem arises in that many floppy disks are now sold "preformatted," meaning formatted for MS-DOS. When you use one of these floppy disks on a Mac for the first time, it normally tells you that the disk is unreadable and that you have to format (initialize) it, just like a new, unformatted disk. However, if one of these three programs is in use, you may inadvertently use the disk as an MS-DOS disk without a second thought—until, that is, you try to use it on a stock Macintosh where it will not be readable.

Unless you want to share floppy disks between Macs and MS-DOS computers, when you get preformatted disks use the Erase Disk... command under the Special menu in the Finder to reformat them as Macintosh disks before writing files to them.

**Q:** Can I accelerate my Mac Plus to make it run faster?

**A:** Yes, such products exist. MacUser recommends the Novy Image Pro for the Mac Plus and they rate the MicroMac similarly. However, as an alternative, consider bringing your Mac Plus to the WAP Garage Sale and selling it. Take your proceeds (perhaps a couple hundred dollars), add to that the cost of the accelerator board, and compare that to the price of the new Macs. For not much more money, you may find that you can get not only a faster computer with fewer compatibility problems, but also faster SCSI

I/O, a new hard disk, a FDHD "SuperDrive," System 7.1, a larger screen, color, the ability to have more than 4 MB of RAM and a microphone.

**Q:** How do I replace the rubber ball from my mouse? I lost it.

**A:** They are sold as replacement parts at Apple dealer service departments.

**Q:** Last month, you said that the best way to compare the speed of dissimilar computers is to give them the same task to do, not to compare things like clock speed. Can you cite an example?

**A:** Yes. Derek Fong at MIT reported on Usenet that he set up the following test. He compared a Quadra 800 (the top-of-the-line Mac) with a Gateway 486DX2/66V (a new top-of-the-line PC with Intel's fastest '486 chip) running Windows 3.1. Both ran the latest version of Excel. On both, he set up a spreadsheet to solve Laplace's equation on a large grid using the relaxation (central differencing) method. For plain folk, this means a lot of cells that equal the average of their neighboring cells.

The results: when the cells being computed were shown on the screen (i.e., they had to be redrawn after each iteration), the Gateway beat the Q800, 48.86 seconds vs. 50.08 seconds to complete the calculation. When the cells were off-screen (no screen updates required), the Gateway again beat the Mac 11.91 seconds Vs 12.19 seconds to finish the calculation.

So why is this good news? The Gateway was a "66 MHz" computer, while the Q800 was "only a 33 MHz" computer. The actual difference in performance was under 2.5%, which is practically

unnoticeable.

This example, of course, is anecdotal. Comparisons of other programs may give very different results.

**Q:** What kind of rechargeable batteries do PowerBooks use?

**A:** The PowerBook 100 uses lead-acid batteries. The Duos use nickel-hydrate batteries. The 140, 145, 160, 165c, 170, and 180 use nickel-cadmium (NiCad) batteries. Each battery type needs to be cared for differently. Do not blindly follow "good advice" on how to care for rechargeable batteries. Follow the instructions in your instruction manual.

For example, lead-acid batteries should be charged whenever possible, and not totally discharged. NiCad batteries should be cycled from full charge to discharged before recharging them.

**Q:** Does this mean that I should totally discharge NiCad batteries before recharging them?

**A:** No, not necessarily. There is little doubt that it is good to totally discharge NiCad cells periodically. However, NiCad batteries contain several cells in series. Because of the inevitable differences between the cells, when the whole battery is fully discharged the strongest cell in the stack can cause damage to others by forcing a reversed current through them. As I said, follow whatever the owner's manual says to do.

**Q:** Someone told me to "zap the PRAM" on my Mac. What does this mean?

**A:** Macintoshes contain a small amount of writable memory that is not erased when the power is turned off. This memory is used to remember user preferences and information necessary to start the



**Table 1b: Macintosh Memory Configurations (Continued)**

Model	Built-in RAM (MB)	Required Speed (ns)	Obtainable Configurations (MB)	See Footnotes
Portable	1	≤ 100	1, 2, 3, 4, 5, 6, 7, 8, or 9	9
Powerbook 100	2	≤ 100	2, 4, 6, or 8	
Powerbook 140 Powerbook 145 Powerbook 170	2	≤ 100	2, 4, 6, or 8	10
Powerbook 160	4	≤ 100	4, 6, 8, 10, 12, or 14	11
Powerbook 165c	4	≤ 85, 100	4, 6, 8, or 14	12
Powerbook 180	4	≤ 85, 100	4, 6, 8, 10, 12, or 14	11, 12
Powerbook Duo 210 & 230	4	≤ 70	4, 6, 8, 10, 12, 16, or 24	13

- 9 A memory expansion card may be added, which holds 1, 2, 3, or 4 MB of RAM. Backlit models are limited to 3 MB on this card. Additionally, the processor-direct slot may be fitted with 1, 2, 3, or 4 MB of RAM if it is not used for other purposes.
- 10 Factory 4 MB configurations contain a 2 MB expansion card. A single 2, 4, or 6 MB expansion card may be installed.
- 11 There is 4 MB of RAM on the main logic board and one expansion slot for expansion cards with 2, 4, or 10 MB maximum capacity.
- 12 85 ns (rather than 100 ns) RAM recommended to increase performance approximately 5-15%.
- 13 There is 4 MB of RAM on the main logic board and one expansion slot for an expansion card.

system up. In rare instances this memory may contain data that prevents successful start-up or causes faulty operations.

“Zapping the PRAM” means overwriting the data in this memory, called Parameter RAM, with the data it contained when Apple shipped the Mac to you. It is a remedy comparable to “take two aspirin” for whatever ails the computer. It may help, and it can’t hurt (though restoring your preferences in all the Control Panels might be annoying).

The original 128K Mac, the 512K, and the 512Ke contain 20 bytes of PRAM. The Portable contains 128 bytes. All other Macs contain

256 bytes of PRAM.

On the original Macs, you zap the PRAM by removing the battery for an hour. Under System 6, to zap the PRAM, hold down the command, shift, and option keys while opening the Control Panel from the Apple menu. This only resets the PRAM beyond the original 20 bytes. Under System 7, hold down the command, option, *p*, and *r* keys while starting or restarting the Mac. This resets all of the PRAM.

**Q:** I tried to install AppleTalk Remote Access. Even though I had several megabytes of disk space free, the installer told me I didn’t have enough disk space to install

it. Why?

**A:** When you install system software on the startup disk, the installer makes a copy of the System file and only changes the copy. This way, if something goes wrong, it can recover from it. You need at least enough space to hold a copy of your System file, plus whatever you’re adding into it.

**Q:** I am using At Ease on my Performa, and I forgot the password. Now what?

**A:** You need a floppy disk with system software on it from which you can start up your computer. Some Macs come with such a floppy disk, called Utilities, System Setup, or something similar. Some products, such as Norton Utilities, come with such a disk, too. (These commercial disks will not work on the newest Mac models if they don’t yet contain the appropriate Enabler file. Call the vendor if an update is required. Alternatively, a fellow WAP member may be able to help you with his computer or at the office by copying the Enabler file that came with your computer onto your startup floppy.)

If there is a startup floppy disk inserted when the Mac is powered on, the Mac will startup from the floppy disk, not the hard disk. This bypasses At Ease.

The Finder desktop will show icons for the floppy disk (at the top right), and your hard disk (under it). Open the hard disk, open the System Folder contained in the hard disk, and open the Preferences folder contained in the System Folder. Drag into the trash the file named “At Ease Preferences.” This erases the At Ease password.

Before restarting the computer,



close the open windows and empty the trash. After restarting the computer, you can set another password if you wish to.

**Q:** Does A/UX run on the new Mac models?

**A:** No, not yet. A new version of A/UX will be released soon that will run on the Centris models and the Quadra 800. Don't hold your breath for it to ever run on the LC III or the IIvx.

**Q:** How do I deal with the horizontal white line that appears on my Monitor? I have a Centris with one megabyte of VRAM, and the line appears when I enable

32,000 colors.

**A:** That indicates a problem with the additional VRAM installed. Verify that it has a speed of 80 ns. 100 ns parts, such as are used in the IIvx, will not work. (Look for a "-8" or a "-10" in the part number.)

**Q:** What should I do? My Color Classic slowed down dramatically after I installed Ethernet.

**A:** Be sure that the A/ROSE file is not installed. If you find it in the Extensions folder (in the System folder), drag it to the trash and restart the Mac. While A/ROSE is required for other models, it's

wrong for the Color Classic.

**Q:** How do I run Apple File Exchange on my Color Classic?

**A:** Open the Memory control panel, turn on 32-bit addressing, and restart the Mac.

**Q:** One pixel (dot) on my PowerBook 180 screen is always white. Can you help me to get Apple to fix it?

**A:** The active matrix LCD screens used in the PowerBook 170 and 180 models are very expensive and difficult to manufacture. There is no way to fix bad pixels individually; the whole screen must be replaced. Apple standards allow for up to five pixels per display that are always white, provided that no two are within an inch of each other. Only if these conditions are met (six or more "voids," or two within an inch of each other) within the warranty period are you entitled to a repair. On the other hand, the standard does not allow for any pixels that are always black. If any develop during the warranty period, Apple has a policy to replace your screen.

**Q:** You mentioned current software versions last month. Any updates?

**A:** Yes. System Enabler 401 (for the Color Classic) has been updated to fix a problem involving the Apple IIe card, and Disinfectant has been updated to version 3.1 to cope with the latest Mac virus. You can get it on WAP Library Disks 1.02I and 1.03I or download it from the TCS. [A few days after this article was submitted, Disinfect 3.2 was uploaded to the TCS.]

## !!REPAIRS!!

Apple/Mac/I\*M Motherboard Repairs  
from \$45.00 + S&H  
Apple/Mac/I\*M Power Supply Repairs  
from \$45.00 + S&H  
Apple/Mac/I\*M Drive Repairs  
from \$45.00 + S&H  
Apple/Mac/I\*M Monitor Repairs  
from \$60.00 + S&H  
Apple/Mac/I\*M Keyboard Repairs  
from \$12.50 + S&H  
Apple/Mac/I\*M Upgrades  
Available!

Used Apple/Mac/I\*M CPUs,  
Disk Drives, Monitors,  
Keyboards available for resale

Warranties to one year on most repairs!  
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Merchantville NJ 08109  
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# Now You Can Do Voodoo, Too!

by Debbie Hoyt

**K**ay Nelson is not new to the Macintosh community. She has written many Mac books, including *The Little System 7 (and 7.1) Books*; *The Macintosh Performa: A Visual QuickStart*; and *Mastering WordPerfect on the Mac*. She also co-authored the second edition of Robin Williams' best-selling *The Little Mac Book* (its successor was reviewed by Lawrence Charters in the May Journal). Her books have even been translated into about eight other languages. What makes Ms. Nelson's work so popular? Accessibility. She has as her aim making the "computer for the rest of us" understandable to the rest of us.

Kay Nelson's latest book *Voodoo Mac: tips & tricks with an attitude* is something unique among the computer books that I have read. Most are about an operating system or a particular software package, or a computer language. Ms. Nelson's book is about none of those things, and yet it includes all of them. As Robin Williams wrote in the Foreword, "this book is full of those irresistible little maneuvers that make our work sing, that make us feel empowered and in control—masters of our computers."

The book is really about attitude. That certain smug, assured attitude inspired by the Mac and gifted upon all Mac users. An attitude that empowers us with the knowledge that we can generate a 30-page report, complete with graphics and spreadsheet by deadline and

still have time to listen to goofy sounds, watch amusing screen savers, and play a game—all of which is the computer equivalent of stopping to smell the roses. It's an attitude built on accomplishing production feats without having to worry about computer theory. It's the attitude of superiority that we all feel when we have to listen to yet another in-depth explanation of how the DOS operating system works given by a co-worker who has just managed to get his or her database to alphabetize a mailing list without including names that contained certain fields that were not needed for their report—after they had struggled with the database for over ten days. \*ho-hum\* The Mac has saved us from this drudgery by making the computer think like people (they call it intuitive), instead of insisting that people think like the computer.

Voodoo Mac is about the tips and tricks that make working with the Mac more efficient, productive, and enjoyable. Why voodoo?—because the tricks it gives are designed to deliver quick results without making you sit down to a boring lecture on the theory of just why they work that way. Systems 6, 7 and 7.1 are all covered. A large portion of the tips included require ResEdit to be available to you, but certainly not all of them. Performas and PowerBooks, TrueType and QuickTime are all there. So are the Easter Eggs (the hidden messages and graphics that the programmers

hide in various places throughout our software) and lots of 'em. In addition, you'll learn startup and shutdown tricks, ResEdit tricks, alias tricks, Finder secrets, QuickTime tips, printing and networking tips and some diagnostic tips. In all it's quite an eclectic collection.

Well enough of that. I've selected ten of my favorite tips and tricks to give you just a taste of the more than 100 included.

- **What to do if your mouse is hung**—If you have Easy Access in your System folder, you just press the Shift key five times in a row. Then press Command-Shift-Clear. Now you can use the numeric keypad to control the mouse and save the document that you were working on.
- **What was that keyboard shortcut again?**—All of the buttons in a directory dialog box (not the regular dialog box which comes up when you want to do a Save As... from inside an application) has keyboard shortcuts assigned to the different radio buttons. To see them, press the Command key.
- **Opening one file while closing another**—If you press the Option key when you choose Open, you'll open the folder or file that's selected and close the active window at the same time. Tidy, huh?
- **Taking a snapshot of the screen**—Command-Shift-3 takes a snapshot of the screen. (Saved as a PICT in System 7 and named Picture 1, Picture 2, etc.)
- **Make your own startup screen**—Create a graphic that you like in a paint program or import one that you like from ShareWare. Select it and choose Copy from the Edit menu. Open ResEdit, select New from the File menu.



## Sidebar 1-Tip Number Six

**Speeding up the Finder under System 7.** There are some obvious things you can do to speed up the Finder as it runs on your hard disk, such as optimizing the disk with a utility like Norton Speed Disk. Here are a few non-obvious tricks that will speed 'er up.' Some of them are mentioned in more detail in other chapters, but here they are, all together:

- Turn off file.sharing in the Sharing Setup control panel.
- Turn off Calculate folder sizes in the Views control panel.
- Switch to 16 colors or black and white in the Monitors control panel.
- Increase the disk cache in the Memory control panel (see Chapter 9, "Memory Demystified," for details).
- Turn Off background printing in the Chooser (although this will mean you can't work and print at the same time).
- Keep a full set of screen fonts installed only for the fonts you use most often.
- Make the window color Black & White in the Color control panel (you'll lose the 3-D scroll bars).
- Eliminate the Finder's zoom rectangles (remember this trick from Chapter 4?).

*Thanks to Eric Apgar, Apple Worldwide Technical Assistance.*

Save the new file in your System folder under the name "StartupScreen" and press Command-V to paste the picture. Double click on the file; then choose Get Resource Info from the Resource menu. You'll see a new dialog box. Change the ID to 0 (zero). Now save the file and quit ResEdit. To view your new startup screen, Restart your Macintosh.

- See Sidebar 1.
- **Have several documents to print and not a lot of time?**—Select the icons of all the documents that you want to print in the Finder (Shift-click). Choose Print from the File menu. The program that created the documents will automatically start and the Print dialog box will come up. Click the Print button and the first document will go to the printer; the next document's dialog box will immediately come up, click Print, and so on and on until all of the documents have been told to print.
- See Sidebar 2.
- **Do I have to fish through all of these fonts when I only use a couple with this particular program?**—No, as a matter of fact, you don't. You can install the particular fonts that you use with that application in the application itself...if you have System 7 and version 4.1 or later of Font/DA Mover. Open Font DA/Mover, hold down the Option key and click Open. Option-Open lets you open applications and install fonts and desk accessories in them. You might want to put those special but odd fonts in PageMaker or Microsoft Word, or you could put your Calculator DA in Excel.
- **There isn't any room left on my PowerBook after I installed my System folder!**—

## Sidebar 2-Tip Number Eight

**Nuking the LaserWriter startup page.** The newer LaserWriter installation disks come with a LaserWriter Utility program (on the Installation disk, in the Printing Tools folder) that lets you easily turn the startup page on or off (choose Set Startup Page from the Utilities menu). But if you don't have this new LaserWriter Utility program, here's how to nuke the startup page.

Create two text files (use any word processing program and save the files as text only), one named Startup Page On and the other named Startup Page Off (or whatever you like). Each should consist of these two lines.

The "Off" one:

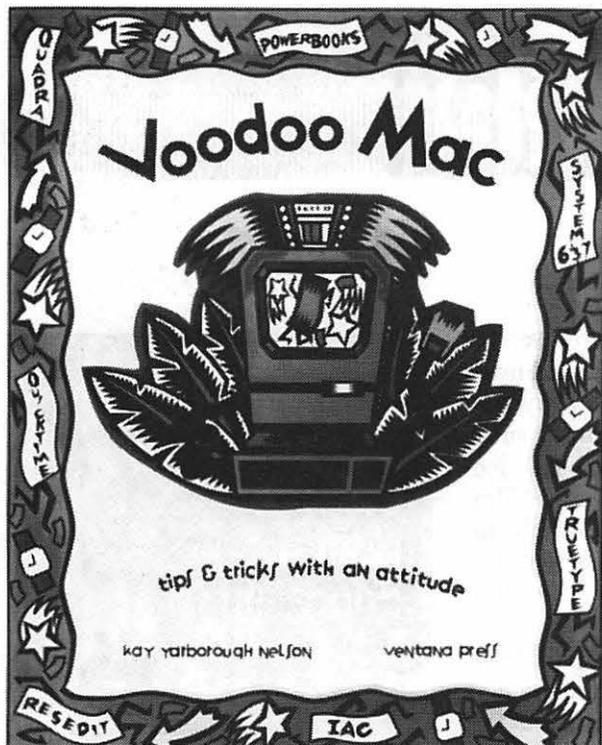
```
serverdict begin 0 exitserver
statusdict begin false
setdostartpage
```

The "On" one:

```
serverdict begin 0 exitserver
statusdict begin true
setdostartpage
```

Use a font downloading utility program (i.e., Font Downloader) to download to your laser printer the file you want.

Of course, there's the brute-force way to suppress the startup page, too: pull out the paper tray as your printer's warming up and shove it back in when the green light's a steady glow. But that method is a bit of a hassle and you have to remember to do it, while the other ways are relatively foolproof.



The cover of *Voodoo Mac*, one of the recent releases of Ventana Press.

a barebones system, choose System Software for your particular Mac. That way you'll get Control Panels, Desk Accessories, and so forth, and you can delete the ones that you don't really need at a later time.

Now that you have an idea of the type and diversity of information in this book, you may be wondering how you can get your hands on it. Ventana Press is offering *Voodoo Mac* to members of users groups for \$15.00 until June 1 [so you must act fast!]. This is a 30% discount. After June

edition (SRP \$24.95) at a 30% discount for single orders for users groups members if you order by July 1, 1993. To get a copy of the order coupon, call the Pi office (301-854-8060) or fax your order to 919-942-1140. The shipping fee is included in the offer.

**Title:** *Voodoo Mac: tips & tricks with an attitude*

**Author:** Kay Yarborough Nelson

**ISBN:** 1-56604-028-0

**Publisher:** Ventana Press, Inc.

**Address:** PO Box 2468  
Chapel Hill, NC 27515

**Telephone:** 919-942-0220

**Fax:** 919-942-1140

**SRP:** \$21.95

**Users' Group Discount:**  
\$15.00, call Pi office for coupon.

When you first launch the Installer, choose Customize and then pick just the barebones of what you'll need; choose Min system (for a specific Mac) to create just a System and a Finder file. If you just want a small system, not

1, if you order 10 or more, you get a 50% discount; a 20% discount for individual orders. This discount applies to all Ventana Press titles. You can order using the toll free number 800-743-5369. You can also order *The System 7 Books*, second

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# 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.**

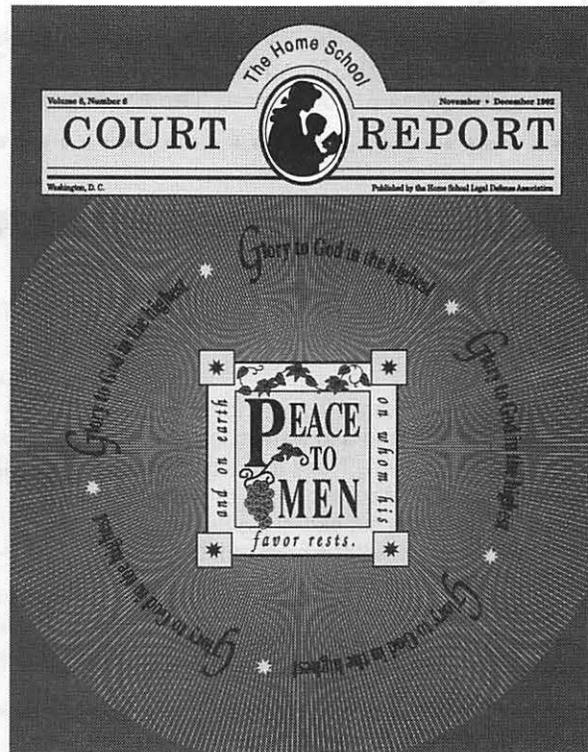
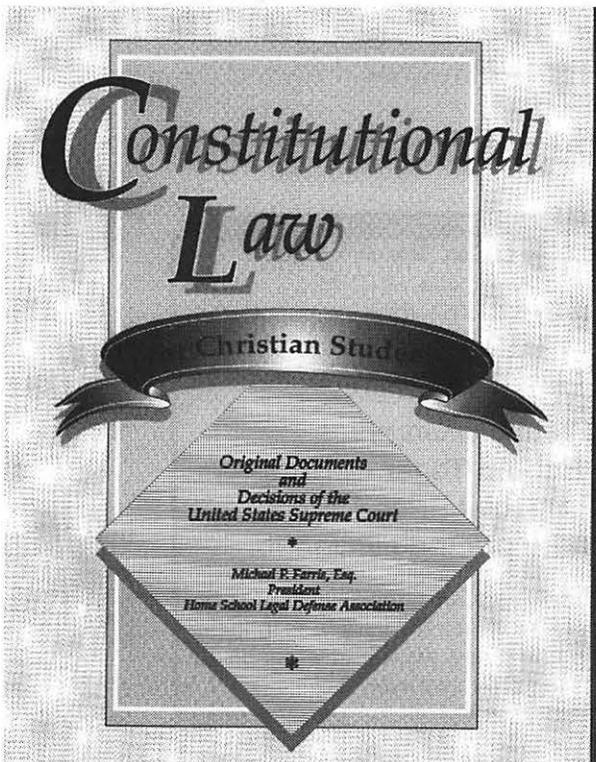
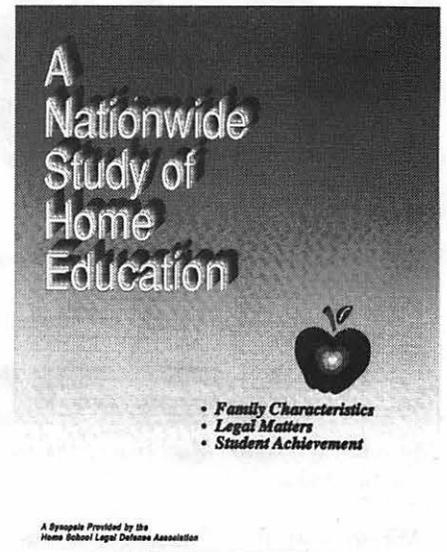
**Artist Info:** Darby Waters is originally from Baltimore, Maryland. She earned her degree in Art Education and specialized in graphics and printmaking. She currently is Art Director at the Home School Legal Defense Association in Purcellville, Virginia.

**Tools:** Mac IICI, FreeHand, Illustrator, Quark Xpress.

**Techniques:** "Computers have made designing more fun because they give you opportunities to try a variety of styles and designs. It's so much easier to be exact and obtain

special effects. I would never want to go back to board work again! I print directly from disk, but I always get printouts or bluelines because sometimes the designs are altered electronically when translated into film. Also film has a finer DPI which can change the size of a line or of type and this shrinkage can also affect the trapping.

"The Constitutional Law book cover was created in FreeHand. I drew the banner directly on the machine and applied a radial blend and on the ends did a 10% to 100% blend. Then I cloned the entire banner to obtain a drop shadow and colored it 100% gray. The linear pattern in the diamond shape was right





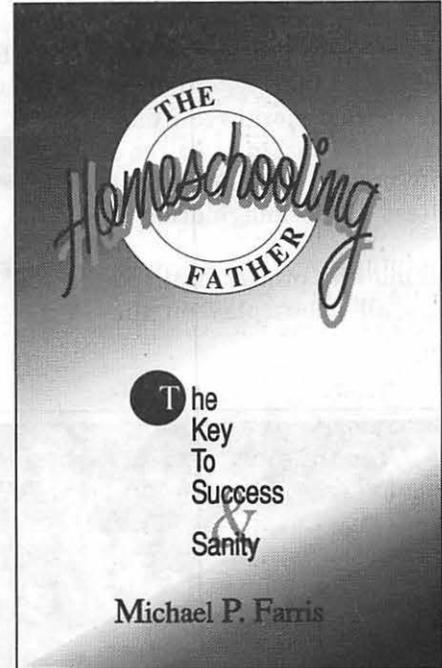
from the FreeHand pattern menu. All of these elements had to be trapped for proper printing. I applied the overprint command to the outside rule of the element in the foreground so that I would not be left with a white edge between elements. There is a program called Trapwise to help with this problem. Some of the special line

directly on the screen. The grapes were cloned and radial filled. I had to be careful to check the line menu box because if the line reads 'no width,' it will not print even if you see it on the screen. The star came from Zapf Dingbats. The type was joined to a circle and cloned four times. In order to select each one and rotate it, I had

to bring the selected layer to the front. I had to trap the larger letter by opening the stroke and fill menu and overprinting the stroke. (Black automatically overprints.) I knocked out the center fill of the letters from the white radial. To achieve the white radial lines, I used the transform command which clones itself and keeps the same distance. I created a line, cloned it, and then rotated it a certain percent and used the transform tool until the circle was complete

"The *Nationwide Study* was a challenge. I used the zoom command in FreeHand which does

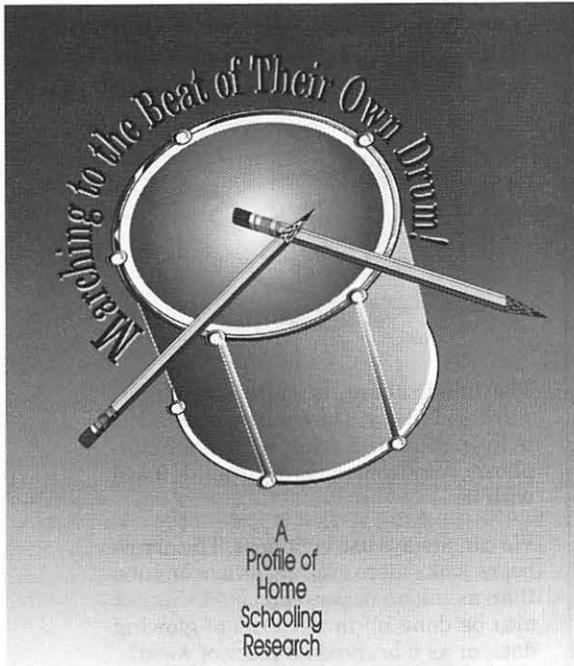
not knock out entirely from the PMS background color. So I had to create a separate mask to knock out the graduated parts of the letters. For the apple, I created the big apple outline and then I joined it so it was one object. I cloned it and then reduced the clone 10 or 15%. I filled the first image with solid black and then went back and applied all the differ-



ent tones.

"In *Marching to the Beat of Their Own Drum!*, the type was joined to a circle. To get the undulating edge in the metallic section, I drew a separate shape in the machine and filled it with a graduated screen. The pencil was taken from the miscellaneous Click Art and I colorized it.

"For the *Homeschooling Father*, I drew the letters directly on screen after scanning in a hand drawn copy. I used the 'Neon' effect in FreeHand and then did an auto-trace so that I could alter the stroke for correct trapping. I couldn't use a FreeHand pattern for the lines because you can't apply color to them. So I cloned a line several times in a square shape and colorized it. Then I grouped them and did a cut and paste inside.



and fill effects, such as 'Neon' offered in FreeHand, cannot be trapped, but a professional printer can create the spread photographically. Illustrator can do more sophisticated trapping than FreeHand—it's more versatile that way.

"The *Christmas Issue of the Court Report* was created in FreeHand also. The flowers and grapes were all drawn

# Graphic Tips

by Carol O'Connor

In the last century someone formulated a trinity of virtues: imagination, intelligence and industry. She went on to acclaim imagination as the greatest of the three.

That is all well and good except that it implies astonishing genes and heroic moral rectitude. The imagination part may well be a divine gift, but it is my opinion that the greatest aid to imagination is play.

This month's project for the Pi Journal is all about play on the

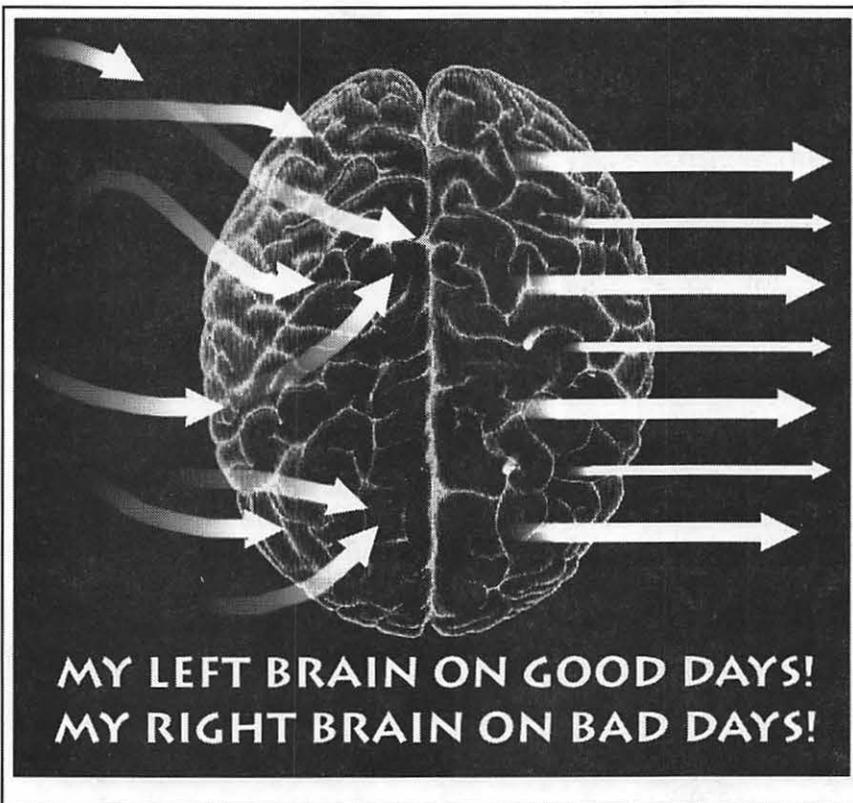
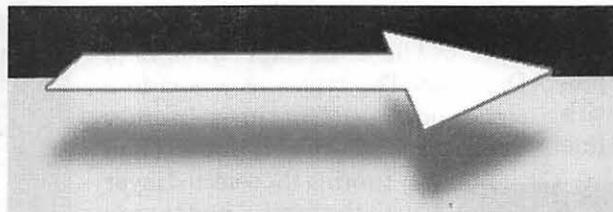
theme of arrows. There isn't an illustrator around who doesn't have to draw arrows at one time another. Some of us draw them by the hundreds until we are quite sick of them.

But if we take some time to play we might get the juices run-

ning again and make our arrows actually float in space with shadows racing along underneath.

We might find an old fashioned hand pointer and use it with color to point to the pieces of text our client wants to emphasize.

Or we could scramble the mes-

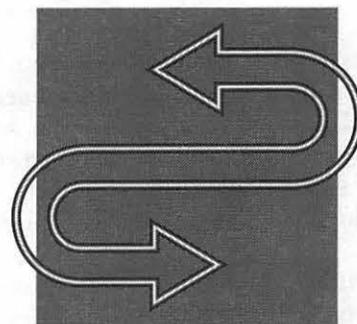


This is a brain from a Dover image collection. I added the arrows in Photoshop, using the arrow element of the Line Tool and the fade out option for the Brush Tool. In the end I tried the Invert command to make a negative of my image and liked it. Humor is intended.



The hand, above, is quite straightforward and folksy. The challenge would be to liven it up with color, some metamorphosis, some contradictory graphic fused with it.

We can always use vividness. The arrow below looks more exciting as a neon tube than as ink on paper. But could this not also be done up in patterns of glowing dots, or as a brand on a piece of wood?





**The creation of something new is not accomplished by the intellect but by the play instinct acting from inner necessity. The creative mind plays with the objects it loves.**

**\_Carl Jung**

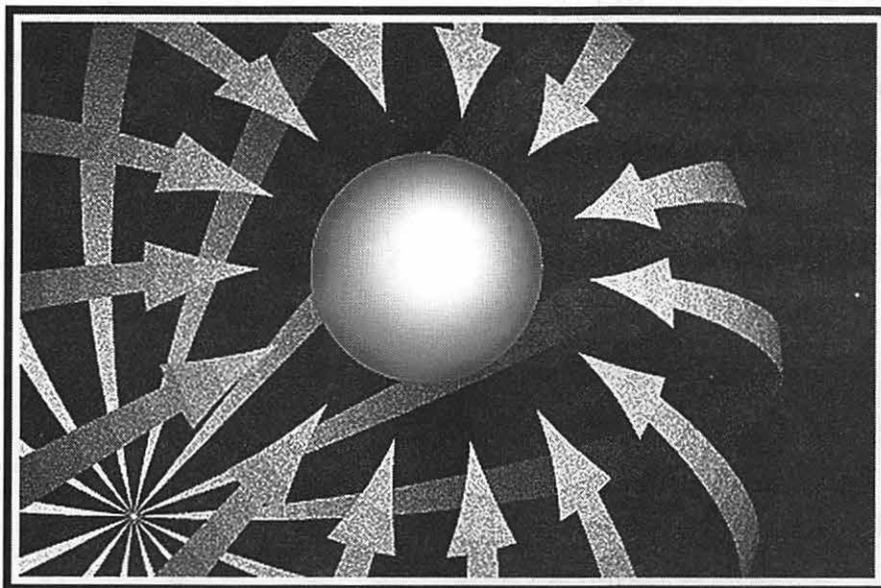
sage with arrows pointing in different directions.

A 3-D rendering application can make a tedious job a snap, or at least a fine test of gamemanship. Adobe *Dimensions* is not too difficult to learn and has a fine tutorial. Like *Dimensions*, Ray Dream's *Add Depth*, exports to Adobe Illustrator, but it has more features, and I think it is somewhat more difficult to master. The arrows above and below were rendered in *Dimen-*

sions. The renderings were very fast but the design decisions, as always, took all the real time.

Above, after rendering the four arrows and a dot, I made a rectangular mask to focus and frame the elements to make them express my idea. The same focusing technique is on exhibit below. However, in the bottom illustration, the arrows were mapped onto a sphere (which I then removed in Illustrator).

If it were possible to play only with the things we loved, I think we would all live in a happier world. But we can improve things at least, by *playing* with the things we have to work with.



And if we must work with arrows, why not make them masculine and feminine, or cowardly and heroic, or, like ourselves, sometimes certain and sometimes confused. Make the arrows energetic or lethargic. Make them brash and rude or polite and retiring. Match the character of the arrow with the character of the illustration. Be creative.





# Falcon MC Review

by Tom Culbert

If you have had stick-time in a high performance military aircraft and now miss doing it on a daily basis (moi !), or if you have ever wanted to know what a military pilot feels and experiences while practicing for his job in a cockpit flight simulator—this program is for you. The 3-D color graphics, realistic sound effects, and the multiple view angles literally put you in the pilot's seat of an F-16 Fighting Falcon. Falcon MC brings new meaning to the terms: The Leans, Spatial Disorientation, and Situational Awareness.

The software package includes a map of the playing area, a keyboard chart and a 186-page "Flight Manual" which is complete with technical specifications of weapons and a full glossary of the terms used. The operator has the choice of 12 different types of missions. Each of these has its own objectives, threats, and recommended weapons. Then there are always the Migs!! The degree of difficulty is fully adjustable. Selecting armament is very well displayed using a front view of the aircraft showing the load configurations and distribution of the weapons you select—as you select them. Weapon options include the Maverick, AIM-9P or 9M, AMRAAM, GBU-15, Mk84, 20mm cannon, and the BLU107 Durandal. Each mission concludes with a snapshot showing what happened on the mission. This ranges from "You have died," "You have been court-martialed," "The enemy

captured you," "You ejected," "Your Mission was successful," etc., etc. The program also features a "head-to-head" playing option which allows play against another "real" player using networks, modems or direct connections between competitors. (I did not try this option.)

There are only two negatives to report on about this program:

First, much like real aircraft and their simulators, the intricacies of operating the simulator are somewhat overwhelming and it takes (many) hours of study to familiarize yourself with all the switches and their functions. Choosing the basics, such as weapon systems, type of mission, etc., are quite easy because they are well displayed. But by the time you try to deploy some of these systems, you must know the basics (theories and techniques) of the different HUDs (Heads Up Displays), the TWI (Threat Warning Indicator), Stores Control Panel, Radar/Electro-optical Display, Mapping and Camera Modes, navigation and precision instrument approach and landing equipment (ILS) and procedures, and the Status Indicator (All in all, they could have installed a frustration level meter.) But, once you get these under your belt, the real fun begins.

Second, playing the game without a joy stick is a bummer. Pushing key strokes will never replace the joy stick for a piloting game like this.

From discussions I've had with

some friends in the DOS world, it appears that the Mac version of Falcon is not as capable as the DOS programs. In DOS there are several versions of this software, e.g., Falcon, Falcon AT, Falcon 3.0, Op: Fighting Tiger and OP: Counterstrike. I have seen one advertisement for a Falcon 2.2 which I believe is a Mac version. But I was not able to find any further information on this software.

Additionally, I think that the scoring system using real-world names for medals and promotions (based on point scores) is not necessary and hopefully will be dropped from future versions of this program.

### Recommendation:

A very good game program. But, be prepared to invest a good amount of time to learn it. Then sit back and launch the fleet!

**Title:** Falcon MC

**Publisher:** Spectrum Holobyte

**SRP:** \$69.95

**Discount Price:** \$45

**Hardware Requirements:** Mac II, SE/30, Quadra or Performa; 4-bit or greater video card; 32-bit QuickDraw; 1.4 MB SuperDrive and a hard drive; four megabytes of RAM.



# Guaranteed UNDELETE

by Jim Campbell

**H**ow many times have you been "too quick on the draw" and emptied your trash—which included your recently completed masterpiece that was put in there accidentally. Guaranteed UNDELETE from UTILITRON, Inc. will solve that problem for you by ensuring that deleted files are reclaimed when you need one back. You are sure of recovering it as long as there is sufficient disk space on your hard drive or floppy. Guaranteed UNDELETE is a follow-on to TrashMaster® with Incinerator® (Reviewed in February 1993 Apple Pi) which does many of the same functions. If you need the assurance of recovering an accidentally deleted file along with more trash management options than simply "trashing" your files, Guaranteed UNDELETE warrants your careful consideration.

## File Recovery

There are really three utilities within Guaranteed UNDELETE. For your assistance, all three utilities have been combined to work with one control panel. First of all, there is TrashMaster® which automates trash can emptying and permits user defined filters. A hierarchical trash menu is created which permits selective emptying of the trash. Second, the Incinerator will erase confidential files either manually or automatically. Finally, the third utility will recover accidentally deleted files. Within this utility, there are two functions. "Purge Trash" will permanently remove files and "Recover

Trash" will retrieve the "lost" files from your hard or floppy drive. Files are recovered in the order of deletion. You can specify how many files should be saved or how much disk space should be reserved for these files. These files are "invisible" to the user until you hold down the "Option" and "Command" key and select "Empty Trash" from the menu. So you lose disk space that is used by the retained Guaranteed UNDELETE files.

## Trash Can Operation

Using the "normal" trash can, when you put a file in the trash can, it will eliminate all files when the can is "emptied" With Guaranteed UNDELETE, you are shown a hierarchical menu from which to select where the file comes from. Thus you could only empty the trash on your hard drive but not from an external disk drive. No longer is the choice all or nothing. I will confess, however, that going through the trash can emptying routine can become somewhat tedious if you have trash from every drive or disk.

Manually emptying the trash can works just like you are used to doing. Pull down the menu and empty the trash. Automatic file deletion or trash can emptying, however, can be set up by defining trash filters that automatically empty the trash. The options are:

- Immediately upon dragging to the trash can
- Hourly

- Daily
- On disk ejection
- On disk insertion
- On startup
- On shut down

Similarly, file size or age can be placed into filters. So files greater than 100K, for instance, or over 56 days old could be deleted. Filters exist to search for specific file formats such as TEXT, PICT, MacWrite, etc., or you can search for a specific file extender such as .Ext. For instance, you can define a filter to delete all MacWrite files older than six days that are greater than 60K.

Several options available include skipping the trash warnings and skipping the trash progress bar graph.

## Incinerator

If you need confidence that files are actually rendered unrecoverable rather than just eliminating its address from the directory, an incinerator filter can be created. This will ensure that the deleted or trash files are overwritten three times, once with zeroes, one with ones and a final time with zeros to comply with the Department of Defense's specifications.

With a little thought, filters could be created to incinerate files on an ejected disk thus ensuring no sensitive data is left on your systems or the floppy disk.

## Network Smart

You can recover files on a remote volume across your network. This is useful if you move files back and forth to your PowerBook®. PowerBook® users even get a free second license from UTILITRON.

## System Requirements

Guaranteed UNDELETE operates with System 6 but cannot use the filters option unless System 7 is used. Thus System 7 is the ideal environment.



Installation is readily achieved by dragging the Guaranteed UNDELETE icon into the system folder and restarting. If for any reason it needs to be temporarily disabled, this can be easily done by checking an On/Off box.

### Evaluation

Guaranteed UNDELETE was tested on a MacPlus, an SE, and SE/30 and a Mac II with no problems noted. One obvious caution is to limit either the space reserved for undeleted file storage or limit the number of files—otherwise, your hard drive fills up very quickly. So if you need a trash can with more bells and whistles than the standard one, select Guaranteed UNDELETE.

*Jim Campbell, P.E., is an enthusiastic Mac user who is always trying to increase personal productivity by using the Mac. He plies his trade with Interlog, Inc. in Falls Church, VA where he is currently the Principal Operations Research Analyst. Jim is also Chairman of the Greater Washington Chapter of the Society of Logistics Engineers (SOLE).*

**Title:** Guaranteed UNDELETE

**Publisher:** UTILITRON, Inc.

**Address:** P.O. Box 811  
Allen, Texas 75002

**Telephone:** 800-428-TRON

**Fax:** 214-727-2329

Version 2.0, upgrade from  
TrashMaster for \$20.00

# TypeReader 1.0

by Frank Potter

Over the years, we have watched the evolution of Optical Character Resolution technology (OCR, as it has come to be known). What started out as slow, clunky and error-prone has gradually become faster, smoother and far more accurate. On the other hand, it started out as expensive and that hasn't changed much—here, as elsewhere, you sometimes get what you pay for.

TypeReader 1.0 was demonstrated to the club recently, and it looked good. So we said to ourself: "Self, does it still look good when it's not being run by someone who works for the company?" The answer, for all of you who are waiting for things like answers, is...but we are getting ahead of ourself. Read on. The dessert comes later.

TypeReader's interface with you, the computer user, is very good indeed. The principal window, known as the Gallery, is a palette that sits just below the menu bar. The Gallery is always "on," and it is always available to you (unlike, for instance, the several control windows in the OmniPage stable of contenders). It lets you select the source of the document that you want to convert, define size, orientation, brightness (perhaps the key variable), how to treat multiple columns, templates, and it even has a special box for selecting dot matrix typefaces. Trust me—it's elegant, and that is high praise from this reviewer.

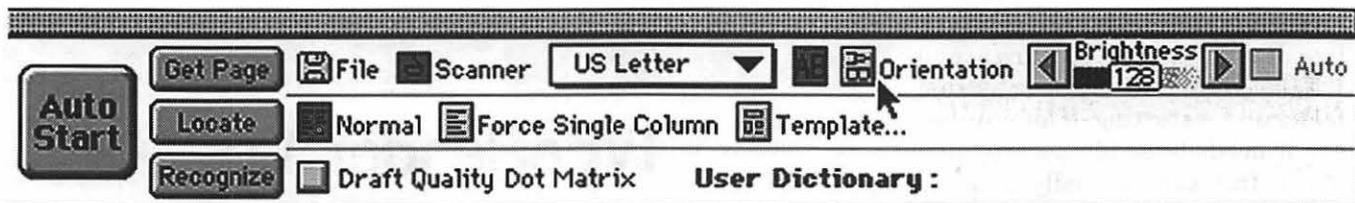
The AutoStart button triggers the

process of scanning documents, locating text blocks and recognizing text, and is usually all you will need. You can, however, proceed through each of these steps discretely, if you wish; you may wish to do so, for example, if you only want some portions of a document read into files. Once TypeReader has finished its scanning, it will identify suspect and illegible characters. We might add that we found the number of errors in text recognition under TypeReader to be significantly less than it was in OmniPage. While we performed neither exhaustive nor extensive testing of the two programs, we feel considerably more confident with this than we do with OmniPage Pro.

The status bar at the bottom of the text window lets you zoom in and out, tells you the page you are on, if you are reading more than 1, and identifies the number of suspect and illegible characters in the scan. You are not required to train TypeReader to read a variety of fonts, and it will retain a surprisingly large number of formatting characteristics of the document you are scanning, like typeface, point size, margins styles and even subscripts and superscripts

If you have a document with both graphic and text blocks, TypeReader stumbles a bit: to capture a graphic, you must scan the page, save it in graphic format and then edit it in a graphics program. OmniPage does this better, letting you handle this as a "one-stop" process.

The manual is extensive and fairly



The Gallery-TypeReader's control panel. It controls most of TypeReader's common settings and operations.

well-written. ExperVision (The "in" thing, these days, is to crate words with CapiTal letters wedged inside them, which I consider deplorable, but probably unavoidable these days. But I digress...) does not have an 800 number, but promises that if your call is not answered within five minutes, you can leave a message that will be returned within four working hours. On-line access to CompuServe (there we go again), American Online and AppleLink (what did I tell you?) is available as well.

It's big-it needs at least f megabytes and prefers six megabytes of RAM and it occupies over eight megabytes of disk space; it won't run on anything earlier than System 6.0.5, or on a machine with less than a

68020 microprocessor, and you can't install it unless your floppy drive will accept high-density disks.

All in all, I am inclined to award this program two ears and a mouse tail. It's faster than any other that I have seen, more accurate and a whole lot easier to use. If you need an OCR program, you owe it to yourself at least to check TypeReader out. You may never look further, and if you don't, you won't be missing much.

The program lists for \$695, which is not unreasonable, considering what you get and what you would have to pay for one of the others. MacConnection carries it for \$499, which suggests that other mail-order places will do about the same, if for some bizarre reason you should want to

look further.

**Title:** TypeReader 1.0

**Publisher:** ExperVision, Inc.

**Address:** 3590 North First St.  
San Jose, CA 95134

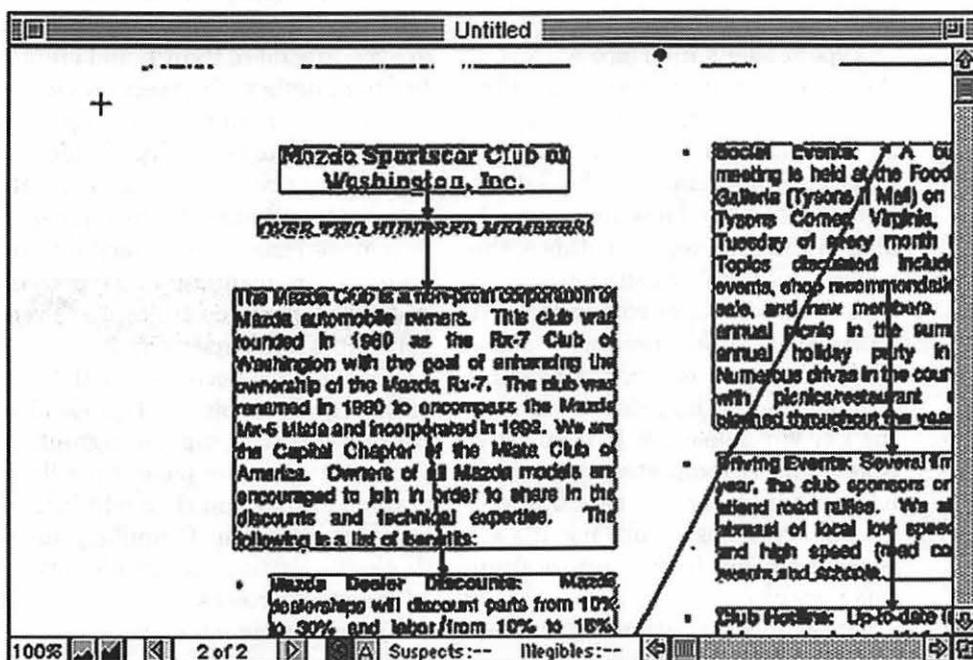
**Telephone:** (408) 428-9444

**Fax:** (408) 456-0823

**Hardware Requirements:**  
Flatbed/hand held scanner.

**SRP:** \$695

**Discount Price:** \$499



A window showing TypeReader's automatic processing of the scanned document at work.



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

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#### Deluxe Paint II

Rich Sanders (703) 450-4371

#### GS BASIC

Barry Fox (717) 566-6709

#### Multiscribe GS

Ray Settle (301) 647-9192

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Allan Levy (301) 340-7839

Bob Sherman (305) 944-2111

#### TCS Help

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Nancy Seferian (202) 333-0126

Paul Schlosser (301) 831-9166

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#### TimeOut Series & Utilities: ProSel

Ray Settle (301) 647-9192

Barry Fox (717) 566-6709

#### 816 Paint/Writ'rs Ch.El

Andy Gavin (703) 734-3049

Apple II Hardware Epson printers, hard drives,  
 Guy Durant (202) 363-0366

#### Apple II laser printing

Bob Sherman 1(305) 944-2111

### Apple III\*

#### General

Jim Jutzin (703) 790-1509

Dave Ottalini (9-10:30 pm) (301) 681-6136

#### 3 Easy Pieces

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David/Joan Jernigan (before 9 pm) (703) 822-5137

Steve Truax (304)-267-6429

#### Word Juggler

Tom Linders (408) 741-1001

J. Carey McGleish (evenings) (313) 332-8836

#### Pascal

Dr. Al Bloom (703) 951-2025

#### Apple Speller

Robert Howe (916) 626-8198

#### AppleWriter

Eric Sheard (908) 782-6492

#### Stemspeller

Steve Truax (304)-267-6429

## Beagle Buddies

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Scott Galbraith (Frederick) (301) 865-3035

W. T. Cook (Columbia) (301) 995-0352

Gary Hayman (Greenbelt) (301) 345-3230

Lee Raesly (Adelphi) (301) 599-7530

Dan White (301) 540-1070

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

#### VIRGINIA

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

Neil Laubenthal (703) 691-1360



June-July	

## Meeting Notices

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

### **Annapolis Slice**

2nd Saturday; 9:30 AM; Severna Park Library on McKinsey Rd (off Rt 2), Severna Park, MD.  
 Answering Machine: (410) 923-6748  
 CrabApple BBS: (410) 553-6929

### **Apple IIGS SIG**

Monday after the WAP General Meeting; 7:00 PM; Dolley Madison Library, McLean, VA (even months) and NIH (Bldg 31, C Wing, 6th Floor, Conference Rm 9), Bethesda, MD (odd months).

### **Apple III SIG**

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

### **AppleWorks SIG**

8:15 AM on WAP General Meeting Saturday, at meeting site.

### **Art SIG**

2nd Tuesday of every month. Call SIG Chair for location.

### **Columbia Slice**

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

### **DataBases (Mac) SIG**

2nd Wednesday; 7:15 PM; Computer Science Corporation, 3160 Fairview Park Drive, Merrifield, VA (Just inside the Beltway at the rt 50 junction).

### **DeskTop Publishing (DTP) SIG**

1st Wednesday; 7:30 PM; PEPCO Auditorium, 1900 Pennsylvania Ave. NW, DC.  
 Information: Barbara Schull (301) 589-5337.

### **Education(Ed) SIG**

4th Thursday; 7:30 PM; WAP office.

### **Excel SIG**

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

### **Frederick Slice**

2nd Saturday; 10:00 AM; Frederick Mall.  
 CrackerBarrel BBS (301) 662-3131.

### **Game SIG**

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

### **HyperTalk SIG**

meets bi-monthly on the 3rd Wednesday of the odd numbered months (i.e., January, March, May, July, September and November) at the Fairlington Community Center, 3300 South Stafford St., Arlington, VA at 7:30 pm.

### **Mac Programmers**

1st Wednesday; 7:30 PM; WAP office.

### **Programmer's Interface(PI) SIG**

1st Monday (except Mon. holidays).

### **QuickTime SIG**

Every other month; 7:30 PM; WAP Office.

### **Stock SIG**

2nd Thursday; 7:30 PM; WAP office.

### **Telecomm SIG**

2nd Wednesday; 7:30 PM; WAP office.

### **UltraMacros SIG**

Monthly meetings at various locations and on various dates.  
 Call Gary Hayman, (301) 345-3230, for meeting details.

### **WAP Garage Sale**

June and December. The June Garage Sale will be held on Saturday, June 5, at Falcon Microsystems, beginning at 9:00 AM.

### **WAP General Meeting**

4th Saturday; 9:00 AM; Northern Virginia Community College, Annandale Campus, Community Cultural Center Auditorium.

### **Women's SIG**

Usually held every quarter on the fourth Thursday of the month at the Pi Office at 7:30 PM. Call SIG Chair, Nancy Seferian (202) 333-0126 for details.

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**Notice:** Plans change! Anyone with calendar information please call the Calendar Editor, Bill Wydro (301) 299-5267, the Managing Editor, Debbie Hoyt (703) 450-0714, or Beth Medlin at the WAP office (301) 654-8060.



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

## Macintosh

### GENERAL

Tom Witte (703) 683-5871  
 Jon Hardis (301) 330-1422  
**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  
**Helix**  
 Jim Barry to midnight (703) 662-0640  
 Harvey Levine (301) 299-9380  
**MS-File**  
 John Spencer (301) 730-1084  
 Mort Greene (703) 522-8743  
**Omnis 7**  
 Jeff Alpher to midnight (301) 630-2036  
**OverVue**  
 J.T. Tom DeMay, Jr. (301) 461-1798  
 Tom Parrish (301) 654-8784  
**Pro-Cite**  
 Elizabeth Mangan (703) 750-2710

### DESKTOP PUBLISHING

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 Jay Rohr (301) 655-0875  
 Freddi Galloway (V/TTY) (410) 268-5793  
**ReadySetGo**  
 Jim Graham (703) 751-4386  
 Marty Milrod (301) 464-5981  
 Freddi Galloway (V/TTY) (410) 268-5793  
**PageMaker**  
 Mort Greene (703) 522-8743  
**Quark Xpress**  
 Ron Mann (202) 333-3409

### GRAPHICS

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 Jay Rohr (301) 655-0875  
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 Ling Wong (703) 803-9109  
**Aldus FreeHand**  
 Nancy Seferian (301) 333-0126  
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 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

**Ada**  
 Harry Erwin (before 10 pm) (703) 758-9660  
**C**  
 Harry Erwin (before 10 pm) (703) 758-9660  
**Fortran**  
 Harry Erwin (before 10 pm) (703) 758-9660

### Inside Mac

Jon Hardis (301) 330-1422  
 John Love (703) 569-2294  
**Pascal**  
 Harry Erwin (before 10 pm) (703) 758-9660  
 Michael Hartman (301) 445-1583  
**SMALLTALK-80**  
 Harry Erwin (before 10 pm) (703) 758-9660

### SPREADSHEETS & CHARTS

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 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) 751-4386  
 Dick Byrd (703) 978-3440  
 Bob Pulgino (301) 474-0634  
 Tom Cavanaugh (301) 627-8889  
 Paula Shuck (before 10 pm) (301) 740-5255  
 Kirsten Sitnick (301) 750-7206  
 Mort Greene (703) 522-8743  
**WingZ**  
 Kirsten Sitnick (301) 750-7206

### TELECOMMUNICATIONS

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**CompuServe**  
 Michael Subelsky (301) 949-0203

### WORD PROCESSORS

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 Marty Milrod (301) 464-5981  
 Harris Silverstone (301) 435-3582  
 Tom Cavanaugh (301) 627-8889  
 Freddi Galloway (V/TTY) (410) 268-5793  
 Kirsten Sitnick (301) 750-7206  
**ThinkTank-More**  
 Jim Graham (703) 751-4386  
 Tom Parrish (301) 654-8784  
**Hebrew Word Processing**  
 Tim Childers (301) 997-9317  
**Microsoft Works**  
 Amy Billingsley (301) 622-2203  
**WordPerfect—Mac**  
 Curt Harpold (202) 547-8272

### MISCELLANEOUS

Ile Card for the LC  
 Bernie Benson (301) 951-5294

### MacProject

Jay Lucas (703) 751-3332  
 Norbert Pink (703) 759-9243  
**HyperCard**  
 Rick Chapman (301) 989-9708  
 Tom Witte (703) 683-5871  
**HyperTalk**  
 John O'Reilly (703) 204-9332  
 Tom Witte (703) 683-5871  
**File Transfer**  
 Mort Greene (703) 522-8743  
**Backfax**  
 Mort Greene (703) 522-8743  
**HyperCard Scripting**  
 Jamie Kirschenbaum (evenings) (703) 437-3921  
 Richard Kozloski (703) 352-1523  
**SoundEdit**  
 Jamie Kirschenbaum (evenings) (703) 437-3921

### MAC DISKETERIA LIBRARY

Dave Weikert (301) 948-587

## General

**Assistive Tech**  
 Missy McCallen (703) 323-6079  
**Games-Apple II**  
 Charles Don Hall (703) 356-4229  
 John Wiegley (after 2:15) (703) 437-1808  
**IBM**  
 Leon Raesly (301) 599-7530  
**Math-OR Applns**  
 Mark Pankin (703) 524-0937  
**Modems-General**  
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**Hayes Smartmodem**  
 Bernie Benson (301) 951-5294  
**Practical Peripherals**  
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**Printers-General**  
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 Robert Wood (703) 893-9591  
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 Tom Cavanaugh (703) 627-8889  
**Dvorak Keyboard**  
 Ginny & Michael Spevak (202) 244-8644

## Frederick Apple Core Help Line

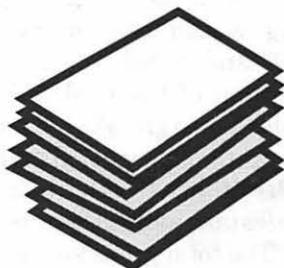
Please limit calls to reasonable evening and weekend hours and NEVER after 10 P.M.

Oscar Fisher (Frederick)	694-9237	A2, GS	Doug Tallman (Frederick)	663-3268	Mac
Dick Grosbier (Frederick)	898-5461	A2, GS, Mac	Scott Galbraith (Monrovia)	865-3035	A2, GS
Harold Polk (Frederick)	662-6399	A2	J. Russell Robinson (Hagerstown)	739-6030	Mac
Tony Svajlenka (Frederick)	694-6209	A2	Ken Carter	834-6515	A2, GS

## Annapolis Slice Help Line

Area Code 410 Call in the PM unless you have an emergency.

<b>Mac</b>	Richard MacLean (Crofton)	410-721-8157	MacIIsi	Bill Waring (Severna Park)	410-647-5605	Mac,Excel
	Steve Toth (Edgewater)	410-956-6557	Mac+			
	Bob Peterson (Crofton)	410-721-9151	MacSE			
	Sandy Bozek (Annapolis)	410-974-6062	MacII,Scanner			
	Bill Arndt (Glen Burnie)	410-761-6997	MacII,CRABBS BBS			
	Lou Sapienza (Crownville)	410-923-3415	MacIIsi,Canvas			
	Barry Conner (Annapolis)	410-573-7140	Mac Telecomm			
	Theresa MacGregor (Odessa)	410-551-5913	PowerBook, DOS			
	Dick Stewart (Millersville)	410-987-2057	Mac+			
			<b>Apple II</b>			
			Seth Mize (Glen Burnie)	410-766-1154	II,GS,II+,III	
			Louise Tanney	410-647-0875	II,GS, AW	
			Helen Hamerstrom	410-647-1720	II,GS,IIe,DTP,HS	
			Manse Brouseau	410-757-5215	IIe,AW	
			Bill Derouin	410-647-0802	IIe,pc,AW,DB	
			Dick Stewart (Millersville)	410-987-2057	IIc+	



# Hypertalkin'



by Madge Van Ness-Brucato

## HyperCard's Reports

I will admit to being spoiled; *Reports 2.5* from 9 to 5 Software is so much easier than using HyperCard's report utility that I print most of my reports with it. They will even license a "player" module, if you want to send out ShareWare stuff. But being a poverty-stricken computer addict in a bum economy, I decided it would be a good (in other words, *cheap*) idea to use the built-in report system to produce the reports from my database stacks. This necessitated some hard thought: what had 9 to 5 done that made their program so useful?

They selected the cards, using an easy to define selection box. Okay, I can write a "mark cards" script. (This is simple. The key command is `Mark cards` by finding searchCriteria in bg field whereToLook.)

They sorted the report by the information in various fields. I can script that, too. (Even if I mix up my cards.) (Sort by field thisAnswer.)

The third valuable thing they did was put in summary fields, where the results of manipulated numbers were included. That was going to take a little thinking...

I considered the database I did for a dealer/collector of small items. She needed to know if she was making a gross profit. These items were issued in series and she wanted to enter information on the whole series so that she could print out a "looking for" list or a catalogue of what she already had. She also wanted to print out a collection list which would figure out its current value for the insurance company and print labels or price tags for her collection. Fortunately, HC 2.1 includes Avery labeled reports forms. So, I needed to write four basic reports: a profit and loss, a catalogue, a current value, and a labeller.

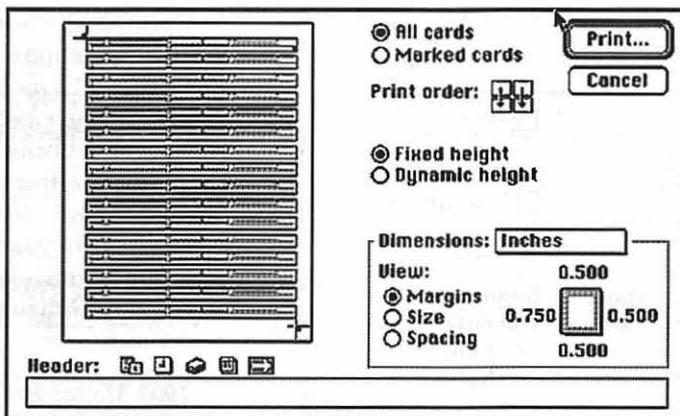
Let's use the profit and loss report as an example of the problems faced. You have to mark the cards of both the items sold and the items bought during the year. You have to add

purchases and sales separately, then subtract the purchase amount from the sales total to get the total gross profit for the year (the IRS wants income, not capital gains). But you will have some items bought years ago and sold this year, some only bought this year and some both bought and sold this year. You must sort these categories before printing.

Now that I've laid out the problem, let's look at the solution. It is usually easiest to put things where the user can operate them from the stack itself, rather than from the menu. I decided to "put the report Templates of this stack into bg field "Template List", then use a button to show the field and have them select the report they want. A series of "if-then" statements sends the script to the proper subscript. This subscript does the preliminary preparation for the report, such as inquiring about the information needed to generate the report; the year, for instance, if one is doing a profit and loss statement. It unmarks all the cards, then marks the cards that fit the criteria. If it is necessary to sort the cards, the script will do that as well. (Although I do have a "Sort" button so it can be done separately.)

But first let's take a look at the process for generating a report. It works very much like HyperCard itself, in some ways. You have a header which can contain basic information, such as page, name of stack, date and time, but nothing to be calculated. At the top, the illustration page is divided. Double-click on the upper left sample division, and you can now add "items" to the sample. You then define these items in the next dialogue box; you can put explanatory text, **function** calls, and the contents of background fields in the "item contents." This box also allows you to define the font, size and margin alignment.

A function is a specialized script



**Figure 1**— This is the initial dialog box. Note the choice of all cards or marked cards, the choice of print order (in this case, you have to go down, as one record stretches across the page), fixed height or dynamic height, dimensions, and the icon based header.

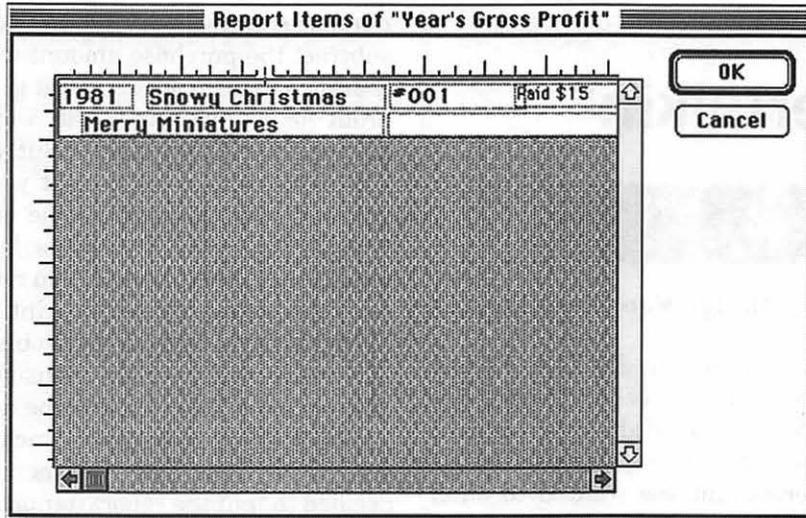


Figure 2: This is the layout for the individual record. Multiple fields hold data each from a different field, as obtained from the definition of item contents in the Item Info Screen. (See Figure 3)

that gives a numerical result. Do you want to count the characters in a field? A function does that and returns, say, "25." Surprisingly, to me anyway, money is not numerical. So you can't say add "\$5.00" and "\$10.00." But you can say add char 2 to 7 of bg field 1 to char 2 to 7 of bg field 2. You may have to make sure that your field has no dollar sign at the beginning—or you can check to make sure that the dollar sign is removed from your number before you use it in

calculations.

The key to generating summary statements in reports is what I call bg field "finagle." This field is a hidden one, on every card in the stack, and I use it to hold the results of mathematical manipulation. I put it in the bottom right corner of the individual 'item box' in the report, and put empty into all the "bg field "finagle"s." In the case of the 'add' statement above, I controlled the bg fields with the information to ensure that the data was

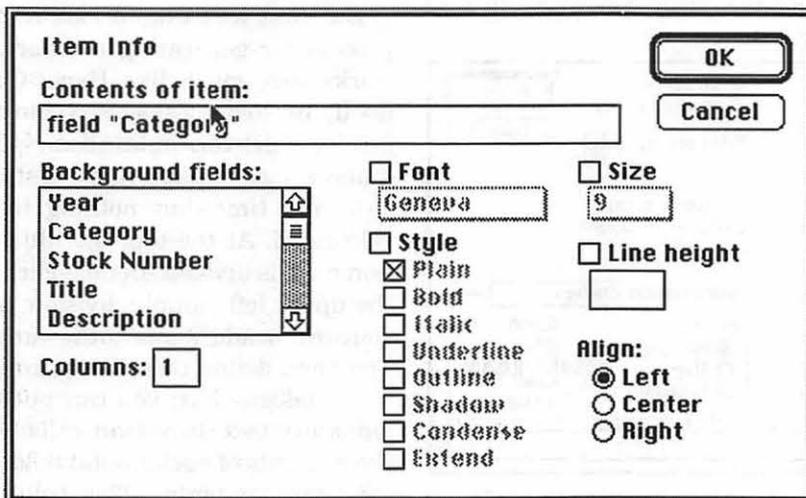


Figure 3: This is the Item info screen. The contents of the item can be text, information, or functions to operate on data or retrieve data. However, it must be the same for each record.

prefaced by a dollar sign; figured nothing would cost more than \$1000.00 and added only the pertinent portion of the field. All sales were added into grossSales, all purchases were put into grossBuys, grossProfit was calculated as grossSales take away grossBuys, and placed "The total profit for the year" & theYear & "= \$" & grossprofit into bg field "finagle" in the last marked card which then printed out quite happily as the total in the report at the very bottom of the last card's data.

By the way, you do not have to expose your report to the perils of the open dialog box. My handler, procedureToPrint, opens report printing with template ReportChoice, prints the marked cards and closes printing. No muss, no fuss and no user input except as controlled from the script.

This minimization of user capability goes along with ease of use. The average Mac user wants a stack he can use without significant hassles, and without having to learn scripting or programming himself—or even having to deal with an obscure dialog box. That is what I try to give them something usable at the typist level with an elegant yet obvious interface.

The next article in this series deals with the question of stack protection. For either a ShareWare author who wants to keep people out of their scripts, or a librarian who wants to keep thieves from knowing which books to steal, security can be an issue. Some of you may want to protect names and addresses from your co-workers or casual visitors. Look in next time!

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# Civilization

by Jonathan Lechter

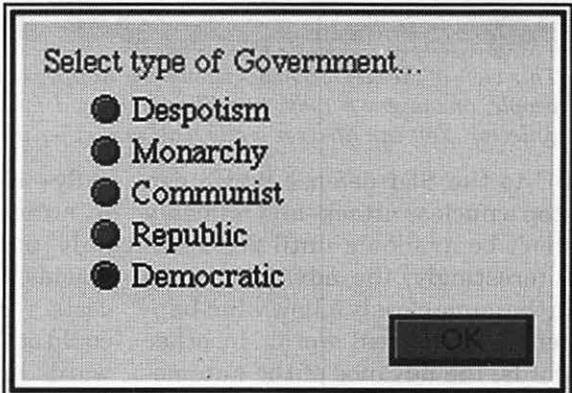
**C**ivilization was written by Sid Meier, the same man who wrote *Railroad Tycoon*. The premise of *Civilization* is simple: build a civilization from the ground up, starting with rocks and progressing up to rocket ships. This would be easy if there was no one else on the planet, but you can play against up to seven other civilizations governed by their respective historical leaders, i.e., the Russians, led by Stalin, the Chinese, led by Mao Tse Tung and the Americans led by Abraham Lincoln.

Each leader has his or her own style. For example, Lincoln is peaceful and concentrates on increasing the quality of life for his people, while Shaka of the Zulus spends most of his resources for his war machine. Whenever you encounter another civilization, a nice digitized picture of their leader pops up on

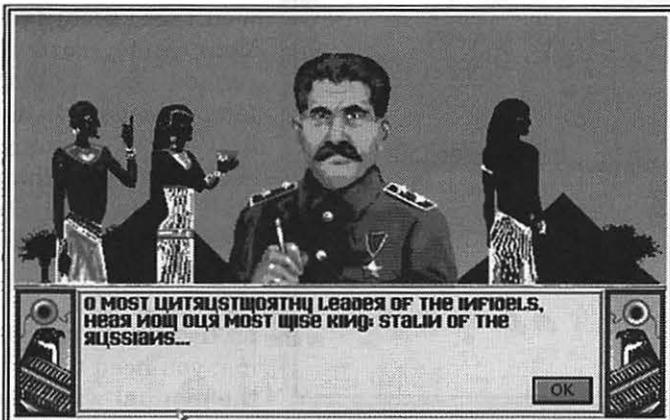
the screen and their demands are stated. Each civilization has its own 'tune' that is played when they are encountered. The French, for example, use a few rather foreboding bars of the Marseillaise whenever they are encountered. There are about ten civilizations possible, including the Mongols and the Greeks. You can choose any civilization given or make your own. The other civilizations behave differently each time, the terrain is laid out differently and the programmers gave them a good deal of intelligence. For example, the computer will know that when it can beat you militarily, it will ask you for tribute in exchange for peace.

cause food and trade is ample. Hills can be mined for resources, plains and grassland can be irrigated for additional food, mountains can have gold and provide good defensive positions.

You start the game with a few basic skills, such as having an alphabet and roads. Each new advance in knowledge requires some prerequisites. For instance, to be able to attain the knowledge of Monarchy, you will have to have the knowledge of the Code of Laws and Ceremonial Burial. As each new



During the game you can choose between different types of government, they each have their strengths and weaknesses

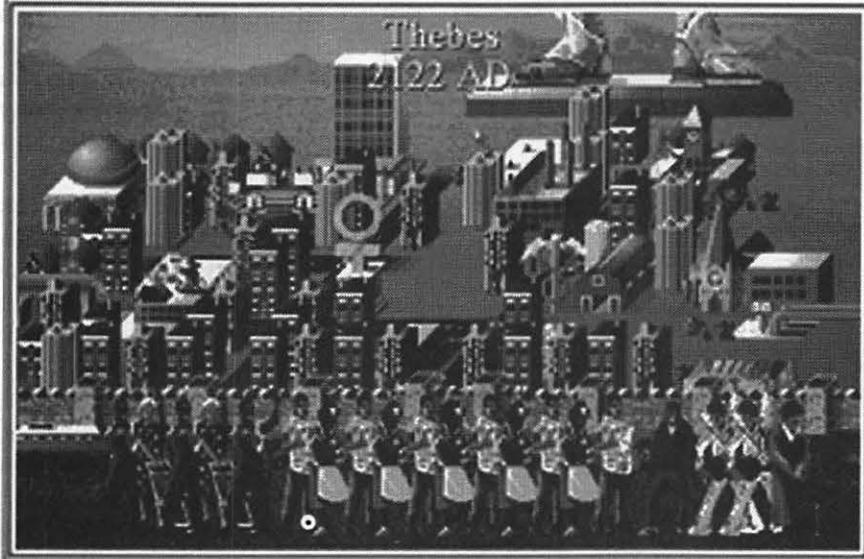


This is how the Russian leader Stalin would appear if you made contact with him. The Egyptians behind him denote a Monarchy.

advance is reached, new weapons, city improvements and 'wonders of the world' can be built.

Natural resources can be put to use for peaceful purposes or to make weapons. The dilemma of whether to concentrate on guns or butter is one of the key aspects of the game. An aqueduct, a specific city improvement which increases population growth in a city, costs 50 "shields" or units of resources to build and requires the advancement of time/technology for construction to occur. For example, if the city generates five shields per turn, an aqueduct will take ten turns to build. Improvements range from a temple which makes the people in a city happy and can be built around 3000

At the beginning of the game, your civilization is represented by a c o n e s t o g a wagon icon. You then must find a suitable place for your city. Other cities can be built by building other settler-units in your first city. Rivers are a good place be-

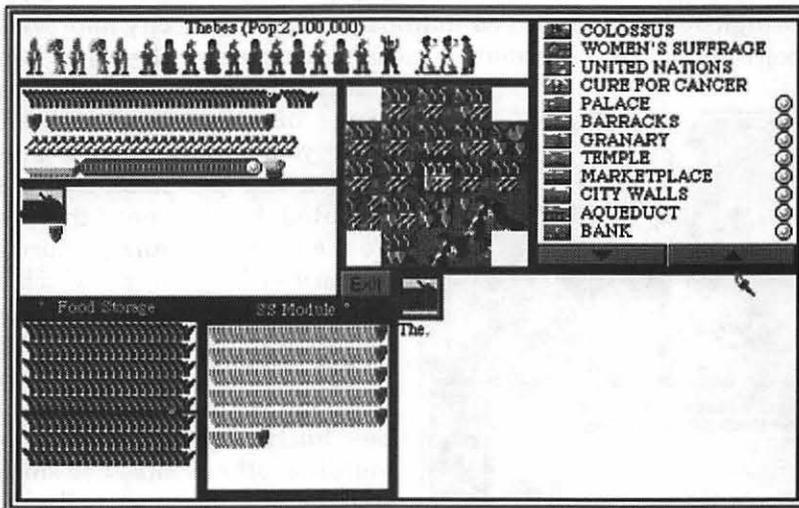


This view of the city of Thebes shows five happy people on the left, eleven content people, one angry person, two Elvises (oops, I mean entertainers) and one tax collector. You can also see a city wall and other improvements in the city.

BC to the SDI defense which can stop a nuclear attack—and probably won't be available until 2000 AD. Interestingly, the advances made in the game closely follow what happened in the real world. In other words, the advance of the automobile probably will be made around 1900. "Wonders of the world" improve your civilization by giving benefits to all of it. The UN "wonder," for example, will cause other civilizations to negotiate before going to war.

To me, the most satisfying part of the game is crushing your opponents militarily. In 5000 BC, your best soldiers will be attacking with sharpened sticks; by 2000 AD, you will be lobbing nukes at the Greeks. Of course, not all civilizations will progress at the same rate technologi-

cally—it's sort of fun using artillery to attack a civilization which can only protect itself with wooden shields. However, each military unit costs resources to maintain that could otherwise be implemented towards more peaceful pursuits. Often, if you have a lot of money in your treasury you can send a spy into the enemy city and pay them to revolt and become part of your em-



This is the dialog box of Thebes. The improvements on the right can be sold; the upper left shows how much in resources, trade, taxes, and thought is being produced in the city.

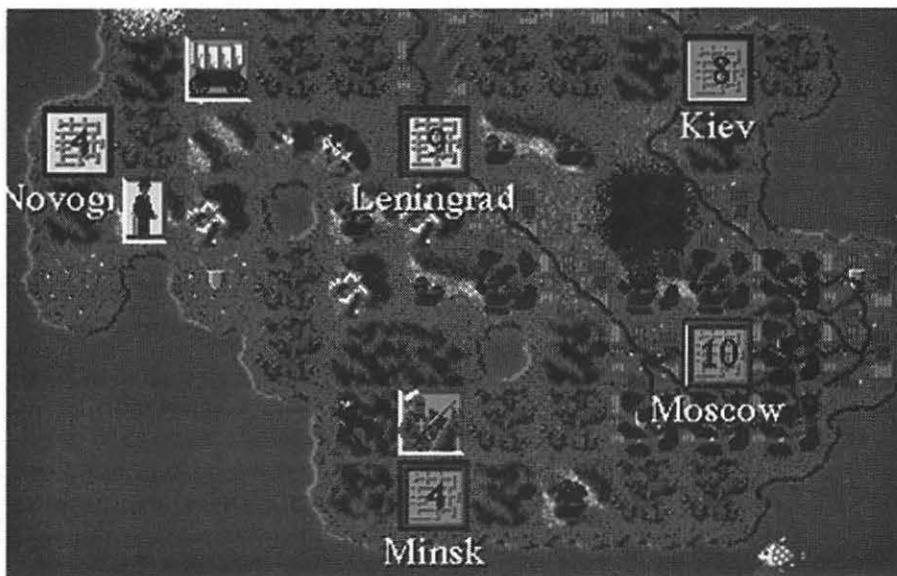
pire. Once you capture a city, its inhabitants, city improvements, wonders, and one advance of the other civilization, are yours.

The more trade that there is in a city, more taxes and research will be available for the next advance. The tax rate can be adjusted but if it is set too high, the people will revolt (*listening, Bill?—ed.*). The hardest part of civilization is keeping your subjects happy. Form of government, city improvements, workload and the status of military units all influence the happiness of your not-so-loyal subjects. If the people in a city are really happy, there will be a "We love the King day" which does nothing except give you an ego boost and let you see a funky graphic.

The mark of a good game is its durability. It can't be so difficult that you start shouting expletives at your beloved Mac and it can't be so easy that it takes you two days to beat. *Civilization* meets this standard. You can adjust it using five difficulty levels (I can't beat even the middle level). It took me about ten hours of game play to go from sticks to spaceships. The ultimate goal of the game is to send a space-

ship to Alpha Centauri. You can keep playing after that, but your score won't be recorded. Your final score is ranked against other famous leaders. In my first game, I didn't even rank higher than Dan Quayle! Of course, you can save throughout the game. However, the copy protection is annoying; you need to keep the manual with you at all times.

All in all, *Civilization* is one of the best,



This is an example of the typical game window in Civilization. I am the Blue Egyptians (although you can't tell in black and white) and I have captured Novogrod and Leningrad from the Russians.

if not *the* best Mac game I've ever played. The strength of the game is its balance. Too much stress on the military will upset the populace, while only focusing on improving your cities will open the door to more aggressive civilizations. It exceeds other simulations in its complexity and playability. No, I wasn't

paid by the company to say such glowing things—it's just a great game, albeit a bit on the pricy side. I bought mine through mail order in January and it cost me \$49 plus shipping. I believe that the price may have dropped since then but it was a worthy investment. My only real gripe is that my work is suffering as a result of my compulsive quest to attack Rome just one more time...



You can choose between any of these tribes at the beginning of the game. They each have their strengths and weaknesses.

**Publisher:** Microprose

**Address:** PO. Box 815  
Doylestown, PA 18901-9876

**SRP:** \$80

**Discount Price:** \$45

**Hardware Requirements:** 1.4 MB SuperDrive, 4 MB RAM, 5.5 MB hard disk space. Will work in 256 colors or B/W.

**System Requirements:** System 6.0.7 or later

## A Letter from the Trenches: Debugging Civilization

by Harry Erwin

Before you read any further, check the version of Civilization ("Civ") you have. (Use Command-I on the program file.) If you have version 1.0.7, dial the MicroProse BBS (the number is in the manual) and download the latest version. Version 1.0.7 could damage your disk catalog or system file.

I'm newsmaster for a local Internet site, and I monitor the comp.sys.mac.games newsgroup for fun. When Civ first came out, players began reporting some serious bugs. The key ones included:

- Damage to the hard disk catalog
- Lost resources and damage to the system file
- Overwritten system heap and
- Lost (floating) handles.

I encountered most of these bugs on my system. Being an experienced software tester, I instrumented my system, collected data and got in touch with the MicroProse development team. I also posted an announcement on the Internet that I was collecting and forwarding bug reports for MicroProse. I continued to work with them throughout the rapid development of version 1.0.8 and served as the final beta test site for that version.

Version 1.0.8 is solid. There are some bugs remaining (particularly in the diplomatic interactions with other kings), but the serious ones appear to have been



cleared up.

### How to Do Effective Beta Testing?

1. Install MacsBug or TMON.
2. Run with EvenBetterBusError, DisposeResource, and DoubleTrouble (available from Apple).
3. Consider using HeapScramble and ResCompare.
4. When you hit a bug:
  - a. Turn on logging,
  - b. Record where and how the bug occurred,
  - c. Dump the registers,
  - d. Do an ip to find out where you are,
  - e. Do a sc6 and a sc7 to find out the calling sequence,
  - f. Check the applications and system heaps,
  - g. Follow up on anything interesting,
  - h. Close the log, and
  - i. Either continue (Command-G), exit to the shell (es), or reboot (rb).
5. Report everything to the developers, including your hardware and software environment.
6. If the bug is repeatable, provide a test scenario.

Be understanding and supportable. Don't badmouth the developers; they are under a lot of pressure. Every software release has bugs, some worse than others. Be positive. This will lead to a quick turn-around on a usable package, and you may be invited to help beta test the next product.

## ShareTALK—Parallel Printing Using a Mac

by Carl Russell

**S**hareTALK is a small printer interface which allows a Macintosh to print to standard parallel printers such as the Hewlett Packard LaserJet, any dot-matrix printer which can emulate the Epson LQ, and a variety of ink-jet printers. ShareTALK software (current version 1.1 dated June 1992) supports background print spooling and sharing a parallel printer over an AppleTalk network. It seems to be an update of what was once the "Grappler" marketed by Orange Micro.

I had seen ShareTALK advertised as a device which would let PowerBooks print on common "IBM compatible" printers and jumped at the chance to review it when Lou Pastura asked for a reviewer at the February Pi meeting. ShareTALK's greatest appeal is probably the capability to print on the road in a non-Macintosh environment. However, sharing a parallel printer across an AppleTalk network with a "Host" computer performing background printing can be a very useful feature, especially since it can permit access to wide-carriage dot-matrix printers for printing on computer paper. This feature alone may make ShareTALK worthwhile in environments where large-size output of graphics or spreadsheets is required and high-quality dot-matrix printing is acceptable.

In more detail, the Share-TALK hardware consists of a four-foot cable with a Macintosh serial port

interface on one end and a small (approximately 2 in. x 4 in. x 3/4 in.) box housing electronics and a parallel port interface on the other end (weight 4 oz.). The software works through the standard Apple LQ ImageWriter (Chooser Extension), translating output formatted for the ImageWriter LQ into appropriate bitmap input to a parallel printer supporting graphics. The software consists of the LQ ImageWriter, a "ShareTalk" Control Panel, a "ShareTalk Driver" Extension (which must load before other ShareTALK software components but basically sits in the background and makes everything else work), and two optional Chooser Extensions needed only for networking—a "ShareTalk Host" and a "ShareTalk Guest." Standard Apple Installer software installs the software in either a "Host" con-



The ShareTALK print dialog box.



figuration (LQ Image-Writer, control panel, driver, and host) or "Guest" configuration (LQ ImageWriter, driver and guest). A third option not supported by the Installer is also useful: if no network sharing is desired, only the LQ ImageWriter, ShareTalk Driver Extension and ShareTalk Control Panel are required.

The ShareTalk Control Panel is used only on a Macintosh actually connected to a local parallel printer (including the configuration where the printer is connected just to one Macintosh). It permits selection of a parallel printer from the following list of dot matrix, laser, and ink jet printers: Brother HL-8, C.I.TOH LIPS-10, Canon BJ-10e, Data Products 1230, Epson LQ, HP DeskJet, HP DeskJet 500, HP DeskJet 500c, HP DeskJet+, HP LaserJet, HP LaserJet II, HP LaserJet III and HP LaserJet IIp. It allows one to set passwords and name printers for printing over a network. It also controls background print spooling.

According to product documentation, the *ShareTALK* software requires System 6.02 or later, and at least one megabyte of RAM, with more recommended, especially with System 7. I tested it only with System 7.01 (System 7.1 on a PowerBook 230). *ShareTALK* supports ATM or TrueType and comes with the TrueType INIT (requires System 6.07 or 6.08) and a few TrueType fonts.

#### Hardware Configurations Tested

When Lou Pastura gave me *ShareTALK* to review, he made me promise to do the review within a month, and I cut some corners to (almost) make that deadline. The main corners cut were the relatively small number of printers and computer/printer combinations tested and a lack of systematic quantitative

performance measurement. Had more time been available, I would have liked to test *ShareTALK* with the HP LaserJet III and some of the inkjets, especially the (IBM version of the) HP DeskJet 500c, which can supposedly be driven in color. Based on configurations tested, however, I doubt that testing additional configurations would have markedly changed this review. Computers and printers tested are listed in the table below.

ports; single-page documents printed in several separate small pieces of pages until I adjusted port timing parameters on the printer. No similar problem occurred when the much faster PowerBook 170 was used with the QMS 815MR, but some tweaking might be necessary to get *ShareTALK* to work with very fast multi-port printers even with faster CPUs. (My office has experienced similar problems printing MS-DOS e-mail documents to a fast QMS printer over a

<u>Macintosh Computers</u>		<u>Printers</u>	
<u>PowerBooks</u>	<u>Desktops</u>	<u>Dot Matrix</u>	<u>Laser</u>
PB 100	IICx	Unisys Wide Carriage	HP LaserJet II
PB 170	IICi	NEC PrintWriter P7	QMS 815
PB Duo 230	Quadra 700		QMS 815MR

The dot-matrix printers were tested using the "Epson LQ" (24-pin dot-matrix) setting in the *ShareTALK* Control Panel, and the laser printers were tested using the "HP LaserJet II" selection. Most parallel printers support one of these settings.

Not all printers were tested with all computers, but fast CPUs were tested with slow printers and vice-versa with only one minor speed-related problem. Information seems to be sent to the printer in fairly small blocks and the elapsed time between blocks is apparently shorter for faster CPUs. As a consequence, printing problems can occur on some newer printers which have multiple ports active and scan the ports for activity. In particular, when the PowerBook 100 (very slow for a current Macintosh) was used on the parallel port of a QMS 815 or a QMS 815MR (HP emulation), the printer generated end-of-page timeouts and went off searching for other active

Novell network.) This "problem" is mostly a curiosity since multi-port printers typically include an AppleTalk port, and nobody in his right mind would use *ShareTALK* on a parallel port when a faster AppleTalk/PostScript port was available.

No problems were encountered with the PowerBook 100, Quadra 700 (cache on), and IICx on a AppleTalk network using the IICi as the "Host" for the Unisys dot matrix, but there do appear to be limitations on which computers can be used as a network host. In particular, the host must have two serial ports free, one to support AppleTalk and the other to support the printer. Thus the PowerBook 100 and Duos with only one serial port can't be hosts. An internal PSI Power Modem also appears to interfere with the PowerBook 170 acting as host (I couldn't make it give up the modem port to *ShareTALK* for either spooled or di-



rect printing). Similar problems might occur with desktop Macintoshes having internal modems. This port-shortage problem is hardly major, however, since neither a PowerBook nor a modem-equipped desktop Mac would typically be used as a parallel printer server.

### Strengths and Weaknesses

Once installed and configured, *ShareTALK* worked simply and produced high-quality output. In particular, output printed on the HP LaserJet II seemed equivalent to that produced on 300 dpi Apple LaserWriters. Output on the dot matrix printers was excellent, seemingly better than that on an Apple ImageWriter II using TrueType or ATM.

I used *ShareTALK* successfully with a variety of programs including PhotoShop 2.01, Canvas 3.05, DeskPaint 3.07, Word 5.1a, WordPerfect 2.1, WriteNow 3.0, Taste 1.01 and Microsoft Works 3.0. I discovered only one software incompatibility: PowerPoint 3.0 would not properly print a simple slide with text and graphics, either using TrueType or ATM. The same slide printed fine when copied to Persuasion 2.1 either as grouped text/graphics or in separate text and graphics blocks. The problem might be some incompatibility between PowerPoint 3.0 and the ImageWriter LQ driver but I could not confirm that speculation.

As mentioned earlier, network performance was generally good, but by attempting to make unnecessary adjustments to the ShareTalk Host in the Chooser I was able to crash a Mac IIci host repeatedly (error of type -97, "portInUse—driver Open error code..."). The *ShareTALK* readme file for version 1.1 alludes to such a problem with surprising advice concerning unplugging and

replugging the *ShareTALK* cable from the back of the Macintosh with the Macintosh turned on. My understanding is that any hot recabelling of the Macintosh risks hardware damage. I used the IIci's programmer switch to restart instead. Other than that questionable and possibly costly advice and a few typos in the manual, the documentation was good. The Digital Products 800-number gets quick technical support, and Digital Products also provides a commercial number to a free electronic bulletin board.

*ShareTALK* has one great weakness closely linked to its technology. Since it drives parallel printers only in (bitmap) graphics mode, it's excruciatingly slow. Though no formal timings were made, five minutes seemed typical for a full letter-size page of text/graphics on a HP LaserJet II, and a computer-paper-sized spreadsheet took about 45 minutes on a wide-carriage dot matrix. Printing seemed to be a little quicker on faster CPUs but not enough quicker to make a noticeable difference. This performance is similar to that observed with IBM compatible computers driving non-PostScript printers in high-resolution graphics mode. Background print spooling worked well, however, and normal work could proceed with little degradation while printing progressed.

### Summary and Conclusions

Overall, *ShareTALK* worked well. Configured for personal printing without networking, it was simple and reliable. Networking features worked simply and reliably unless unnecessary adjustments were attempted. Documentation and support were at least adequate. The only big weakness of *ShareTALK*—its extreme slowness—seems to be an inherent problem

with printing high-resolution bitmap graphics on parallel printers. This extreme slowness, however, makes me really question whether *ShareTALK* is the great PowerBook accessory that I had hoped it would be. If on the road I had to print or share a word processing document without graphics in an MS-DOS environment, I could use any number of methods to convert the document to ASCII text or WordPerfect 5.1 or whatever, write it to a MS-DOS disk, and print it from the MS-DOS word processor, probably much faster than I could print it using *ShareTALK*. Even with graphics, I could fax a copy from my PowerBook to the nearest fax machine or hunt for an increasingly-available PostScript printer with an AppleTalk port. In summary, *ShareTALK* is likely to pay-off as a PowerBook accessory only if one needs to print very few pages in an MS-DOS environment or if printing time is truly no object. On the other hand, the second advantage of *ShareTALK*—the ability to print on computer paper via a network using wide-carriage 24-pin parallel printers—may make *ShareTALK* a valuable addition to a Macintosh AppleTalk network, even with the severe speed penalty.

**Title:** *ShareTALK*

**Publisher:** Digital Products, Inc.

**Address:** 411 Waverley Oaks Road  
Waltham, MA 02154

**Telephone:** 800-243-2333)

**List price:** \$179

**Discount Price:** \$120



## New Files on the TCS

by Lawrence I. Charters

The following are some of the files uploaded to the Macintosh File Transfer areas of the TeleCom-munications System (TCS) from mid-March to mid-April. Two words of caution: First, files are frequently replaced, with the frequency based on how popular and useful a file might be, and how much space it occupies; second, the TCS is undergoing a major remodeling, and much of what is listed might be outdated by the time this is printed. Coming soon: over 700 MOD files, 500 GIF files, 100 JPEG files and 300 QuickTime movies.

This listing represent only a small portion of the constantly changing library of files available for downloading. Call the Pi Office at 301-654-8060 for information on signing on to the TCS, the Pi's "24 hour General Meeting."

### File Area 13: Macintosh Fonts

- PREGQUAIL.SIT:** Pregnant Quail is a novelty PostScript typeface. The name says it all.
- PREGQUAIL.TT.SI:** TrueType version of Pregnant Quail.
- BOWLEGS.SIT:** PostScript version of Bowlegs, a stylized caps and small caps typeface.
- BOWLEG.TT.SIT:** TrueType version of BowLegs.
- SPATZ.SIT:** Postscript version of Spatz, an elegant poster typeface.
- SPATZ.TT.SIT:** TrueType version of Spatz.
- AUTHOR.CPT:** a font which looks like elegant handwriting (although the down strokes are a little blacker than I'd like). Freeware from FontBank.
- TTCONVERTER.SIT:** just what the title says: a TrueType converter. Goes from PC to Mac, or Mac to PC.

**CASTIGLIONT.T1:** nice calligraphic font with an Italian feel in Type 1 PostScript.

**OCTAVIAN.T1..SI:** good looking serif font with a calligraphic flair, in Type 1 PostScript.

### File Area 14: Macintosh Games

- OIDSGLXS.CPT:** two Oids galaxies, medium to difficult.
- MYDUDE.SIX:** a good adaptation of the Super Mario Brothers game.
- CANFIELD5.1.SIT:** latest version of a classic Macintosh solitaire card game. It allows four people to play (or one person to play four people).
- GOLF.5.1.SIT:** latest version of a classic Macintosh solitaire card game.
- DECONSTR.CPT:** a tool for generating semi-intelligible text using a variety of manipulations on the text files you choose to use as input.
- OXYD.SIT:** good game in which you move a marble around obstacles. 16 colors only. For those bilingual people out there the Read Me file come in three different languages.
- DRMACINTO.CPT:** S.T.Han's latest version (2.5C) of Dr. Mactinto — the semi-addictive "dropping pills on viruses" game.
- TANGRAM.CPT:** a beautiful treatment of a classic oriental pastime, that of attempting to arrange a standard set of shapes to form the requested silhouette.
- A.STIX.CPT:** solitaire game with special cards.
- WARPLAND.SIT:** a tough OIDS galaxy.
- ATC.FOLDER.SIT:** an Air Traffic Controller to be used with some flight plans in Microsoft's Flight Simulator.
- STARSTORMER0.24:** an arcade style game with beautiful graphics and some great sound. The music is very soothing and the game plays very well.
- GLIDER3.1.2.SIT:** just like the commercial version. But only an 8 dollar shareware fee.
- VIDEOPOKER.SIT:** five card stud. One draw.
- SPSTNPHETA.SIT:** arcade strategy game like classic Loderunner.
- BRICKBASH.SIT:** 3D 'Brickout' game.
- PADD1.03.SIT:** 3D Pong-type of game.
- TRON3.CPT:** multi-player network game.
- ANAGRAMS.SIT:** kind of a clunky interface — well, almost no interface at

all — but this program can create anagrams, and reasonably quickly.

**DOMINOS..SNIFF:** nicely done dominoes game.

### File Area 15: Macintosh Graphics

- ANDREW.SIT:** QuickTime movie shot from space of Hurricane Andrew wiping out LA.
- WACO.STANDOFF.S:** virtual reality model of Waco compound.
- TSTORM.CPT:** Quicktime movie of a thunder/lightning storm over Abeline, TX (I think).
- FLIGHT.SIT:** QuickTime movie of Blue Angels diamond formation executing a breaking roll, shot from the belly of the diamond leader's FA-18 Hornet.
- CORINE1.JPG:** nice, tight photo of a woman with a classic surprised look.
- CORMRANT.JPG:** nice 24-bit color photo of a cormorant, the famed "dive bomber" fishing bird.
- MANHAT1.JPG:** nice 24-bit color photo of Manhattan taken from Liberty Island, with the World Trade Center towers prominently featured.
- SONORA.JPG:** nice 24-bit color photo of sunset over the Sonora desert.
- JPEGCNVRT.SIT:** pair of utility programs to convert from JPEG (Joint Photographic Expert Group) format graphics into various Mac-specific formats; one is 68000 opcode based (for all Macs) and the other requires an '020/030 with '881/882 coprocessor.
- MEMORYPATCHFORP:** Photoshop 2.5 plug-in that corrects a problem with PS when it addresses more than 24 Megs of RAM.
- CHO.LOOKE.PICT:** clean-up of the 'Cho-Looke.GIF' file. It required some careful (some might say "sensitive") clean-up with the proper chemical washes and light retouching with historically accurate oil-based paints.
- GMVSMALL.SIT:** the famous Robin Williams line from Good Morning, Vietnam. Great as a startup movie.
- CHOLOOKE.CPT:** the "full treatment" version of Cho Looke.
- HEART.MRI.MOOV:** impressive QuickTime movie showing a beating heart, compliments of a MR scan.
- CV3.0.6.SIT:** update utility to update Canvas 3.0.X to 3.0.6.



**CV3.0.6.UPDATE:** updated tools for Canvas 3.0.6.

#### File Area 16: HyperCard

**DARTMOUTH.XCMD:** upgraded set of XCMD's complete with C or Pascal source code.

**HYPERMOVIE3.0.S:** a small stack that plays QuickTime movies. Enjoy.

**MAGELLAN.AT.VEN:** very nice HyperCard database containing text and photographs of Venus taken by the Magellan spacecraft.

**STEREOGRAMS.IT:** HyperCard stack that will display stereo images.

**UHSSTACK1.0.1.S:** HyperCard stack with hints (i.e., solutions) to many popular role-playing games.

**RCSCLISTER.SIT:** put the resources from any file into a scrolling list.

#### File Area 17: Technical Notes

**TIDBITS # 169** (March 22, 1993) to *TidBits #172* (April 12, 1993): the latest Apple and Mac news, faster than *MacWeek*, more powerful than *MacWorld*, easier to understand than MS-DOS, more accurate than the *Washington Times*, etc.

**MWORLDINDEX.SIT:** MacWorld Magazine's 1992 Index. Both text and Word versions.

**CLINTON.EMAIL:** news articles concerning the White House E-Mail access accounts: CompuServe, GENie, MCI Mail, Internet, and an MIT-run service posting all White House press releases.

**APPR0317.SIT:** Apple price lists as of March 17, 1993

**ADFAQ.SIT:** After Dark Frequently Asked Questions

**ML93.SIT:** 1993 Major League Baseball schedule.

**DRAGONS1.1.SIT:** a set of libraries, source and sample code for THINK C 5.0 for implementing "drag-on" utilities.

**APPLEFACTS.SIT:** Spiral-presented information document containing information about every Apple hardware product.

**SIMMSTACK.3.5.1:** everything you've wanted to know about adding memory (including VRAM) to all Macs in a well-illustrated HyperCard stack.

**MS.BBS.ZIP:** directory of all of the files on

the Microsoft BBS.

**STTNGCHART.SIT:** latest version of Rick Zeman's famed ST:TNG episode chart (Word) with *new* and *exciting* information on upcoming episodes. A must have for all!

**STARTUP.DESKPI:** everything you *ever* wanted to know about startup screens, and how to create them.

**INTERNET.ACCESS:** list of nationwide BBS's where one can access the Internet.

**SERIAL.PORT.DOC:** everything you ever wanted to know about the Macintosh serial ports, and how to connect devices (mainly modems) to them.

**CHICAGO.BBS.LIS:** list of Chicago area BBS's.

#### File Area 18: Macintosh Utilities

**EASYERRORS.SIT:** cute little application which, when input with your latest and most dastardly Mac error code, will spit back the error call and a *very* brief explanation of What It Means.

**EASY.VIEW.2.22:** latest version of the document viewer utility recommended for Tidbits and Info-Mac documents.

**SYSTEMPICKER1.0:** a utility which allows you to decide which System on your hard drive you will boot with on next restart.

**NIGHTMARE.SIT:** application for PB180 and 165c users that want to make sure their memory modules are designed specifically for their PBs.

**ROSARIUM.SIT:** semi-animated application which dispenses a wise thought for the day.

**FSID..SIT:** a few un-official utilities from Apple having to do with AppleShare and System 7 file sharing.

**BASIC.COLOR.MON:** if you attach a VGA monitor to a Mac and it has a green cast to it, this extension is for you.

**FILETYPER4.0.SI:** handy drag and drop utility for identifying the type and creator information for a file.

**VCRPLUS.SIT:** tired of trying to figure out how to program your VCR? Wouldn't you like to use the spiffy VCR+ codes to record "Attack of the Mutant Mutants" on Channel 69? Now you can.

**QUANTUMLEAP.SIT:** system 7 beep sounds from the program Quantum Leap.

**CALCII1.1.SIT:** replaces the standard

Apple calculator, and provides many more functions, uses.

**TIMEBOOK2.0.SIT:** utility for tracking time spent on various projects, clients, etc.

**EASYCONV3.CPT:** file filter that remaps ASCII files — i.e., it takes an A and changes it to a W, a B and makes it a V, etc.

**FAXSTATE.STF.SI:** small application which will turn your STF 2.2 fax software ON or OFF without making you go through 15 dialog boxes.

**DUMPSTER1.0B.SI:** System 7 only utility that allows you to choose a pair of icons to be installed into your system file and replace the standard trash icons.

**MST3KICONS.SIT:** Mystery Science Theater icons.

**MACB1.0.1.SIT:** drag-n-drop utility to add/strip MacBinary headers.

**ADDSTRIP303.SIT:** utility to format text to Mac or DOS specifications (i.e. in terms of linefeeds, control characters, higher ASCII, etc.).

**MACIFY.SIT:** utility with a long history and a great track record: it takes boring text files produced by "other" computers and gives them nice curly quotes and other refinements expected in the Mac world.

**ZIPIT1.1.1.SIT:** ZIP and unZIP files using PKWare's latest 'deflate' algorithm.

**ENIGMA.CPT:** implementation of the DES (data encryption standard).

**FETCH.CPT:** Mac interface for Internet downloading! *Requires* MacTCP or KSP.

**BABABOOIE.CPT:** for the Mac-owning, Howard Stern listeners among us.

**SPEEDO32.SIT:** benchmarking utility includes a machine record file with most of the new Macs and some of the older ones.

**ICONDER.CPT:** System 7 drag-&-drop utility for creating custom icons.

**MST3KIKONS.SIT:** more icons from that wacky movie satire program

**FM.PRO.2.0V3.UP:** upgrades FileMaker Pro 2.0v1 or v2 to v3.

**DISKUP.2.21.SI:** wonderful disk copier and duplicator written by Roger Bates of SilverLining fame.

**PICTINFORMER.SI:** application that will tell you many things about PICT files including whether it's Type 1 or 2, what fonts are included, what kinds of



QuickDraw objects are included, and the palette of the PICT.

**SNDCONVERTERPRO:** application that can convert many different sound formats.

**MACCLAPPER.SIT:** application that when used with a Mac with a microphone will shut the Mac down!

**FILETREE.SIT:** will print any mounted volume to a text file for importing into a database.

**MONEYMATTERS.SI:** loan, interest, payment calculator.

**PROJECT.SIT:** very basic project management. Flow charting etc.

**FREESPACE2.1.SI:** system 7 utility that shows how much space is left on desktop mounted volumes.

**STAIRWAY.SIT:** sage advice from Led Zeppelin in a System 7 sound.

**JETSONS.SIT:** the complete Jetsons theme caught in a System 7 sound.

**HP.GREY.SCALE.V:** files to allow you to change/modify the greyscale output of the DeskWriter & DeskWriter C drivers.

**COMIC.CHARACTER:** comic book icons for System 7, color and grayscale.

**EYECON.S.TWO.SI:** color and grayscale icons for System 7, with a decidedly secret agent flair.

**HOTFOOT.SIT:** System 7 sound of a cartoon character suffering from a hotfoot.

**ICONS.FOR.GENER:** Icons for General Work, and that's what they are: System 7 color icons.

**TIDYII.SIT:** an update (works with System 7) of a System 6 utility to organize the clutter in the System folder. It doesn't change anything, just rearranges things in a nice, tidy fashion.

**TRAWL.1.0.SIT:** interesting little utility scans and plots a network.

**ULTRA.RECORDER:** utility to record sound on Macs with built-in microphones.

#### File Area 19: Apple System Software

**DART152.SIT:** utility for extracting Apple DiskCopy Images and also to create disk images in its own native format.

**PPD.SET.CPT:** PPD (PostScript Printer Descriptor) configuration files for the entire line of LaserWriter (brand) printers.

**File Area 20: Macintosh DA/INIT/CDEV**  
**SNAP1.1.1.SIT:** FKEYs to make screen shots and select/cut selected areas to the Clipboard.

**GIFWATCHER.2.1:** desk accessory that has the unique ability to read, and display, GIF files while they are being downloaded.

**AIRPORT.SIT:** small little extension to quickly power up and power down a PowerBook for airport security checks.

**PROFESSIONAL.CO:** control panel device developed by Pantone and Radius (and others) to control the accuracy of on-screen Pantone colors.

**LITTLEBEEPER.SI:** extension that will randomly play an installed sound for your beep sound.

**CURSORFIXER.CPT:** will enlarge the I-beam used in many word processing and telecomm applications.

**SUPERCLOCK.SIT:** latest version of a great Mac clock. Minor bug fixes.

**PBSLEEPER1.0.SI:** nice, but dumb, idea: when your PowerBook goes to sleep, make it play a sound, like a yawn. Yawn included.

**AUTOMENUS.II.1:** extension/Control Panel Device which gives you control over how your menus are selected.

**RANDOMSTAR.CPT:** AfterDark module paints random stars on the screen.

**APPLWINDOWS20.S:** control panel device which gives you hierarchical listings of your applications and the windows you have open in your Application Menu.

**TWEETY2.CPT:** eight more birds (including a lonesome dove) to make your Mac all atwitter with birds.

**KCLAD2.CPT:** Kings Cross Lips After Dark module.

**ANNOYANCE.PACK:** includes MacHack, which shuffles the menus in the MenuBar after each use; Squeaker II - makes the mouse button squeak; Nvwl, removes every vowel that is typed; HotShift - moves the cursor 'hot-spot' off the cursor and more.

**TUMOR.SIT:** sound of Arnold from Kindergarten Cop movie.

**GSEG.S.BUTTONS:** version 3.0 is a cdev that changes the appearance of buttons and menus.

**POWERSTRIP2.0.S:** a floating palette of 'things to know about your PowerBook's status .

**FLASHIT3.01.SIT:** superb screen capture utility. Recommended for Journal authors!

**PICACALC2.2S.SI:** nice programmable calculator with DTP options, general functions and a few scientific functions.

**COLORWHEEL.SIT:** small (5K) After Dark module that puts the color wheel on your monitor and spins it.

**ALIAS.REPAIR.1:** extension that repairs (or tries to) broken aliases.

**ELECTRIC.FIRE:** After Dark module. Similar to 'Rose' in some ways.

**ARNOLD..SIT:** adds some brawn to your Mac, greeting you at startup with "I need a vacation" and at shutdown with "Hasta la vista, baby."

**ORWELL.SIT:** cynical name for a neat little application and extension (System 7 only) combination that allows you to send sound back and forth over a network. Great way to terrorize people.

**BASICBLACK1.0.S:** very basic screen saver: it makes the screen go black.

**VOLUMEMENU.1.0:** extension that adds a volume command to the menu.

**TIMELORD.SIT:** allows you to set up a "time server" on a network, one machine that all other machines can look to for guidance on what time it really is.

#### File Area 27: Music and MIDI

**PLAYER.SIT:** The Player II is a nice MOD and Mac sound player from Europe with a wonderful looking display. It plays Mac sound files, which SoundTracker does not, and it seems to play MOD files with better fidelity than ST. But it can't queue up a bunch of MOD files like ST.

#### File Area 28: GIF Images

**BIGTREK.GIF:** stunning GIF of NCC1701D pulling into a Starbase.

**YOSEMITE.GIF:** Albert Bierstadt picture of the site in the 19th century.

**WETKATHY.GIF:** Kathy Ireland.

**FPTCAD.GIF:** Funny Place To Carry A Dog...

**SEALROCK.GIF:** another Albert Bierstadt painting.

**CHO.LOOKE.YOSEM:** another Bierstadt view of Yosemite.

#### File Area 29: TCS Essentials

**DISINFECT31.CPT:** latest version of the essential freeware anti-virus utility.



# 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

## Karl Bunker and File-A-Trix

I am deviating from this column's usual format, this month, to pay homage to one of my five favorite Apple IIGS software authors, Karl Bunker.

I first used one of Karl's FreeWare programs, Windows, several years ago. Windows was the forerunner of the current well known program, Sneeze, which I still use daily. Sneeze, among other things, catalogs disks, reads text and AppleWorks files, can print those files, launches programs, copies and deletes files, views HR, DHR, and SHR graphics, and can even produce a graphic slide show.

Karl is a busy person, writing useful and interesting programs for the Apple IIGS. You may be aware of his games: Ant Wars and Floor Tiles. Or maybe some of his IIGS INITs such

as Two Borders or Skull Cursor. You may have run across his Sepia-izer, Columnist, Encryptor, File Compare, Eliza Brat, etc. Well all these, and many more, are now available on a disk called Bunker-Ware which is available directly from the author.

Residing on this disk is one of the most useful ShareWare programs that I own—File-A-Trix. Actually it is a Classic Desk Accessory (CDA) for the Apple IIGS. I personally feel that you will use this CDA over and over again, and I recommend it as a *must have*.

File-A-Trix is discussed in greater detail in an accompanying article provided by the author himself.

## More On The Disk

Karl has included many more programs on his Bunker.Ware disk—in addition to File-A-Trix. Share-Ware programs are identified.

**Sneeze**—I mentioned this program earlier. It also performs some of the functions that the File-A-Trix CDA does, but is easier to use when viewing and printing text and AppleWorks files. It also displays graphics.

**Quit to CDA**—is a “program switcher” for the Apple IIGS. It is a Classic Desk Accessory which allows you to jump directly from any application (either ProDOS 8 or GS/OS) to any other application (ProDOS 8 or GS/OS) without going back to Finder (or other launcher). That is, it lets you “quit to” another

application, rather than quitting to Finder and launching the other application from there. Naturally, if you do much switching between applications, this will save you a lot a time. Quit-To is the first and ONLY universal program switcher for the IIGS; Quit-To works with virtually ALL ProDOS 8 and GS/OS programs. Other IIGS program switchers only work from within GS/OS desktop applications. \$15 ShareWare fee.

**Floor Tiles**—is a game for the IIGS. It is of the Tetris/Columns genre—rotating and placing falling tile pieces to match colors. It is designed to allow you to select options that make the game easier or more difficult to play. \$10 ShareWare fee.

**Ant Wars**—is a game where you keep your red ants from being killed and try to kill the black ants. Played on a grid with sounds. \$10 ShareWare fee.

**ShutDown Reminder**—is an Permanent Initialization File (PIF) for the IIGS. Upon standard shut down, it provides you with an on-screen signal notifying you if you have any files presently in your RAM disk (and even naming them) allowing you to save these files before they disappear into the Twilight Zone when you shut off your computer. \$5 ShareWare fee.

**Two Borders Init**—is an INIT file that, when configured, allows you to select different colors for text screen borders and graphic screen borders (bimodal borders).

**Skull Cursor Init**—is an INIT file that transforms your mouse cursor into a death's head. The little bump on the top of the skull is the “hot spot” of the cursor.

**Sepia-izer**—is a method of converting grey scale graphics to sepia tone. Sepia-izer will take any PICT or Apple Preferred Format PNT file, and convert the palette of the graphic to sepia tone. Lots of IIGS graphics, especially scanned-in



images, are grey scale. With 16 shades of grey, a reasonable degree of photographic clarity can be achieved on the GS. However, grey scale is kind of—well—grey. Sepia tone is often a much more aesthetically pleasant palette, while retaining all the clarity of grey scale. For those who may not know, sepia tone refers to a range of brownish tones, from almost black to almost white. Many early photographs were sepia tone, rather than black and white.

**Columnist**—is a text file post-processor which takes any TXT (ASCII text) or AWP (AppleWorks word processor) file and converts it into a new file in which the text is formatted in two or three columns on each page. This converted file can be then loaded back into your word processor for additional editing and printing, or can be printed by Columnist. \$10 ShareWare fee.

**Encryptor**—allows you to encrypt (scramble) and decrypt (unscramble) all types of ProDOS files. A four-character password, which you make up, acts as the key to an encrypted file. You enter this password when using Encryptor to encrypt a file, and enter it again when decrypting. No other password will successfully decrypt the file. No normal method of examining the data in the encrypted file will give any usable information about the original file's contents. Without the correct password, the encrypted file is effectively "locked"; both unusable and indecipherable. \$5 ShareWare fee.

**File Compare**—File is a utility for comparing files. There are a bunch of reasons for comparing files. You might want to do this to see whether one file is simply a backup of another, or is a modified version. You might know that two files are different, but be curious as to just what and where the difference is. If you're a program-

mer who often writes various types of file-processing utilities, you might want to compare some files to see if your program is working as it ought.

**SF.Get**—is an amperstand utility which brings a rough equivalent of the IIGS SFGGetFile toolbox call to AppleSoft programmers. This means that when an AppleSoft program requires users to provide the ProDOS pathname of some file for some reason, there is now a simple AppleSoft command which allows them to do so in an very friendly environment.

**GIF.Beheader**—Online Macintosh libraries often have an excellent selection of GIF files. When you download one of these Mac GIFs to your Apple II, however, the file will have a "header"—a block of data attached to the front of the file intended for use by Mac telecommunications software. Before an Apple II GIF utility can recognize a file as being a GIF, it may be necessary to strip off this header. This is the job that GIF.Beheader does.

**Linefeed.IR (Linefeed Inserter/Remover)**—is a small program which does a few simple jobs: It inserts and removes linefeed characters from ASCII text files, and converts AppleWorks (Classic) files into ASCII text files with linefeeds inserted. When text files are shared between Apple II users and users of other computers (notably MS-DOS machines), linefeed characters can be troublesome. The standard format for Apple II text files is for <Return> characters (\$0D) to appear alone. But in MS-DOS text files, it is a requirement that <Return> characters be followed by linefeed (\$0A) characters. Thus, if you want to share an Apple II text file with MS-DOS users, the file must have linefeeds inserted in order for them to use it conveniently. And if you receive a text file from an MS-DOS user, the linefeed characters

it contains may cause unwanted double spacing when you go to read or print it.

**NuFX Messenger**—is a AppleSoft program which requires an enhanced //e, a //c, //c+, or IIGS. When launched, it presents a display very much like ShrinkIt's File Dialog screen. If you use the 8 bit ShrinkIt (3.0 or later), you'll find NuFX Messenger familiar. This display is used to select the archive file whose message you want to read or to which you want to write a message.

**Dogpaw**—is a powerful added-ProDOS-command program which can display or print ASCII text files, AppleWorks AWP (word processor) files, and "compressed" files. (Compressed files are created using the Compressor program described below). Dogpaw automatically word-wraps the text for 40 or 80 column screen, or for the printed page. When printing a document, a page header can be included, with page numbering if desired. When displaying text on-screen, Dogpaw can be set to scan the file for occurrences of a word or phrase. Dogpaw works with files of ANY size.

**Compressor**—is a program which is used to create compressed-format files that can be displayed or printed by Dogpaw. Compressor works by reading an ASCII text or AppleWorks AWP file and converting to a new file which is about 30% smaller than the original.

**Beexter**—is a program which processes an ASCII text or AppleWorks word processor file, to create a binary-type file which, when BRUN, sends the text of the source file to the screen or a printer. Both the text-handling program code and the text itself are included in this binary file. The user interface of the file created by Beexter is much like Dogpaw, and many of Dogpaw's features are recreated. Although this system isn't as powerful as



Dogpaw, it has the advantage that the Beexter-created file can be used under either ProDOS or DOS 3.3, whereas Dogpaw is for ProDOS only.

**SCLU**—is a SScreen Layout Utility. If you want to design a title page for a BASIC program, or a menu, or if you want to use ordinary “PRINT” statements to display a screenfull or two of text, you will find SCLU a terrific time saver. Using the SCLU editor, you simply type out a 40 column screen as you want it to appear. SCLU allows you to enter normal, inverse, flashing or MouseText characters, and to move text around on the screen. When you are finished, SCLU will translate your screen into lines of AppleSoft code which will duplicate the screen you designed.

**Eliza Brat**—This is a ShrinkIT-packed disk containing several different “Eliza” programs. Eliza is an intelligence-simulating program which dates back to the early days of computers.

**Pictures**—Various pictures to be seen using Sneeze.

**Icons**—Various icons for several of the offered programs.

**Print Envelope**—Let your printer create the envelope for you to use to send in your ShareWare fees.

*The author is currently Chairman of the AppleWorks and Apple IIGS Special Interests Groups and is the organizer of the new UltraMacros SIG. He is published frequently in the Journal of the Washington Apple Pi. He is also a Beagle-Quality “Buddy”, a Seven Hills “Partner” and a TimeWorks “Ambassador” for the WAP. Professionally, he is a Certified Hypnotherapist in private practice in the Washington D.C. metro area and does part-time Apple II family computer application programs consulting and teaching. His latest software programs, THE MAGIC FILE CABINET and MAGICAL MACROS—THE ABRACADABRA COLLECTION are presently selling internationally.*

## FILE-A-TRIX

by Karl Bunker

[Gary Hayman provided the following information, written by the File-A-Trix author Karl Bunker. It is a detailed set of instructions on how to use this very powerful program. The program is ShareWare (\$10), and is well worth the price. When you send in your ShareWare fee, you will receive a disk full of other goodies

File-A-Trix is a file-utility Classic Desk Accessory (CDA) for the Apple IIGS. It allows you to perform various operations on files and disks without leaving whatever application you happen to be working in. Because it is a CDA, you can use File-A-Trix from within virtually ALL applications, desktop or text-based, GS/OS or ProDOS 8.

File-A-Trix can perform the following functions (or “Trix”):

- Catalog any online disk, showing the contents of any folder
- Copy files from one disk or folder to another
- Move files, i.e., copy and then delete the original
- Delete files
- Lock and unlock files, or change their type or aux type
- Rename files
- Create a new folder
- View or print text files, and the text content of other files
- Find a file on a disk, using its

name or partial name

- Initialize (format) 3.5" disks

You will receive a disk containing the latest version of File-A-Trix and several other FreeWare and ShareWare programs of mine. I think you’ll agree that \$10.00 is a remarkably low price for a program with the sophistication and versatility of File-A-Trix. So please be sure to put that check in the mail if you use this utility. I know it’s easy to honestly forget to pay for ShareWare programs; I’ve done it myself at least once. I mail a disk called “Bunker.Ware” to all my fee-paying customers. If you haven’t received such a disk from me, then you haven’t paid for this program.

### New Stuff

For those familiar with earlier versions of File-A-Trix, here is a breakdown of the features added since version 1.0:

- 1.01:** Manual path entry under GS/OS allows “/” as a separator. First-letter keypress file selection now cycles around to the start of file list. The number of volumes File-A-Trix can display is no longer limited to ten. “View” now displays the name of the file being viewed, shows percentage position in the file, allows viewing of any type of file, jumps to start of the file being viewed with



Open Apple-1, and allows printing of files.

- 1.02:** Fixes some problems with copying Macintosh files on HFS disks, and with accessing over a network. Other minor bug fixes and changes.
- 1.03:** Fixes a problem causing incomplete disk names when doing a "Volumes" under ProDOS 8.
- 1.1:** Move function added. Find File function added. Set Preferences function added. Files being viewed can now be searched for occurrences of a word or phrase. Prefix numbers can be used when manually entering a path under GS/OS. Open Apple-X exchanges prefixes after copying, moving, or finding. Open Apple-A selects all files in current folder. Open Apple-I shows additional info on highlighted file in file dialogs. <Clear> key clears input when entering text for renaming, etc.
- 1.11:** Fixes a bug in Find File that sometimes appears under ProDOS 8.

### Installing File-A-Trix:

As with all CDA's, File-A-Trix is installed by copying it to the System:Desk.Accs folder of your startup disk, and restarting your computer. File-A-Trix requires System 5.0 or later. (Note to beginners: to access the CDAs installed in your system, press Open Apple, <Control> and <Esc> simultaneously.)

### Using File-A-Trix:

I've tried to design File-A-Trix to be as easy to use as possible. For the most part, the use of File-A-Trix should be pretty self-evident from the on-screen prompts. You should read these instructions, however,

to avoid any confusion. In this section I'll go over each of the available functions in turn.

File-A-Trix's opening screen shows its main menu, listing the functions available (Catalog, Delete, etc.). Highlight the function you want by using the up/down arrow keys, or pressing a letter key, then press <Return>.

### File-A-Trix's File Dialogs

In most of File-A-Trix's functions, a text based file-selection dialog is used. Instead of clicking mouse buttons, the keyboard is used to navigate with this dialog.

As on-screen prompts in the file dialog note, you open a highlighted folder with <Return>, close the current folder with <Esc>, choose a volume with <Tab>, and if you are selecting a file or files, use the space bar to select and deselect. To toggle the select status of ALL the files in the current folder, press Open Apple-A. The up/down arrow keys are used to scroll through the list of files, and Open Apple together with an arrow key will hop you through the list a screenfull at a time. Open Apple-1 and Open Apple-9 send you to the beginning and end of the file list, respectively. Pressing a letter key will scroll the highlight bar to the next file (if any) that begins with that letter.

If you like, you can manually type in a path (that is, the volume name, followed by any nested folder names) by first pressing either "/" or ":" and then typing the rest of the path. Under GS/OS, you can use a prefix number as part of an entered path, for example: "8:Old.Files." To do this you must first delete the ":" or "/" that normally begins a pathname.

In any function's file dialog, you can get some additional information on the highlighted file by press-

ing Open Apple-I. This will cause the following information to be printed at the bottom of the screen: The file's type in hexadecimal (rather than the usual three-letter abbreviation) its AuxType, the date and time the file was created (the last-modified date and time are shown in the file dialog listing), and the file's size in bytes.

And finally, Open Apple-period will always exit you from the file dialog, returning you to File-A-Trix's main menu.

**Catalog**—This function lets you simply browse through your volumes and folders. For informational purposes, locked files are flagged with a "\*", and extended GS/OS files are flagged with a "+".

**Copy**—Copies files. First you select the file or files you want to copy (again, pressing <space> selects and deselects files), and then press <Return> to proceed and choose a destination folder for the files. In this second stage, the file-selection dialog will only show folder files in its list, with the words "Select Current Folder" as the first item in the list. When you have navigated to the folder you want, press <Return> with "Select Current Folder" highlighted. The files will then be copied. Because of limitations to ProDOS 8 (see below under "Limitations") extended GS/OS files can't be copied under ProDOS 8.

File-A-Trix supports disk-swapping—you can copy files between two disks using one disk drive—but you'll find that this requires a large number of disk swaps.

After copying, the folder that



File-A-Trix initially opens for subsequent functions will be the destination path you selected for the copy. You can quickly switch back to the source, or “copied-from” folder by pressing Open Apple-X in the file dialog.

**Move**—This function is the same as Copy, except that after copying a file, the original will be deleted. The instructions for using Move are identical to those for copying, so I won’t repeat them. One point of interest is that if you are under GS/OS and you are moving a file from one folder to another on the same disk, then File-A-Trix will use the GS/OS “ChangePath” command, which allows files of any size to be moved almost instantly.

**Delete**—Deletes files. You select files—as usual—with the space bar, and then press <Return> to execute the deletes. As the files are being deleted, a list of the selected files will appear in the file dialog window. A slight delay will occur before each file is deleted to allow you to cancel the operation by pressing Open Apple-period. If you are deleting several files and want to speed up the process, you can hold down the space bar to bypass the delay. Locked files must be unlocked before they can be deleted, and folders must be empty before deleting. Because of limitations to ProDOS 8 (see below) extended GS/OS files can’t be deleted under ProDOS 8.

**Lock/Unlock, Set Attributes**—Most users will probably only be interested in the lock/unlock portion of this function. The “Set Attributes” portion

allows you to change the type and auxtype of files; this is more for the “power user.” To perform either operation, first select the files you want to modify, and then press <Return>. Each selected file will then be presented to you in turn, and you will be allowed to lock or unlock it and/or to enter a new type and/or auxtype for it. After making these modifications to a file, pressing <Return> will save the changes to disk and proceed to the next selected file.

**Rename**—Allows you to rename files. As usual, select the files you want to rename, and press <Return>. Each selected file will then be presented, and you will be prompted for a new name. Press <Return> and the new name will be written to disk, and File-A-Trix will proceed to the next selected file. Extended GS/OS files can’t be renamed under ProDOS 8.

**Create New Folder**—With this function, the file dialog will prompt you to select a location for the new folder. As when you are selecting a destination folder for copied files, only folder files will be listed, with the words “Select Current Folder” at the top of the list. When you have navigated to the disk and folder you want, press <Return> with “Select Current Folder” highlighted, and you will be prompted for a name for the new folder. Enter this, press <Return>, and the folder will be created.

**View Text File**—This File-A-Trix function allows you to display ASCII text files (type TXT), source code files (SRC), and AppleWorks word processing

files (AWP). When you use File-A-Trix under GS/OS, you can also view Teach files (type GWP). Teach files can’t be viewed under ProDOS 8 because they are extended GS/OS files and can’t be opened by ProDOS 8.

View behaves a little differently from the other File-A-Trix functions, most notably in the fact that you can only select a single file at a time for viewing. When you select “View Text File” from the main menu, the file dialog will only display folders, TXT, SRC and AWP files, and Teach files if GS/OS is active. A file is selected by pressing <Return>, and that file will then be displayed. As prompt buttons on the text-display screen note, you can view the next page (screenfull) of the file by pressing down-arrow, the previous page with up-arrow, and exit from the text with Open Apple-period.

As another prompt button mentions, you can also print a text file from the View function by pressing Open Apple-P. When you do this, the text will (with no further prompts) be sent to a printer connected to your IIGS’s printer port. A print job in progress can be canceled by pressing Open Apple-period or <Esc>.

As is noted by yet another prompt, you can find any occurrences of a word or phrase in the file you are viewing by pressing Open Apple-F. When you do this you will be prompted for the text you want to find. Enter this and File-A-Trix will scan through the file. If and when the text is found,



the scan will stop at that page and the searched-for text will be highlighted. This search is not case sensitive; entering "Cat" will also find "cat" and "CAT."

The View option can also be used to display the text contents of ANY type of file, rather than just the various types of text files mentioned above. To do this, hold down the Open Apple key when you press <Return> with "View" highlighted. When you do this the file selection dialog will display ALL types of files. If a file is an extended GS/OS file and you are under GS/OS, the data fork of the file will be displayed.

**Find File**—Much like the Find File NDA provided with System 6, this function allows you to locate files by entering their name or partial name. First you select the volume you want to search, and then you enter the full or partial name you want to search for. While entering the filename, you also select whether you want File-A-Trix to find files that match, start with, or include the text you type in. This selection is made by using the up/down arrow keys to highlight "matches," "starts with" or "includes" in the text-entry prompt. After you enter the text to search for, File-A-Trix will scan the disk you selected. If a match is found, the contents of the folder the matching file is in will be displayed, and the matching file will be highlighted. At this point you can navigate around the disk as if you were doing an ordinary "Catalog" function with

File-A-Trix. You can also continue the search by pressing Open Apple-F (as a prompt button notes) to find any other matching files. The search will be resumed from wherever the highlight bar is when you press Open Apple-F. A disk search in progress can be canceled by pressing (and holding for a moment) Open Apple-period or <Esc>.

After successfully finding a file, File-A-Trix's other functions (Copy, Delete, etc.) will initially open the folder containing the found file. If more than one matching file was found (via Open Apple-F to find again), then you can switch back to the folder in which the previous matching file was found by pressing Open Apple-X in any function's file dialog.

**Initialize 3.5" Disk**—Initializes, or formats, 800K 3.5 inch disks. First you are asked to select a drive, and then to enter a name for the new volume. If GS/OS is active and you have the HFS FST (available with System 6.0 and later) installed, you will be given the option of initializing the disk as an HFS volume.

**Set Preferences**—The final item in the main menu is Set Preferences. This allows you to customize certain aspects of File-A-Trix's behavior. The procedure for changing preferences is clear from the on-screen prompts: The up/down arrow keys select an item in the preferences list, and the left/right arrow keys modify the selected preference. Pressing Open Apple-period will exit you from the function and keep the preferences you've entered,

but they will not be saved to disk. <Return> also exits, saving the new settings to disk so they will be the same the next time you boot your computer. To ensure that your preferences are indeed saved to disk, use the Finder's (or another launcher's) "shut down" procedure before turning off your IIGS. Here is a list of the preferences you can set:

**Hot keys in Main Menu:** With this item set to "on," pressing a letter key under File-A-Trix's main menu will send you directly to the function corresponding to that letter. With the default, "off" setting you press a letter key and then <Return>.

**Alphabetize file lists:** Normally File-A-Trix displays the list of files in its file dialogs in alphabetic order. By setting this preference to "off," files will be displayed in their true order.

**Auto-scrolling when selecting:** This affects File-A-Trix's behavior while you are selecting files in any of the functions that requires selecting (Copy, for example). When it is set to "on," the highlight bar will automatically scroll to the next file after you select a file with <Space>.

**Delay between deletes:** As mentioned above, File-A-Trix normally pauses briefly between files when deleting several files at once. You can bypass this delay by setting this preference to "off," or by holding down the spacebar during the delete process.

**Default in Find File:** This controls whether the default op-



tion in the Find File function is “matches,” “starts with” or “includes.”

#### Limitations, etc.:

There are two types of limitations that may effect your use of File-A-Trix: Limitations of File-A-Trix itself, and limitations of ProDOS 8. The former are unlikely to be significant, and the latter are only a factor when you use File-A-Trix from within a ProDOS 8 application.

#### File-A-Trix Limitations:

- File-A-Trix will not show more than 255 files in a folder. If you have more files than that in a folder, only the first 255 will be listed. You should manage your folders better than that.
- When selecting files for any of the functions that require selecting, a maximum of 100 files can be selected at once.
- The maximum path length (the volume name, plus all nested folders, plus the name of the file being worked on) that File-A-Trix allows under GS/OS is 200 characters. (ProDOS 8 limits path lengths to 64 characters.)
- With HFS disks, filenames can contain special characters that aren't in the standard character set. Since these characters can't be displayed on the text screen that File-A-Trix uses (they require the graphical desktop screen), File-A-Trix will display any such characters as “-.”

#### ProDOS 8 Limitations:

- Probably the most notable limitation of ProDOS 8 is that it can't perform certain functions on “extended” GS/OS files (also

called “forked” files). Such files cannot be deleted, copied, moved or renamed under ProDOS 8, although they can be locked and unlocked. As noted above, extended files are marked with a “+” beside their name in File-A-Trix's listing when you select files for deleting, copying, moving or renaming under ProDOS 8. Such files can be deleted, copied, moved and renamed if you are using File-A-Trix from within a GS/OS program, so they aren't flagged with a “+” under GS/OS.

- If you use Open Apple-I to get information on a highlighted file while under ProDOS 8, and the file is extended, the “Bytes:” count will be approximate rather than exact. The number will be preceded with “~” to signify this.
- Under GS/OS, File-A-Trix makes use of the various FST's (File System Translators) that allow you to work with Macintosh HFS disks, DOS 3.3 disks, and other “foreign” filing systems. These FST's do not function under ProDOS 8, so any non-ProDOS disks you have online will not appear in File-A-Trix's Volumes list when ProDOS 8 is active.
- As noted above, ProDOS 8 limits path lengths to 64 characters. Since the maximum file name length under ProDOS is 15 characters, File-A-Trix will limit prefixes to 64-15, or 49 characters.
- When renaming or copying a file under ProDOS 8, or creating a folder under ProDOS 8, the use of lower case letters in the file's name is not supported. If you rename a file un-

der ProDOS 8 that was previously named under GS/OS, the order of upper/lower case letters will be preserved in the new name. Thus, “Old.Name” will become “BettEr.name,” for example.

- For technical reasons it is impossible to absolutely guarantee that File-A-Trix will function properly from within ALL ProDOS 8 programs. However, it works perfectly with the vast majority of such applications.
- Occasionally, you may call up File-A-Trix and see the message: “ProDOS is busy right now; press a key to exit, and try again in a moment.” If this happens, it's typically because you are in a program that has a frequently-updated time display. Usually, you can “get through” to File-A-Trix by just trying again, but sometimes you may have to go to some other part of the application you are using for File-A-Trix to work.

I find File-A-Trix to be an indispensable tool, and I hope you do too. Enjoy!

File-A-Trix is ShareWare. You are welcome ... to try it out to see if you like it. If you DO like File-A-Trix, and intend to use it, you are asked to send \$10.00 directly to [its author]:

*Karl Bunker  
59 Parkman St.  
Brookline, MA 02146*

*On-Line addresses:  
Genie: K.BUNKER  
America Online: KarlBunker  
CIS: 71540,1767*



# Number Games 1

by Shari Sternberg

## WAP Disk: "Game 12"

Number Games 1 is an enjoyable disk that engages children (and adults) in a variety of mathematics games. The program incorporates a smorgasbord of math skills including mental math, estimation, spatial relations, and problem solving. A brief description of the four games:

**Dragonless Maze**—Creates a maze that children must work their way through.

**Which Section is Increasing**—Shows six numbers that are increasing at a random rate. The user selects the speed of increasing (from slow as a turtle to fast as a cheetah) and must then identify Which Section is Increasing at a given rate. This game involves the user's knowledge of multiples as well as a keen eye.

**Sara's Number Game**—The user selects a target number and is then given two columns of random numbers and must choose the two that add up to the target number selected. This game involves the use of mental math to calculate the answer. After getting six correct questions you are then given the opportunity to play Capture the Gnops, which is an arcade game involving capturing moving dots into four quadrants.

**The Cute Square Root Game**—Given a perfect square of a number between 10 and 99, the user must estimate the square root.

Overall the programs on this disk are quite enjoyable. As a teacher I could see my students being motivated and enjoying themselves while

reinforcing some necessary skills at the same time. The programs on this disk are not as glitzy as some of the commercial vendors but neither is the price. As far as price versus value goes, you can't beat the ShareWare price of only \$10 for the disk. A school site license can be obtained for \$30.

A few things I was concerned about include the directions and "Read Abouts" being too wordy. There is much more information than is needed in each section. Users, especially children, want the basics needed to get started. Save the other information for written documentation. And even though the developer states that there are bugs and explains how to work around them, it is frustrating to not be able to get out of a game and go to another one without rebooting.

Some changes I would like to see include a second chance being available on the Cute Square Root Game. In Which Section is Increasing something should happen when the wrong answer is chosen. Dragonless Maze could make more of a discrimination between the dragon's color and the maze's color. The score at the end of the maze could be more exciting. And finally, the developer gives hints in the directions. I'd like to see maybe a hint button so you can get the hints if needed and not automatically when you read the directions. This will allow students to develop their own strategies before relying on the hints.

Things I really like about the program included in the Dragonless

Maze is the speed in which the maze is constructed. And it's fun to watch, too. Which Section is Increasing and the Cute Square Root Games have a nice sound for reinforcement with the correct answer. Capture the Gnops is fun to play. A sample of Number Squares game (by the same developer) is included on the disk.

In summary, "Number Games 1" is a ShareWare disk for the Apple II computer that is recommended by this math teacher. It is a simple and fun disk that can be used by a variety of students. "Number Games 1" allows them to not only reinforce some essential math skills but also allows them to be successful while doing it. The disk is worth the price.

**Compatibility:** All the programs on this disk run on any 64K Apple II or compatible. Apple II+ users require an 80-column card to view "Read About" instructions on the screen. Instructions may also be printed out using any version of AppleWorks.

**Note:** The 5.25" Game 12 disk is available from the WAP Disk Catalog for \$2.00 plus \$1 for postage, members; non-members add \$5.00 per disk. They may also be purchased at the Saturday General Meetings, or by mail from the WAP office. (Maximum \$5 postage on any order.)

*[Shari Sternberg is a Math / Computer Coordinator in an elementary school.]*

**Name:** Number Games 1

**Publisher:** Balloons Software

**Telephone:** 202-244-2223

**Price:** \$10.00

**Hardware Requirements:** Any 64K Apple II or compatible



# On the Trail of the Apple III

by David Ottalini  
Apple III SIG Co-Chairman

## Software Development Fund

Given the Journal deadlines, it's hard for me to report to you this month about where we stand with the SDF. I do want to thank Dave and Joan Jernigan for making a contribution, along with your favorite Trail Column Writer. Please join us in making this a success! Remember to write your checks to Washington Apple Pi with a note that the money goes for the SDF. ALL donated funds will be used for this project.

## Video Problems

III SIG member Bob Sambolin of Columbus, Ohio (see his article in this month's journal) has had his share of video problems on the III. He offers these comments and tips on dealing with at least a couple of things:

The problem I'd been experiencing was that the screen would look as if the information coming out of the computer was scrambled (like cable TV descrambling). The condition was sporadic—happening some times when the computer was warm, other times at cold start.

I found two problems with my SARA's video port:

- 1) The Coax cable with RCA or Phono connectors was bad and the
- 2) The female connector on the Apple III motherboard is not one of the best RCA connectors in the industry. I found that the exterior rim (ground) of this connector is

just crimped on, something like the buttons on a jacket which are crimped onto the fabric of the jacket. I was able to turn the rim 360 degrees around with my fingers, a sign of a bad connection. The best solution (with out having to change the plug) is to solder the rim of the RCA so that it makes a good contact.

## File Transfers Revisited

Ah... one of our favorite subjects! The question came up again on CompuServe recently:

I'm looking for a service bureau in the San Francisco Bay area that can translate AppleWriter files on 5.25" ProDOS floppies from an Apple III to Macintosh 3.5" floppies in a file format that MS Word 5 can read.

The inestimable Dr. Al Bloom responded to Dan Henderson's query:

I wrote aFreeWare program some years back to convert AW source files into 3EZF format, with formatting intact because all Mac-side translators only know of Apple Works (3EZF). Not perfect. Apple Writer has more capability than 3EZF, so some stuff is lost in the translation.

But if all you want is something that MS Word 5 can read, no sweat. Open the AW file as text. All you have to do is get the thing on a 3.5 inch ProDOS disk and use the AFE text translation option to get the

file onto a Mac disk. And you don't need AFE or an LC with IIE card. The ProDOS File System extension works admirably on any Mac. Just don't have DOS Mounter (or its ilk) active at the same time. Word should be able to open the file directly.

Later, Dick Immel asked about a translation program to convert 3EZF files directly to Mac format for Word 5.0. Dr. Al responded again:

There is a MicroSoft freebie WORKS-WORKSTRANSPORTER that converts to MicroSoft Works WP format. Worth every penny. If your EZF WP document is larger than 50K, hard cheese. Truncated. I use the commercial MacLink package from DataViz. I was burned rather badly by the Microsoft freebie. And MacLink goes directly from Apple-Works (EZF) WP format into Word.

Finally, Bill Arnold told how he handles conversation problems:

I have another method of moving files from my Apple III 5.25 floppies to my Macintosh. My Apple IIe has an AppleTalk Interface card on it, so I copy files directly over AppleTalk to the Mac's hard disk. By the way, Apple has an INIT that lets you to mount a ProDOS or SOS 3.5 floppy on the desktop. Works quite nicely. With ClarisWorks, I can import, edit and save/export an AppleWorks document. The Apple II users won't even be able to tell what hit them.

## New III SIG TCS SysOp

Our new Apple III board SYSOP (SYStem OPERator) on Conference One is none other than my faithful III SIG sidekick Paul Campbell. He agreed to take the "bite" but wanted to hear more about what was involved. TCS Head Guru Paul Schlosser was only too happy to help:



Board SysOp's monitor the message traffic on their board, answering questions and guiding the discussion. They have the ability to post board bulletins (seen when entering a board) and post library files in their own board library. It's really not a lot of work beyond a normal call to the TCS. Thanks Paul and thanks Paul!

### More On Raven Rock

As I mentioned last month, our latest Apple III donation went to the Raven Rock Methodist camp. Dave and Joan Jernigan recently recounted some of their adventures while setting up the system:

The Raven Rock III is up and running! The second trip up met with a little more success. The primary operator is semi-computer literate—she knows M\*C. (some of our best friends use M\*Cs). She is in the process of building a database for their mailing list and will explore the word processor on IIIEP. They have a card for a hard drive from the original III machine but need a SCSI drive and some On Three software to capitalize on the machine. I've given them a wish list but if anyone wants to donate... Looks like they could use a few more IIIs. They will be parting with some old Burroughs hardware and software. The hardware seems slow and the software user UNfriendly. Fifteen minutes from print request to start of print kind of thing.

I think they will join the WAP and sell the Burroughs stuff at the Garage Sale. It's an old twisted pair network, slow and not user friendly. I think it is a 6000 series setup with lots of software. They have an OKIDATA parallel printer and a networked character printer for the Burroughs which is probably usable. They also have a Panasonic word processor (stand-alone) and a Royal electric typewriter with a kit

to allow it to be a computer printer. I'm not sure how it will all fit together but...

We think it'll take a few more trips up there before they feel comfortable.

### BANNER MANIA!

Our III SIG Co-Chair, Paul Campbell, kind of, sorta, maybe likes just a little (alright—he's crazy about) ... Dr. Al Bloom's updated SIGN program (3GRX-29) (see what you think from this message on the TCS:

Dr. Bloom:

I was going through my macro maps and came across the macros that I used to use for converting banners to single characters. I smiled when I deleted it, the new program works perfectly,... thanks again! Requests come in frequently for banners because people know that they will be done in a few moments and they also think that the results are unique. Something that comes in handy is the ability to spool the banners to the print queue on my hard drive, this lets me store some standard beginnings such as "Happy Birthday" and use them as needed. With a space added at the end of the message, I can batch print the beginning with another part and have it come out looking like it was made at the same time. Of course, the operative word is "can"; Sign is so easy to use that I normally don't bother with spooling and just type the banner contents and sit back. What gets me is that you updated the program so quickly and bug-free, but I guess that's to be expected!

But Paul still wants more:

"Have you ever considered making a graphic version of Sign by Bloom? I for one would be willing to pay for such a program and know it

would be well within your expertise."

Stay tuned for Dr. Bloom's reply (if there is one!) next month...

### Finally

Please join us at the Garage Sale! We'll have an Apple III table with software and hardware for any and all who might be interested. We always have a lot of fun, and the location is wonderful. Falcon is a great host—so don't miss the excitement!

### Apple III Support

On Three: 1174 Hickory Ave., Teha-chapi, CA 93561: 805-822-8580

Sun Remarketing: PO Box 4059 Logan, UT 84321 : 800-821-3221

Titan Support : III+II and IIe cards: 313-429-8547

## Apple III SIG PD Library

by David Ottalini,  
III SIG Co-Chair

### New Disks

This month we offer a host of new disks in our UTILITIES category. The first three are for those of you who own either the Titan III+II or IIe card(s). Basically, they are all the boot and other disks that came with the original cards. If you ever worried about losing a Titan boot disk, now you have to go no further than your own PD library to get backups.

3UTL-49—the boot disk for the Titan III+II card. Side One includes



*SOS.RAM.DISK*—RAM disk driver for use in Native Mode

*TITAN.DB*—3EZPs data base of where to get information about the Titan Cards.

*TITAN.PD*—Information in our PD library about the Titan cards.

*READ.ME.FIRST*—Some information about this disk.

And Side Two has the actual boot disk. It is copyable but not listable by SOS.

**3UTL-50**—another version of the III+II boot disk. It has all the bells and whistles of 3UTL-49 but also includes a built-in RAM Disk in emulation mode. See the *Read.Me.-First* file on Side Two for instructions on how to use the RAM Disk in Emulation Mode properly.

**3UTL-51**—holds the Titan III+II Emulation boot disk. Side One includes the same Data Bases you'll find on disk 3UTL-49, while Side Two has the actual boot disk. It is copyable under SOS and interestingly, while the boot disk is really a DOS 3.3 program, you can list this disk and find it includes a RAMDISK driver for use in native mode.

Finally, **3UTL-51**—a program called *SOSTRAN*. Formerly sold by Sun Remarketing, this is a neat little Pascal-based program that will allow you to transfer files from DOS 3.3 format to SOS and back. It will also make some conversions so that, for example, a DOS 3.3 Binary graphic file can be loaded as a SOS Fotofile (in case you don't own On Three's Graphics Manager program). Information about *SOS-TRAN* is on Side One while the program itself is on Side Two.

## My First Apple

by Robert M. Sambolin  
Columbus, Ohio

I've had an interest in electronics for many years due in no small part to my grandfather who is an electronic engineer. That interest began in the early 1980s, thanks to what was then a "new form of life": the PC.

My first experiences with a computer came with my Dad's purchase of a Commodore Vic 20. I didn't really do much with it actually, just a little Basic programming. But I'd caught the bug. The idea of using computers as a way to learn new things never left me.

In the mid-80s, a friend of mine was working with Tandy TRS 80 computers. He was kind enough to teach me some things about them. Then, in 1986 he started to work for a computer store close to home. He soon was the proud owner of his first Apple computer—a Macintosh. Being the good friend that he was, I got to use it frequently.

Two years later I went to college where I began using MS-DOS machines. I found them to be dreadful—the MS DOS commands painful to use—especially after having used a Mac.

After college, I was given a broken TRS-80. One of the engineers at work told me to throw it away—that it wasn't worth fixing. But he told me the company had an old Apple III just gathering dust in a corner—and wondered if I would be

interested in it. Needless to say, I took him up on the offer.

It took me just a couple of days playing with the Apple III before I got hooked and bought it. The III had come bare-boned with only a few software titles originally used by the company. I asked the engineer if he knew where I could find more software and additional hardware. He made some suggestions to help me with my search.

My journey took me to one of the biggest computer stores in town. Luckily, they had a catalog with the names and addresses of all the computer clubs in Ohio. Here I found several Apple computer clubs. I tried three or four, hoping to find someone who knew something about the Apple III. Paydirt came in the form of the Apple III ACE (Active Computer Enthusiasts) club and my new friend, President Rick Gast.

Rick has really helped me to learn more about SARA and what she can do. In fact, I have become a devoted SARA user and promoter. I especially enjoy talking with other IIIers by phone—including members of the WAP III SIG.

I can't describe to you how much pleasure I get using my SARA. The only thing I *can* say is, I have gotten other people hooked, and I will never part with the III. In fact, I will buy as many as I can!



# Apple.DOS File Transfer Between An Apple III and an MS-DOS Computer

by John Lomartire

Recently, an MS-DOS (read IBM clone) computer became a part of this household, invading what had been up to now, strictly Apple III territory.

One of the first questions to arise was, "Can a DOS unit and an Apple III 'talk' to each other?" This was not mere curiosity. The DOS unit was not equipped with any of the peripherals that augment the III, such as a printer or a modem, so an ability to move files back and forth would certainly be helpful. In addition, many friends and cohorts have DOS equipment while I am almost alone in my use of the III. It would be advantageous to be able to transform DOS into SOS and vice-versa.

It was recognized at the outset that not all files that could be transferred could be used since the operating systems differed between the two units, but since much of what was of common interest was contained in ASCII files, this type of file could be transferred back and forth and used on either computer.

Knowing nothing about DOS computers, it was not clear how to go about setting up the exchange system. Fortunately, we have a fine Southern gentleman, Mr. Ed Gooding of III's Company in Richmond, VA, who has considerable

experience along these lines. He provided the necessary guidance.

As it turned out, the entire operation was simplicity itself, but just in case someone needs to know, this is a detailed account of how the two computers were tied together.

## Equipment required:

Apple III and DOS computer (obviously)

Communications software for the III (see note A)

Communications software for the DOS unit (see note B)

Cable to connect RS232 port on the III to serial port on the DOS unit (see note C)

Modem Eliminator (see note D)

Gender changer(s) (see note C)

Note A—For ASCII file transfer almost any Apple III communications software such as ACCESS III, or The Communications Manager, and probably almost anything else would be satisfactory. For non-ASCII file types the ability to communicate with Binary or X-Modem protocols is necessary, so for this reason, The Communications Manager is preferred over

ACCESS III. (TCM is sold by ON THREE).

Note B—Same advice as given in note A applies to the DOS side. Most likely you would want a DOS communications package that permitted ASCII and non-ASCII transfers. I used PC-TALK as the communications program here.

Note C—The cable should be a 25 wire round shielded cable with DB25 connectors at each end. Commercially available cables are usually wired "straight-through," i.e., pin-for-pin correspondence from one connector to the other. To connect into the female RS232 port on the III, a male connector is required. On my DOS unit, a female connector is needed at the other end of the cable to fit the COM1 port. If the cable on hand does not have the required gender fittings, then gender changers can be used to correct the situation.

Note D—The two computers cannot be connected directly with a straight-through cable because each unit is designed to output and receive on the same wires. For this reason, a modem eliminator is put in the line, primarily to cross the output and receiving lines between the units and avoid conflict. The modem eliminator also makes other connections, but the crossing of lines 2 and 3 is its main function. Modem eliminators are available at Radio Shack



for a reasonable price. (Custom cables can be made so that a modem eliminator is not needed, but they are expensive.)

**Now to assemble everything:**

Start by plugging in the modem eliminator into the RS232 port on the III, then attach the cable to the modem eliminator. Continue with the cable connection to the DOS unit. (Use gender changers if necessary.)

Boot up the communications software on the III and check the protocol settings. You need to know (or set) baud rate, parity, data bits, stop bits.

The following values are representative of one such setting:

baud rate = 9600

parity = odd

Note: If transfers are to be made in data bits = 7

X-Modem or Binary mode, use No stop bits = 1

parity, 8 data bits, 1 stop bit.

(Since there is no modem to contend with, very high baud transfer rates can be used. File transfers are very fast under these conditions.)

Activate the DOS unit and set the serial port configuration to match the protocol settings of the III. This is done with a MODE command. For example, a match to the setting shown above would be: mode COM1:96,O,7,1 (or for Binary and X-Modem): mode COM1:96,N,8,1

(If the serial port is already configured by the Autoexec file, this step may not be necessary.)

Bring up the DOS communications program, and, if necessary, match up the protocol settings using the procedures given for the

particular software. Once both ends have been set to the same protocol conditions and each program has been put in communications mode, the two computers are ready to exchange information.

Typing at one keyboard should produce an output of the same characters at the remote monitor. Similarly, by using the file transfer options of each communications package it is possible to transfer files in either direction. A word of caution—communications software documentation must be read very carefully because each package has its own way of attaining certain results, and usually there are also has some limitations that should be understood.

If data is to be received and stored on a disk, then the disk must be formatted for the unit it is in. RAM

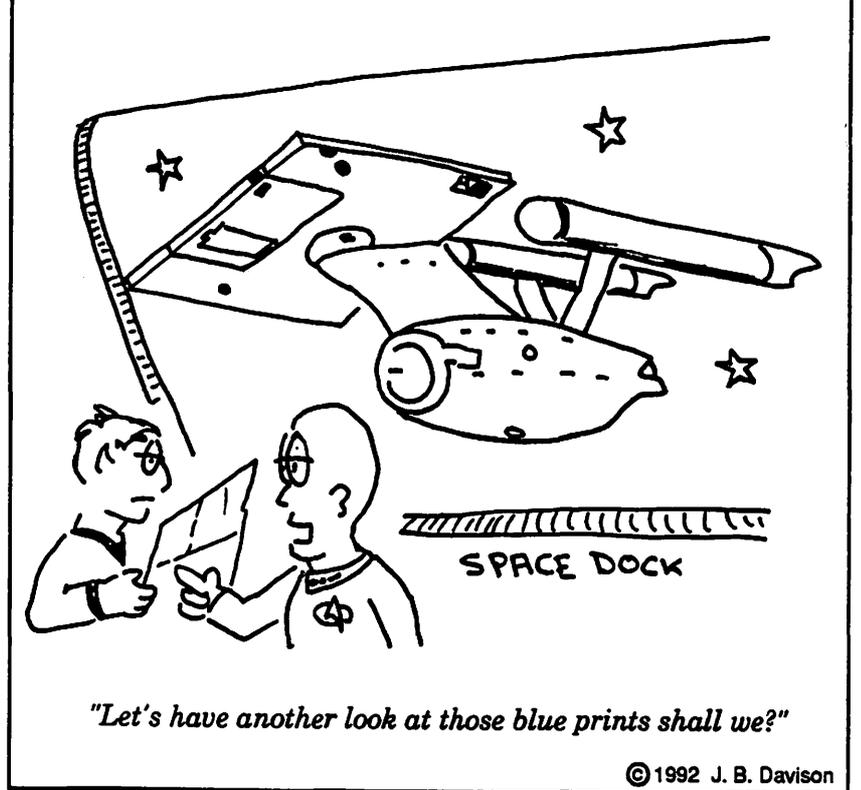
disks, if available, will also speed up transfers.

Both short and long ASCII files were transferred back and forth between the two units with ease. They could be saved on disks and used at a later time.

DOS Binary and other DOS non-ASCII files were downloaded from a commercial database with the III, saved on disk, then transferred to the DOS unit, and successfully used there. (These files would not run on the III because they were written for DOS.)

Obviously this circuitous procedure is of interest only in those circumstances where direct input into the active unit is not possible. It is also nice to be able to put an Apple III ASCII file onto the DOS disk for porting to another DOS unit at a different location.

**PI POWER**



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# Macintosh Disketeria

by Dave Weikert

## New Disks

There are nine new disks this month; two Anti-Virus Utilities series #1.XX, six System Utilities series #16.XX and one Apple System Software—Basic Connectivity Set 1.1.1. Descriptions of the files on the new and revised disks are included below.

We also revised Mac Disk #00.01—MacFiles Listing, Mac Disk #00.04—Mac Disketeria Catalog and Mac Disk #00.05—PostScript Mac Disketeria Catalog.

## Anti-Virus Utilities

We have two more Anti-Virus Utility updates due to the discovery of two new viruses. The INIT 17 virus was detected first in New Brunswick Canada. The INIT 17 virus infects applications and system files but not documents. The virus displays an alert message saying "From the depths of Cyberspace" the first time you restart an infected machine after 6:06:06 PM, 31-Oct-93. The INIT 17 virus contains many errors which can cause crashes and other problems particularly on Macintoshes with the 68000 processor like the Mac Plus, SE, and Classic. We created new master disks #1.02I and #1.03I and made copies for the Disketeria before the meeting on 24 April. If you bought the Anti-Virus Utility disk that has a letter I revision, you have the disk that counters INIT 17 as well as earlier ones.

The INIT-M virus was discovered at Dartmouth College. The INIT-M virus infects all kinds of files, including extensions, applications, preference files, and document files but infects only Macs running System 7.0 and later. The damage caused by the INIT-M virus is very similar to that caused by the INIT 1984 virus. Despite this similarity, the two viruses are very different in other respects, and should not be confused. We created the new master disks #1.02J and #1.03J and copies with the newer version of Disinfectant early in the week following the meeting. If you have the Anti-Virus Utility disk that has a letter J revision, you have the disk that counters INIT-M as well as earlier ones.

Mac Disk #1.02J is a self starting (boot) disk for earlier Macs. These boot disks will not self start with the newest Macs that use System 7.1 and System Enablers (LCIII, Centris, Performa 450, Quadra 800 and 950, PB 145 and up and Duo series). Virus Detective and Disinfectant are both on Mac Disk #1.03J along with GateKeeper and other popular anti-virus utilities for any of you who want to create your own boot disks. Note that the Disinfectant INIT must load first at startup so make sure that you modify your startup sequence if you are using InitPicker or another INIT management utility.

Jeffrey Schulman, Virus Detec-

tive ShareWare author, is currently sending new search strings only to subscribers who have paid their ShareWare fees. This is the reason there have been no updates to Virus Detective recently. Just another good reason to support ShareWare authors if you use their programs.

## System Utilities

Disk series 16.XX now extends through Mac Disk #16.25D with the addition of six disks this month. These disks contain new and revised files as of April 1993. Descriptions of the new files are included below.

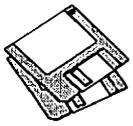
We used Compact Pro to compress most folders or applications that were 100 KBytes or larger. This permitted us to include many more files on each disk than in the previous collection. These compressed files (archives) are denoted with a file name that includes a ".cpt" postfix; for example, Disk First Aid 7.1 f.cpt. The archives may be expanded with CptExpand which is included on each disk. Just move the archive and CptExpand to your hard disk or to a blank floppy disk and double click the archive to expand it. When expanded, the contents of each archive will appear within a folder.

## Apple System Software

The Basic Connectivity Set includes all of Apple's basic tools for the Communications Toolbox. These tools enable communications for a number of applications that use the Toolbox instead of including specific code within the application.

## Cartridge Barter

Most of the programs in our Mac Disketeria are archived on five and 1/4 inch 20 Megabyte Bernoulli cartridges or on 45 Megabyte SyQuest cartridges. This includes material already issued as well as downloads



waiting to be tested, annotated and assembled onto disks. Because of the expense, WAP has been able to purchase only a limited number of these cartridges. If anybody is interested, we will barter cartridges in exchange for copies of disks in the library. The barter deal is a two for one exchange—we receive three cartridges, return two of them filled with copies of library disks of your choice and keep the remaining one. Call me at (301) 948-9646 and leave a message. The Bernoulli cartridges may be from IOMEGA, Mountain Computer or Bering; the SyQuest cartridges may be from SyQuest, PLI, CMS, APS, ClubMac, MassMicro, LaCie or a number of other vendors.

### About ShareWare Requests

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

### DISK #00.01 — C 1 THE MAC FILE LIST

**Files.txt**, By Dave Weikert. A delimited text file of all of the files included in our MacDisketeria. 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 #00.05 — C 5 PS DISKETERIA CATALOG

**ReadMe.first**: The statement of copyright and conditions of use that apply to the Mac Disketeria Catalog on this disk in text format.

**PS.MacDisketeriaIntro** By Dave Weikert. A file introducing the Macintosh Disketeria Catalog, listing our Rules of the Road and describing the Disketeria organization.

**PS.MacDisketeriaCat**: By Dave Weikert.

Descriptions of all of the Disks in our Disketeria along with program descriptions. The descriptions in the catalog are similar to the descriptions provided in this Disketeria column.

### DISK #1.02J — AV 2 ANTI-VIRUS UTILITIES

This disk is self starting and includes the System Folder files. Its is designed for users who want a "canned solution" for their Anti-Virus start-up disk. It should be locked when you receive it; keep it locked to prevent the spread of a virus to this disk. Use Disinfectant as the primary means of detection and removal.

**ReadMeFirst.txt**: By Dave Weikert. This text file describes the results of running Interferon and Virex on disks with the WAP INIT file installed.

**Disinfectant 3.2**: By John Norstad. Detects and repairs files infected by all of the currently known viruses including Scores, nVIR (A & B), INIT 17, INIT 29, INIT 1984, ANTI (A & B), WDEF (A & B), CDEF, ZUC (A, B & C), MDEFA (Garfield), MDEF B (Top Cat), MDEF C and MDEF D, MacMag (Drew, Brandow, Aldus or Peace), MBDF, CODE 252, T4 , T4-C and Frankie. Like Virus Detective, it operates under your control and can scan a succession of floppy disks and create a log file of the results. Check out the About Disinfectant under the Apple menu; it's a gas! Requires System Software 6.0 or later and Mac 512KE or later.

**ResTag 1.0d.f**: By Raymond G. Maraza. Examines the System file and list resources and types and evaluates them as possible viruses. This program is for more advanced users. **ResTag.doc** is the text format documentation.

**system 6.0.5.f**: Includes Apple System Software version 6.0.5 with System and Finder with Control Panel and SCSIProbe to provide a self starting disk. The System file has been stripped of all possible fonts and DAs to permit using this as your primary virus detection, eradication and prevention disk. We could not install System Software 6.0.7 because there was not enough disk space to install Disinfectant even after 6.0.7 was stripped of all possible fonts and DAs.

### DISK #1.03EYE — AV 3 ANTI-VIRUS UTILITIES

This disk contains the most popular and effective Anti-Virus applications but does not include a System Folder. Its is designed for users who want to "roll their own" Anti-Virus start-up disks. Two files on this disk are Compactor

Pro self extracting archives to save space (the file name suffix is .sea). Place each file on a separate disk and double click to expand them.

**ReadMeFirst.txt**: By Dave Weikert. This text file describes the results of running Interferon and Virex on disks with the WAP INIT file installed.

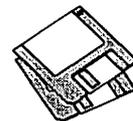
**Disinfectant 3.1.sea**: By John Norstad. Detects and repairs files infected by all of the currently known viruses including Scores, nVIR (A & B), INIT 17, INIT 29, INIT 1984, ANTI (A & B), WDEF (A & B), CDEF, ZUC (A, B & C), MDEFA (Garfield), MDEF B (Top Cat), MDEF C and MDEF D, MacMag (Drew, Brandow, Aldus or Peace), MBDF, CODE 252, T4 , T4-C and Frankie. Like Virus Detective, it operates under your control and can scan a succession of floppy disks and create a log file of the results. Check out the About Disinfectant under the Apple menu; it's a gas! Requires System Software 6.0 or later and Mac 512KE or later.

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

**GateKeeper 1.2.7.sea**: By Chris Johnson. These INITs and associated Control Panel Device (cdev) are placed in your system folder (Systems earlier than 7.0) and are then accessible via the Control Panel after booting. For System 7.0 and later installation, see the documentation. GateKeeper monitors the types of action that viruses take and limits the system response to prevent infection. GateKeeper creates a log file for later analysis and diagnosis of virus attacks. GateKeeper Aid looks for certain viruses and their variants and eradicates them. **GateKeeper Introduction** and **GateKeeper Aid Introduction**, in MacWrite format, describe the use of the programs. For Mac 512KE and System 4.1 or later. Send a postcard.

**HyperVirus 1.3.f**: By Joe and Hubert Savelberg. Searches HyperTalk scripts for the HyperVirus (Musidenn) virus. Also includes the ability to enter any search string to find any future HyperTalk script virus.

**PostScript Vaccine 1.0.3.f**: By Jon D. Clauson. Modifies the Apple Laser Prep file to install a vaccine against PostScript Trojan horses that modify the printer's server password. For Systems 6.0 and later and LaserWriter drivers 5.2, 6.0 and 6.0.1. ShareWare—donation to American Cancer Society.



**VirusBlocade II 1.0 Demo f:** By Jeffrey S. Shulman. This INIT/cdev permits you to foil attempts by viruses to write to your disks. It works in conjunction with Virus Detective (even if Virus Detective is closed) to check out disks when they are inserted. This demo version is fully functional except the configuration changes cannot be saved. *ShareWare* — \$30 for fully functional version.

**VirusDetective 5.0.6sea:** By Jeffrey S. Shulman. This Desk Accessory scans a disk, folder or file to detect a virus. Viruses detected include Scores, nVIR (A & B), INIT 29, INIT 1984, ANTI (A & B), WDEF (A & B), CDEF, ZUC (A, B & C), MDEF A (Garfield), MDEF B (Top Cat), MDEF C and MDEF D, MacMag (Drew, Brandow, Aldus or Peace), MBDF, CODE 252, T4 and Frankie. Virus Detective can search for operator entered strings and can write a log file to disk. This version has extended capabilities and permits you to easily check out an entire floppy disk library. The DA is installed in the System file and is available under the menu; a copy is not included in this folder due to lack of space on the disk. JSS Virus Article.Bkmm/Helv is the MacWrite II format documentation on the theory and use of Virus Detective. **Search String Sets** contains text files with search strings. *ShareWare* — \$35 for license, \$40 for license and disk with other demo programs.

## **DISK #16.20D — SU 20** **SYSTEM UTILITIES**

**\*CptExpand 1.0 f:** By Bill Goodman. A utility for extracting files from .cpt archives created by Compact Pro. **CptExpand Doc** is in text format.

**Alias Director 3.4.1 f.cpt:** By Laurence Harris. Use its drag and drop and keyboard shortcut capabilities to make creating and deleting aliases as easy as using them. With the proper selection, you can send an alias directly to the Apple Menu folder. **Alias Director Read Me** is in TeachText format. For System 7 and later. *ShareWare* — \$10.

**Alias Stylist 1.3.1 f:** By Bill Monk. Lets you change the type style used by the Finder when it displays the names of Alias files. **Alias Stylist Read Me** is in text format. For System 7.0 and later.

**AliasBOSS 2.03 f.cpt:** By Scott A. Johnson. A flexible utility to manage aliases. Scan the disk for aliases and identify those that are invalid. Trash or link invalid aliases. **Read Me!** is in text format. For System 7 and later. *ShareWare* — \$20.

**Anonymity 1.2:** By Anonymous. Removes a program's owner's name from the opening menu of some applications. Run only on copies of applications.

**AppDisk 1.6.1 f:** By Mark Adams. A RAM disk that lets you use part of your RAM as a fast disk drive, without restarting your Mac. It is System 7.0 dependent. It has the ability to save its contents to provide some protection against loss of data due to system crashes. **AppDisk 1.6.1 Read ME!** is in text format. *ShareWare* — \$15.

**AutoLock 1.3 f:** By J. S. Greenfield. Terminates the finder and locks a single application into the foreground. Excellent for games and for smaller children using the Mac since it prevents an inadvertent mouse click out of the application window from selecting another program or the Finder. **AutoLock™ 1.3 Docs** is in double clickable application format; if using System 7, turn off 32 bit addressing prior to running. For System 7.0 and later. *ShareWare* — \$8.

**ClipClop 1.0.1 f:** By Pi Zero Software. Permits you to use multiple clipboards with standard Macintosh applications. You may print to a clipboard window as well as save window contents as text or PICT files. **ClipClop 1.0.1 Read Me** is in TeachText format. *ShareWare* — \$14.

**ClockSynch Program:** By Dave Winer. Use this application to set all the computer clocks on the network to the same time.

**Compatibility Checker 2.0.cpt:** Apple Computer, Inc. Scans your hard disk for applications that are not compatible with System 7.1. Since it is based on input from software developers, there will be some applications that are not listed and some that are listed may be mostly or wholly compatible. For System 7.1.

**DART™ 1.5.2 f.cpt:** By Apple Computer, Inc. A disk archiving and retrieval utility. Copy floppy disk to floppy disk with one or two disk drives or copy from floppy to archive format on your hard disk and vice versa. **DART™ User Manual 1.5** and **DART™ User Manual 1.5.text** are in \_\_ and text format respectively. **DART™ Converter** is a HyperCard stack that permits batch conversion of earlier DART and Disk Copy formats and allows running DART by "remote control" across networks. System 6 compatible and System 7 savvy.

## **DISK #16.21D — SU 21** **SYSTEM UTILITIES**

**\*CptExpand 1.0 f:** By Bill Goodman. A utility

for extracting files from .cpt archives created by Compact Pro. **CptExpand Doc** is in text format.

**ClipSave 1.0 f:** By Russ Nelson. Saves the contents of the clipboard when you shutdown or restart and loads the saved data into the clipboard when you restart. **ClipSave Docs.TEXT** and **ClipSave Docs.word** are the respective documentation.

**Disk Bug Checker 1.1 f.cpt:** By Central Point Software. Under some circumstances, some Mac hard disks will not be recognized due to a long hidden bug in the ROM. This application tests your hard disk to determine its susceptibility and the text file **READ ME!** (**Enabler Patch**) provides recommended alternatives.

**Disk Charmer 1.4.5 f:** By Fabrizio Oddone. Locks out 'bad' sectors on floppy disks. This is imperative if you want to use disks with bad sectors with Systems earlier than 7.0 (down to 4.3). The program even has some utility with System 7 and later as it locks out bad sectors more efficiently than the method Apple uses with System 7. **Disk Charmer docs** is in TeachText. *ShareWare* — \$20.

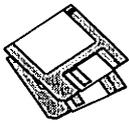
**DiskDup+ 2.21 f:** By Roger D. Bates. A disk duplication program written to automate as much as possible the sector-by-sector duplication of a floppy onto one or more duplicates. Performs sector duplication of either 400K to 800K floppies. Formats copies as single or double sided. **Read Me - DiskDup+** is in TeachText format. *ShareWare* — \$20.

**DisKeeper v1.8.1 (demo).cpt:** By J. Geagan. A very handy disk management utility that lists all files and possible file anomalies such as identical files, files of zero length, empty folders, etc. You also have the ability to move such files to a DisKeeper Trash folder for later removal (or other operations). *ShareWare* — \$20.

**Easy Errors 1.0 f:** By Dave Rubinic. When you get an error number, type the number in, and the program displays (if available) the result code word and a longer description. **Errors Info** is in text format.

**EasyPlay 1.0 f:** By Michael C. O'Connor. A player for QuickTime movies that can be controlled by Apple Events. **EasyPlay Apple Events (Word)** is in Word format. *ShareWare* — \$20.

**Enabler Patch f:** By Connectix. A fix for a bug that affects Macs that use an Enabler with System 7.1 by the folks that developed the MODE 32 fix for the bug in some Mac ROMs. This is for IIvi and IIvx desktop Macs



and 160, 180, 210 and 230 PowerBooks.

**File Kit 1.1 f:** By Dawson Dean. Permits you to examine and change file information (including alias files and their original) and to open, close, compare and delete files. *File Kit User Manual* is in TeachText format. *ShareWare* - \$15.

## DISK #16.22D — SU 22 SYSTEM UTILITIES

**\*CptExpand 1.0 f:** By Bill Goodman. A utility for extracting files from .cpt archives created by Compact Pro. *CptExpand Doc* is in text format.

**FileList+ 1.0b21 f.cpt:** By Bill Patterson. A file and disk organizer that reads entire volumes and saves volume and file information. An option enables "Stuffit" (Classic and Deluxe) and/or "Compactor" archives to be opened and to be treated like a folder; all files in the archive (including encrypted entries) will be listed. *FileList+ Read Me* and *FileList+ Release Notes* are in text format; *FileList+ Revision History* and *FileList+ User's Manual (Word 4)* are in Word format. *ShareWare* - *what you feel it is worth*.

**FileTyper 4.0 f.cpt:** By Daniel Azuma. Performs a multitude of functions. Changes document creator and file type and changes finder flags (invisible, licked, etc.). *MakeAutoTyper* includes a utility to create Auto Typers which change file types to those you specify. *FileTyper Documentation* includes word and text formats. System 6 and 7 versions. *ShareWare* - \$10.

**FinderInfo 1.0.1 f:** By Adam R. Talcott. Another of those ubiquitous applications to modify a document's finder information (type, creator and Finder flags). *About Finder Info* is in text format.

**FinderEdit 1.0 f:** By Dan Weisman. lets you change a number of Finder aspects including default application to open when a document's creator cannot be found. Also lets you modify the sample font string, add a quit command to the Finder's File menu and modify alias font styles. *FinderEdit.doc* - *Please Read!* is in text format. For System 7.0 and later. *ShareWare* - \$10.

**Folder Icon Cleaner 1.0.3 f:** By Fabrizio Oddone. Remove custom icons from both the folder and the hidden file where the Finder stores them. *Folder Icon Cleaner docs* is in TeachText format. For System 7.0 and later. *ShareWare* - \$5.

**Folder Icon Maker 1.1 f:** By Gregory M. Robbins. Creates folders with custom icons; just drag

the application or document to the FIM and that creates a new folder with icon. *Folder Icon Maker 1.0 Notes* is in text format. Requires System 7 or later.

**Formatter 1.1 f:** By Peter Bako. Automatically format multiple floppies, of varying sizes without the bother of dealing with the Finder. *Formatter- Read Me* is in text format.

**FreeSpace! 2.0 f:** By Hugo Diaz. Displays a bar along the bottom of your screen with the amount of free space of all mounted volumes. *FreeSpace! 2.0—ReadMe* is in TeachText format. *ShareWare* - \$5.

**JiffySwitch:** By James Moore. Installs a miniature icon bar of all active applications to permit you to easily switch between them with just a click on the icon. Also lets you customize the Finder with shutdown and quit menu items and default launch applications. *ShareWare* - \$5.

**Kapu! 1.1 f:** By CoconutInfo. A simple password protection program that may be easily bypassed by using a bootable System disk. *Kapu Read Me!* is in TeachText format. Requires System 7.0 or later and a 68020 or higher CPU. *ShareWare* - \$25 for customized registered version.

**MacIntalk 1.5.1 f:** By Apple Computer, Inc., tweaked by Matthew Lewis Carroll Smith. The latest version of the system file that allows the Mac to "talk". Place it in the System folder to permit programs like Talking Moose to talk. This version is tweaked for System 7.

**MacLoad 1.4 f:** By Geoff Adams. Shows how busy your computer is at any given point using a histogram (graph). *About MacLoad* is in text format. For MultiFinder or System 7.0 and later.

## DISK #16.23D — SU 23 SYSTEM UTILITIES

**\*CptExpand 1.0 f:** By Bill Goodman. A utility for extracting files from .cpt archives created by Compact Pro. *CptExpand Doc* is in text format.

**LaserWriter Utility 7.4.cpt:** By Apple Computer, Inc. The application that sets up Apple's LaserWriter printers. From the File menu you can download fonts, display a list of available fonts, print font samples and catalogs and initialize the printers hard disk. A Utilities menu lets you name the printer, set or clear the startup page, get the current page count, restart the printer, download a PostScript file and a number of other functions.

**MacUpdate 3.1.5 f.cpt:** By Richard E. Fiegle. Compares modification dates of files in a local

folder with another mounted volume and updates the local folder files to the same date. *MacUpdate 3.1 ReadMe* and other documentation are in TeachText format. *ShareWare* - \$5.

**PowerStrip 2.0 f:** By Michael Caputo. Counts the elapsed time of battery and AC-charging sessions for Portables, PowerBooks and Duos. It also displays available space on the internal hard drive, available RAM, CPU speed and whether the modem is turned on or not. *Read Me, Seymour!* is in text format. *ShareWare* - *see the About item*.

**RenameDelay 7.1 f:** Allows you to modify the System 7.1 Finder to set a shorter time when renaming a file. *READ ME* is in text format. *RenameDelay Source* includes the 'C' source code.

**Reset DTDBs f:** By Brian Gaeke. Resets the Desktop Databases on each mounted volume. Eject all floppy disks and read-only disks and quit all running applications prior to use. *Don't Read Me* is in TeachText format.

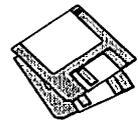
**Sad Mac Error Codes 3.82:** Assembled by Jean Bauldin. The diagnostic error codes for different versions of the Macintosh in double clickable DOCMaker application format.

**Saver! 1.9 f:** By David Peck. A small screen saver for the Mac which has 13 different screen saver modules. It permits background processing to be active or suspended during sleep mode. Requires System 7 or System 6 with MultiFinder and B&W Mac. *Read Me First!* is in text format.

**Snap 1.1.1 f:** By John Hayes. Installs an FKEY (Command 4) that you may use to take a snapshot of your screen or a selected rectangular area of your screen. *Snap Read Me* is in TeachText format. *ShareWare* - \$5.

**Speedometer 3.2 f.cpt:** By Scott Berfield. A system information and performance testing program for the Macintosh family of computers. Various tests are available; the central one is designed to give a performance rating for the system as a whole. Intended to help you understand and tune the performance of your computer and to give you some basis for comparing your system with different Macs. *Read Me* and *READ ME - UPDATE* are in text format. *ShareWare* - \$30.

**Stuffit Expander™ 3.0.1 f:** By Leonard Rosenthal. Decompress any non-encrypted Macintosh archives compressed with Stuffit, Compact Pro or AppleLink packages. Also decodes files which have been encoded by BinHex 4.0 (or a compatible product). *Stuffit*



**Expander 3.0.1 Docs** is in text format. Requires System 6.0.4 or later.

**System 7 Pack 3.3 f.cpt**: By Adam Stein. Allows you to change, add, and delete command key combinations. Permits you to change the rename delay built into System 7. Allows you to set the default Application used to open text and PICT documents when the creator applications are not available. You can create new links between documents and applications; for example, MacWrite documents can be linked to open under MS-Word. Note From Adam Stein and Upgraders! Please Read are in text format; System 7 Pack! 3.0 Read Me and others are in MacWrite format. For System 7 and later. *ShareWare* - \$29.95.

**DISK #16.24D — SU 24  
SYSTEM UTILITIES**

**\*CptExpand 1.0 f**: By Bill Goodman. A utility for extracting files from .cpt archives created by Compact Pro. CptExpand Doc is in text format.

**Stuffit Lite™ 3.0.3 Install.sea**: By Raymond Lau and Aladdin Systems, Inc. The Stuffit series of programs create a type of file called an archive, which is a collection of one or more files and folders that have been reduced in size through compression. Stuffit Lite includes some of the features of Stuffit Deluxe, Raymond's commercial program. Easy to install, just double click and follow the directions. Stuffit Lite User's Guide is in DOCMaker application format and Stuffit Lite Read Me is in text format. *ShareWare* - \$25.

**TattleTale Appl 1.6.3 f.cpt**: By John Mancino. Collects very complete information about your computer and its system related software. You

may view information on screen by category, print it, write to a standard text file in standard or a special Bug Report format, or output it in database readable format. TattleTale App Docs.Text and TattleTale App Docs.Word 3.0 are in text and Word formats respectively. Requires System 4.2 and higher.

**theTypeBook v3.23s f.cpt**: By Jim Lewis. Create and maintain a typeface reference book (extremely popular in the Graphics and Typesetting industries). Helps people select typefaces by demonstrating the various artistic attributes of each face on a printed page. tTB-RefGuide 3.2.txt and other documents are in text format. Compatible with System 7.0 and TrueType.

**DISK #16.25D — SU 25  
SYSTEM UTILITIES**

**\*CptExpand 1.0 f**: By Bill Goodman. A utility for extracting files from .cpt archives created by Compact Pro. CptExpand Doc is in text format.

**Tiny Saver 1.4 & 2.1 f**: By Chris Owen. Two versions of a very tiny screen saver; they take less than 6K and 12K of disk space respectively and less than 30K of RAM when running. About Tiny Saver and other documentation are in text format. *ShareWare* - \$2 to \$5.

**Tonto f**: By Greg Coleman and Dale Talcott. Hide applications from the casual user by configuring a copy of Tonto for each application you wish to hide and then make the application invisible. Tonto.README is in text format.

**Type Resolve 2.0 f**: By James Thomson. Change the type and creator of documents using this drag and drop application. Type Resolve - Read Me! is in TeachText format. For System 7.0 and later.

**UnStuffit 3.0 f**: By Raymond Lau and Aladdin Systems, Inc. Decompress (unstuff) archive files created with Stuffit Classic and Stuffit Deluxe programs. Easy to install, just double click and follow the directions. UnStuffit™ Read Me is in text format.

**UnZip 2.0.1f**: By Peter Maika. A utility for decompressing files archived by the popular PC utility PKZIP. Includes some DOS file extension mapping to Mac file type and creator. About.UnZip 1.01, appnote.txt and UNZIP.DOC are all in text format.

**Viewer Classic 2.02**: By Portfolio Systems. An update of the viewer for documents created by Glue and Super Glue originally distributed by Solutions, Inc.

**VMTuner f**: By Carl Pottie. Helps you select the optimum setting for Virtual Memory so that you do not experience the slowdown that often occurs when using VM. About VM Tuner is in BP Viewer (included) format. For System 7.0 and later. *ShareWare* - \$15.

**zapToFront 1.0 f**: By Alan Coopersmith. Brings an application to the foreground under System 7.0 and later. zapToFront 1.0 docs is in TeachText format.

**DISK #BCS 1.1.1  
SYSTEM SOFTWARE**

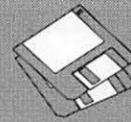
Basic Connectivity Set includes all of Apple's basic tools for the Communications Toolbox. These include Apple Modem Tool, AppleTalk ADSP Tool, Serial Tool, Text Tool, TTY Tool, VT102 Tool and XMODEM Tool as well as TTYFont and VT102Font. These are appropriate for System 7 and for System 6 users who have installed the Communications Toolbox. Read Me is in TeachText format.

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 : <b>Disk Library</b> Washington Apple Pi 7910 Woodmont Avenue, Suite 910 Bethesda, Maryland 20814			Are you a member of Washington Apple Pi, Ltd.? Y/N ___ If Yes, Member Number _____ All payments must be in U.S. funds drawn against U.S. banking institutions. Non-members add \$3.00 per disk to listed prices.		
Number of	Member		Name		
Disks	Price @	Extended	Box Number, Apartment, Suite, etc.		
Singles			Street Address		
— 4 or less @	\$4.00=	_____	City	State	Zip Code
— 5 or more @	\$3.50=	_____	Day Telephone		
— Sets (marked above)	\$ (above)	_____	Evening Telephone		
+ postage \$1.00/disk,		_____			
maximum \$5.00.		_____			
— Disk Catalogs		_____			
+ \$1.50 postage	\$4.50	_____			
<b>TOTAL AMOUNT DUE</b>	\$	_____			



# Macintosh Library Order Form



## Pi Library

- \_\_\_ 0.01 - C 01 Files
- \_\_\_ 0.02 - C 02 Sampler
- \_\_\_ 0.03 - C 03 MemDir
- \_\_\_ 0.04 - C 04 Catalog
- \_\_\_ 0.05 - C 05 PS.Catalog

## Anti-Virus Utilities\*

- \_\_\_ 1.01G - AV 1
- \_\_\_ 1.02J - AV 2
- \_\_\_ 1.03J - AV 3

## Desk Accessories\*

- \_\_\_ 12 disk set; \$36
- \_\_\_ 2.01D - DAs 1
- \_\_\_ 2.02D - DAs 2
- \_\_\_ 2.03D - DAs 3
- \_\_\_ 2.04D - DAs 4
- \_\_\_ 2.05D - DAs 5
- \_\_\_ 2.06D - DAs 6
- \_\_\_ 2.07D - DAs 7
- \_\_\_ 2.08D - DAs 8
- \_\_\_ 2.09D - DAs 9
- \_\_\_ 2.10D - DAs 10
- \_\_\_ 2.11D - DAs 11
- \_\_\_ 2.12D - DAs 12

## F Keys (Function Keys)

- \_\_\_ 4.01A - FKs 1
- \_\_\_ 4.02A - FKs 2

## ImageWriter Fonts\*

- \_\_\_ 5.01A - IW 1
- \_\_\_ 5.02A - IW 2
- \_\_\_ 5.03A - IW 3
- \_\_\_ 5.04A - IW 4

## PostScript Fonts\*

- \_\_\_ 16 disk set; \$48
- \_\_\_ 6.01A - PS 1
- \_\_\_ 6.02A - PS 2
- \_\_\_ 6.03A - PS 3
- \_\_\_ 6.04A - PS 4
- \_\_\_ 6.05A - PS 5
- \_\_\_ 6.06A - PS 6
- \_\_\_ 6.07A - PS 7
- \_\_\_ 6.08A - PS 8
- \_\_\_ 6.09A - PS 9
- \_\_\_ 6.10A - PS 10
- \_\_\_ 6.11A - PS 11
- \_\_\_ 6.12A - PS 12
- \_\_\_ 6.13A - PS 13
- \_\_\_ 6.14A - PS 14
- \_\_\_ 6.15A - PS 15
- \_\_\_ 6.16A - PS 16

## TrueType Fonts

- \_\_\_ 11 disk set; \$33
- \_\_\_ 7.01 - TT 1
- \_\_\_ 7.02 - TT 2
- \_\_\_ 7.03 - TT 3
- \_\_\_ 7.04 - TT 4

- \_\_\_ 7.05 - TT 5
- \_\_\_ 7.06 - TT 6
- \_\_\_ 7.07 - TT 7
- \_\_\_ 7.08 - TT 8
- \_\_\_ 7.09 - TT 9
- \_\_\_ 7.10 - TT 10
- \_\_\_ 7.11 - TT 11

## Graphics\*

- \_\_\_ 6 disk set; \$18
- \_\_\_ 8.01 - G 1
- \_\_\_ 8.02 - G 2
- \_\_\_ 8.03 - G 3
- \_\_\_ 8.04 - G 4
- \_\_\_ 8.05 - G 5
- \_\_\_ 8.06 - G 6

## INITs & CDevs\*

- \_\_\_ 25 disk set; \$75
- \_\_\_ 9.01B - I/C 1
- \_\_\_ 9.02B - I/C 2
- \_\_\_ 9.03B - I/C 3
- \_\_\_ 9.04B - I/C 4
- \_\_\_ 9.05B - I/C 5
- \_\_\_ 9.06B - I/C 6
- \_\_\_ 9.07B - I/C 7
- \_\_\_ 9.08B - I/C 8
- \_\_\_ 9.09B - I/C 9
- \_\_\_ 9.10B - I/C 10
- \_\_\_ 9.11B - I/C 11
- \_\_\_ 9.12B - I/C 12
- \_\_\_ 9.13B - I/C 13
- \_\_\_ 9.14B - I/C 14
- \_\_\_ 9.15B - I/C 15
- \_\_\_ 9.16B - I/C 16
- \_\_\_ 9.17B - I/C 17
- \_\_\_ 9.18B - I/C 18
- \_\_\_ 9.19B - I/C 19
- \_\_\_ 9.20B - I/C 20
- \_\_\_ 9.22B - I/C 22
- \_\_\_ 9.23B - I/C 23
- \_\_\_ 9.24B - I/C 24
- \_\_\_ 9.25B - I/C 25

## Miscellaneous\*

- \_\_\_ 10.01A - M 1
- \_\_\_ 10.02A - M 2

## Paintings (MacPnt)

- \_\_\_ 5 disk set; \$15
- \_\_\_ 11.01 - P 1
- \_\_\_ 11.02 - P 2
- \_\_\_ 11.03 - P 3
- \_\_\_ 11.04 - P 4
- \_\_\_ 11.05 - P 5

## Digitized Sounds\*

- \_\_\_ 9 disk set; \$27
- \_\_\_ 12.01B - S 1
- \_\_\_ 12.02B - S 2
- \_\_\_ 12.03B - S 3
- \_\_\_ 12.04B - S 4

- \_\_\_ 12.05B - S 5
- \_\_\_ 12.06B - S 6
- \_\_\_ 12.07B - S 7
- \_\_\_ 12.08B - S 8
- \_\_\_ 12.09B - S 9

## Telecommunications\*

- \_\_\_ 13.01B - T 1
- \_\_\_ 13.02B - T 2
- \_\_\_ 13.03B - T 3

## Programmer/Hacker

- \_\_\_ 14.01A - PH 1
- \_\_\_ 14.02A - PH 2

## Miscellaneous Utils\*

- \_\_\_ 9 disk set; \$27
- \_\_\_ 15.01B - MU 1
- \_\_\_ 15.02B - MU 2
- \_\_\_ 15.03B - MU 3
- \_\_\_ 15.04B - MU 4
- \_\_\_ 15.05B - MU 5
- \_\_\_ 15.06B - MU 6
- \_\_\_ 15.07B - MU 7
- \_\_\_ 15.08B - MU 8
- \_\_\_ 15.09B - MU 9

## System Utilities\*

- \_\_\_ 25 disk set; \$75
- \_\_\_ 16.01D - SU 1
- \_\_\_ 16.02D - SU 2
- \_\_\_ 16.03D - SU 3
- \_\_\_ 16.04D - SU 4
- \_\_\_ 16.05D - SU 5
- \_\_\_ 16.06D - SU 6
- \_\_\_ 16.07D - SU 7
- \_\_\_ 16.08D - SU 8
- \_\_\_ 16.09D - SU 9
- \_\_\_ 16.10D - SU 10
- \_\_\_ 16.11D - SU 11
- \_\_\_ 16.12D - SU 12
- \_\_\_ 16.13D - SU 13
- \_\_\_ 16.14D - SU 14
- \_\_\_ 16.15D - SU 15
- \_\_\_ 16.16D - SU 16
- \_\_\_ 16.17D - SU 17
- \_\_\_ 16.18D - SU 18
- \_\_\_ 16.19D - SU 19
- \_\_\_ 16.20D - SU 20
- \_\_\_ 16.21D - SU 21
- \_\_\_ 16.22D - SU 22
- \_\_\_ 16.23D - SU 23
- \_\_\_ 16.24D - SU 24
- \_\_\_ 16.25D - SU 25

## Word Processing Utils\*

- \_\_\_ 5 disk set; \$15
- \_\_\_ 17.01B - WP 1
- \_\_\_ 17.02B - WP 2
- \_\_\_ 17.03B - WP 3
- \_\_\_ 17.04B - WP 4
- \_\_\_ 17.05B - WP 5

## Adobe Screen Fonts\*

- \_\_\_ 18.01A - AF 1
- \_\_\_ 18.02A - AF 2

## Fun & Games Series

- \_\_\_ 22.01 - F/G 1
- \_\_\_ 22.02 - F/G 2
- \_\_\_ 22.03 - F/G 3

## Best of Pi Series

- \_\_\_ 10 disk complete set; \$25
- \_\_\_ 5 disk revised set; \$17.50

## System Software

- \_\_\_ 6.0.3 - 4 disk set; \$12
- \_\_\_ 6.0.5 - 4 disk set; \$12
- \_\_\_ 6.0.7 - 4 disk set; \$12
- \_\_\_ 6.0.8 - 4 disk set; \$12
- \_\_\_ 7.0 - 9 disk set; \$20
- \_\_\_ 7.0.1 - 6 disk set; \$20 (‡)
- \_\_\_ Sys 7/7.0.1 Tune-Up \$3
- \_\_\_ QuickTime 1.0 - 2 disk set; \$6
- \_\_\_ QuickTime 1.5 - 1 disk; \$3
- \_\_\_ TrueType - 2 disk set; \$6
- \_\_\_ Basic Conn Set v1.1.1 - 1 disk; \$3

## HyperCard Update

- \_\_\_ 1.2.5 - 3 disk set; \$9
- \_\_\_ 2.0 - 5 disk set; \$15

- (‡) on 1.44 Meg diskette
- # Revised disk series



# Apple Disk Library

by John B. Ruffatto

**W**elcome to the Apple Disk Library section of the Journal. As you can see, there is always room for improvement. In this issue there are now Disk Order Forms for the Apple II, Apple IIGS, and the Apple III. The librarians would like to receive comments pro and con on the new set-up versus the old listing format. Direct your comments to me via the Washington Apple Pi office and I will try to respond to them.

I would also like your comments in regard to Public Domain software that you would like to see included in our Disk Libraries. Since we no longer publish the titles of the disks in the library, it is advisable to order the Disk Library Catalog Disks for the machine you are using.

Each month we will endeavor to provide information on new additions to the libraries or feature disks currently in the libraries. Some of the disks in the Apple Disk libraries contain **SHAREWARE**. If you use any ShareWare program, please send the ShareWare fee to the author. By submitting the fee, we encourage the author(s) to develop more software.

## **GSGM-31-//Igs.GAMES.31/ - GAMES 20**

In the //Igs.Games.31/Games/Double-Solitaire/ folder: Solitaire v1.0 by Bill Hamshire. This is the classic version of Solitaire called Klondike. Includes Vegas Style Play/Scoring and Double Solitaire options. ShareWare, \$10 fee.

In the //Igs.Games.31/Games/Fun.-Columns.GS/ folder: Fun Columns v1.1 by the FTA, from one of their Toolbox Mags.

In the //Igs.Games.31/Games/Hearts.v1.0/ folder: Hearts v1.0 by Bill Hamshire. You must try and get the least amount of points. The player with the least amount, when another player or players have reached the final score, wins the game. You get one point for every heart you take in. The Queen of Spades is the equivalent of 13 hearts. The author has tried to make the players intelligent and has implemented the many variations that he encountered over the years. Shareware, \$10 fee.

In the //Igs.Games.31/Games/Plotting.GS/ folder: Plotting Demo vA by FTA. This is an interesting game. It is a demo and not all of the features are active.

In the //Igs.Games.31/Games/Space-Whiskey101/ folder: Space Whiskey GS v1.01 by Lane Roathe. ShareWare \$10 fee. Space exploration has always been treacherous. During your journey, you've lost most of your companion ships to the aliens who rampage thru this sector of space. Now, after waking from your cryogenic sleep, you find yourself alone in your ship. The controls of your ship are

upon automatic, and the smell of whiskey is strong. It seems that your companions have all gotten drunk and are off galavanting around with those pesky aliens! It's your job to rescue the poor suckers!

In the //Igs.Games.31/Games/Wisc.Rummy.v1.1/ folder: Wisconsin Rummy v1.1 by Bill Hamshire. This game is a cross between Rummy Royale and Michigan Pool. The objective is to continue to collect chips and have the most accumulated when one player runs out or one player gets more than 250 chips. The player with the most at the end will receive all of the chips left on the board. A running total is kept for all games in the stats window. Shareware, \$10 fee.

## **GSGM-33 - /BOUNCIN.FERNO/ - FTA's BOUNCIN' FERNO**

To start the Bouncin' Ferno game you should either boot this disk or launch the file named "P8.Loader" from the Finder.

## **GSGM-34 -//Igs.GAMES.21/ -GAMES 21**

In the //Igs.Games.21/Games/AIDesign/ folder: Space Arrow's game editor by Tom Gooding. The AIDesign utility program was created to provide a quick and easy way to create AI segments, for SpaceArrow. In order to define the SpaceArrow AI segment, you are presented with several options which can change the result of the performance.

In the //Igs.Games.21/Games/Missle.Attack/ folder: Missle Attack by Terry Burdett is based

upon the classic arcade game Missile Command. If you are using System 6, you will have to remove the file close view from your System 6 Start-Up folder. ShareWare, 5\$ fee.

In the //Igs.Games.21/Games/SpaceArrow2/ folder: SpaceArrow by Tom Gooding is an Apple IIGS game allowing two players to battle each other, in one-on-one combat, armed with torpedoes and skill. All of Player 1's visual displays appear on the left, and all of Player 2's displays appear on the right. The game play is simultaneous and fast paced - so watch out. The computer can also join the action by loading in computer artificial intelligence, which is completely programmable. Separate sound effects allows warning and alert sounds to be heard over that player's designated stereo channel (stereo card is recommended for great sound but is not necessary). ShareWare, \$10 fee.

## **GSGM-35-//Igs.GAMES.22/-GAMES 22**

In the //Igs.Games.22/Games/Boggled.GS/ folder: Boggle word game by Kenrick Mock (the author of Columns GS). Based on the game of lettered dice. Documentation for this game is included within the program. This game is intended for lovers of word games and is based on Boggle (TM Parker Brothers). The object is to find, within 3 minutes, as many words as possible in a 4 by 4 grid of randomly generated letters. ShareWare, \$10 fee.

In the //Igs.Games.22/Games/Castle.Arms1.0/ folder: Castle Arms by Tom Gooding is a simple two player game for the Apple IIGS. The



object is to volley a cannon shot across the terrain and strike the opponent's castle. Two modes of play, plus sound and smooth animation. ShareWare, \$5 fee.

**GSGM-36 - /BLUE.HELMIT/ - FTA's BLUE HELMIT**

This disk uses its own unique, non-standard disk operating system. This program can't be launched from the Finder or any other program launcher. To run the Blue Helmit game you will have to boot the Blue Helmit game disk. The Blue Helmit game is "FreeWare."

Another posthumous FTA prerelease. Blue Helmet is the prototype of a game from the FTA which never got finished. Use a joystick to navigate your race car over hills and around sharp curves and obstacles. Please understand that it is NOT a completed game; it will allow you to race for 10 minutes, and then the game is over. Like Bouncin' Ferno, this demo never got several key features completed such as scoring and fiery crashes. Lots of stuff is provided on disk for you 65816 assembly language programmers and hackers.

**GSGX-29=/II.INFINITUM.92/-II INFINITUM 92 SLIDE SHOW**

The DreamVair program on this disk require GS/OS to be active. You will either need to boot the System disk and run the DreamVair program from the Finder or copy the programs over to a disk with the GS/OS system software.

This is a DreamVair presentation with a colorful 3200-mode graphics slide show while SoundSmith music is played in the background. Nothing particularly new, just another fairly good collection. Some of the controls are Enter on Numeric Pad to change songs and mouse button to change pictures. There are two songs on this disk.

For this Demo to run as it was intended you must set up an 800K Ram disk and copy the entire contents of this disk onto it. It will run off of the 3.5 but the music will stop for disk accesses. You could also put it on your hard drive, but I have been told that only apple Hi-Speed SCSI controllers will allow the music to play through disk accesses.

DreamVair is a combination slideshow and background SoundSmith music player. DreamVair recognizes most GS Super Hires file formats (including 16/256/3200) and allows you to display them, while playing SoundSmith songs in the background. DreamVair is \$10 ShareWare.

**GSGX-34-/FLY.DEMO/-FLY DEMO**

This disk uses its own unique, non-standard disk operating system. The "Fly Demo" program can't be launched from the Finder or any other program launcher. To run the "Fly Demo" you will have to boot this disk. To run the programs "GSU.portrait" and IBMKillers" you will need to boot the System disk and run these programs from the Finder. This text file is called WAP.READ.ME.

The Fly demo/game compares to FTA produced programs. Once you have had enough of the animated splash screen (and accompanying music), just hit any key and away you go! This is a great demo/game from the Lizard. This is FTA quality all the way. You maneuver a fly with the mouse while trying to avoid the moving spider webs.

IBM Killers By Lepton and music By Lizard (GS Underground.) This demo is a "put-down" of IBM type PC's and demonstrates the Music/Sound/Graphics capabilities of the IIGs. The only keys that do anything during the main sequence, are:

^S (Music Stop/Start)

Esc (Pause)

^Q (Quit)

Use the mouse to move the "cross-hairs" and the mouse button to shoot holes in the IBM logo which will be displayed after the opening sequence. ^Q will display the author's displeasure with the IBM Program Manager before returning to the Finder.

GSU portrait displays a digitized picture showing the members of the "GSU Underground" group. Press the ESC key to quit back to the Finder when done.

**GSMU-01 B - /IIGs.Music.01/- SOUNDSMITH AND SONGS**

This disk contains two versions of the Sound Smith program (version 0.9 and version 1.01a), two Sound Smith songs, two utility programs, an instruction manual and an AppleWorks Data Base listing various SoundSmith instrument files.

Additional SoundSmith songs can be found on WAP disks: GSMU-02, GSMU-03, GSMU-04, GSMU-05, GSMU-06, and GSMU-11 (SoundSmith Songs disks 1 through 6).

In the /IIGs.Music.01/Sound.Smith/Manual/ folder: This folder contains an instruction manual and an AppleWorks Data Base listing various Sound Smith instrument files. The manual ("Manual.AppleWks" and

"Manual.Txt") is provided in two formats, as an AppleWorks GS Word Processing file and as an ASCII Text file. The AppleWorks Data Base ("Instrument.List") lists the various Sound Smith instrument files that can be found on the Sound Smith Songs disks 1 through 5.

In the /IIGs.Music.01/Sound.Smith/SoundSmith.v0.9/ folder: This is version 0.9 of the French music program, SoundSmith. It is a 14 track sequencer that uses up to 15 ASIF synthesized instrument files. SoundSmith is shareware (\$20 fee.) Note: you MUST use system 5.0 (or latter) for this program. SoundSmith is incompatible with the StrangeMenus NDA (New Desk Accessory.)

Systems with only one 3.5" drive and no hard disk are likely to have problems running this program. You will have to create a boot disk that contains the System software and the SoundSmith files. Use the Installer program that is included with your System software to make a new copy of the system disk. You will have to delete unneeded files from this disk so there will be enough room for the SoundSmith files.

You should have enough room for SoundSmith after you delete the following files: BASIC.SYSTEM, BASIC.LAUNCHER, P8, EXPRESSLOAD, CLIPBOARD, START, extra Desk Accessories, all of the fonts from the font folder, extra INITs, unnecessary Drivers and CDEvs, and these files from the icons folder: FTYPE.AUX, FTYPE.MAIN, FINDER.ICONS.X. Copy the SNDSMITH.SYS16 file to the SYSTEM folder and rename this file START. Copy the other five files from the SOUNDSMITH.V0.9 folder to the root level of your startup disk.

In the /IIGs.Music.01/Sound.Smith/SoundSmith.1.01a/ folder: This is version 1.01a of the French music program, SoundSmith. It is a 14 track sequencer that uses up to 15 ASIF synthesized instrument files. SoundSmith is shareware (\$20 fee.) Note: you MUST use system 5.0 (or latter) for this program. SoundSmith is incompatible with the StrangeMenus NDA (New Desk Accessory.)

SoundSmith returns to shareware with the new version 1.01! SoundSmith is a music creation program that can make songs for playback on your IIGS. SoundSmith uses ASIF instrument files which can be created from digitized sounds. SoundSmith 1.01 features MIDI support as well as other minor enhancements.

This version of SoundSmith includes MIDI support, new colors, new intro screen, and



other new features. This version is really meant for hard disk users, but it can also be run from floppies. Before using this new version, you will have to install Tool032 to your boot disk. You should also install the Apple MIDI Driver. Use the Installer utility located on your System Tools Disk to install these files.

Systems with only one 3.5" drive and no hard disk are likely to have problems running this program. You will have to create a boot disk that contains the System software and the SoundSmith files. Use the Installer program that is included with your System software to make a new copy of the system disk. You will have to delete unneeded files from this disk so there will be enough room for the SoundSmith files.

You should have enough room for the SoundSmith files after you delete the following files and folders:

Root Level of your boot disk:

- AppleTalk - (folder and it's contents)
- BASIC.Launcher
- BASIC.System
- Icons - (folder and it's contents)
- Tutorial - (folder and it's contents)

/System/ folder:

- P8
- Start

/System/Fonts/ folder:

- All font files
- FastFont
- Font.Lists

Copy the SNDSMITH.SYS16 file to the SYSTEM folder and rename this file START. Copy the other 5 files from the SOUNDSMITH1.01A folder (DOC.DATA, INTRO.MUSIC, MAIN, SNDSMITH.SCREEN, TITLE.SCREEN) to the root level of your startup disk. This disk will now boot directly into the SoundSmith application.

There will be little free disk space left over for additional files such as Desk Accessories, Inits, CDevs, Drivers, etc. If you need additional room, then you can delete unnecessary Drivers and CDevs, the Control Panel NDA and possibly the file named EXPRESSLOAD which is located in the SYSTEM folder.

This version may require 1.5 megs of memory when run from a hard disk and 1.25 megs of memory when run from 3.5" drives. If you are having trouble running this program from 3.5" drives and it crashes, then try renaming the disk /UNDSMITH.0.95/.

In the /IIgs.Music.01/Snd.Smith.Songs/ folder:

This folder contains the following two folders of SoundSmith songs: Drums, and Funky Town. Each folder contains a Sound Smith

song in Music Sequence format and the ASIF instrument files that are required by the song.

In the /IIgs.Music.01/Utilities/Sound.Editor1.0/ folder: GS Sound Editor version 1.0 by Second Sight Software (FTA). Here is a quick and dirty sound editor bearing the FTA's new label, Second Sight Software. It is an easy way to take binaries and AIFF sounds and turn them into SoundSmith instruments and the like. It also appears to have a simple sustain loop marking feature. It only works with the first 64K of a sound — making it useless for working with really long sounds.

There is no documentation included. Press OA-? twice for a command summary. The program is compatible with Prodos 8 only, (they make no guarantees about it messing with GS/OS while it's running).

In the /IIgs.Music.01/Utilities/Utilities/ folder: The instruments used by SoundSmith must be standard ASIF instrument files (Electronic Art's Instant Synthesizer and Instant Music use this type of files) or PSWV instrument files (created with the french public domain program Poly-sons). This folder contains a small utility program to convert sounds digitized with the Sonic Blaster, HyperStudio or Future Sound card to standard ASIF instrument files which can then be used with Sound Smith.

Mail this form with your check to : <b>Disketeria</b> Washington Apple Pi 7910 Woodmont Avenue, Suite 910 Bethesda, Maryland 20814			Are you a member of Washington Apple Pi, Ltd? Y/N _____. If Yes, Member Number _____. All payments must be in U.S. funds drawn against U.S. banking institutions. Non-members add \$3.00 per disk to listed prices for 3.5" and \$1.50 per disk for 5.25" disks.		
<b>Number of Disks</b> 3.5" Singles ___ 4 or less @ ___ 5 or more @ ___ Sets (as marked) 5.25" Singles ___ 4 or less @ ___ 5 or more @ ___ Sets (as marked) + postage \$1.00/disk, max. \$5.00.	<b>Member Price @</b> \$4.00 \$ \$3.50 \$ \$(above) \$ \$2.00 \$ \$1.75 \$ \$(above) \$ \$ \$ <b>TOTAL AMOUNT DUE</b>	<b>Extended</b> \$ _____ \$ _____ \$ _____ \$ _____ \$ _____ \$ _____ \$ _____	<b>Name</b> _____ <b>Box Number, Apartment, Suite, etc.</b> _____ <b>Street Address</b> _____ <b>City</b> _____ <b>State</b> _____ <b>Zip Code</b> _____ <b>Day Telephone</b> _____ <b>Evening Telephone</b> _____		

Please write disk numbers on a separate sheet of paper and include them with your order.



# Apple II Disk Library Order Form



## 5-1/4" DISKS:

- EAMN-12 #4
- EAMN-13 #4
- EAMN-14 #4
- EAMN-15 #4
- EAMN-16 #4
- EAMN-17 #4
- EAMN-18 #4
- EAMN-19 #4
- EAMN-20 #4
- EAMN-21 #4
- EAMN-22 #4
- EAMN-23 #4
- EAMN-24 #4

### System Software

- APSD-01 #1
- APSD-02 #2

### Apple Disk Catalog

- 4 disk set #3

### AppleWorks

- APWK-01
- APWK-02

### Communications

- 10 disk set = \$15.00
- COMM-01
- COMM-02
- COMM-03
- COMM-04
- COMM-05
- COMM-06
- COMM-07
- COMM-08
- COMM-09
- COMM-10

### CP/M

- 11 disk set = \$16.50
- CP/M-01
- CP/M-02
- CP/M-03
- CP/M-04
- CP/M-05
- CP/M-06
- CP/M-07
- CP/M-08
- CP/M-09
- CP/M-10
- CP/M-11

### Eamon Adventures

- 24 disk set = \$36.00
- EAMN-01
- EAMN-02 #4
- EAMN-03 Eamon

### Master

- EAMN-04 #4
- EAMN-05 #4
- EAMN-06 #4
- EAMN-07 #4
- EAMN-08 #4
- EAMN-09 #4
- EAMN-10 #4
- EAMN-11 #4

### Education

- 20 disk set = \$30.00
- EDUC-01
- EDUC-02
- EDUC-03
- EDUC-04
- EDUC-05
- EDUC-06
- EDUC-07
- EDUC-08
- EDUC-09
- EDUC-10
- EDUC-11
- EDUC-12
- EDUC-13
- EDUC-14
- EDUC-15
- EDUC-16
- EDUC-17
- EDUC-18
- EDUC-19
- EDUC-20

### Forth

- FRTH-01
- FRTH-02
- FRTH-03

### Games

- 13 disk set = \$ 19.50
- GAME-01
- GAME-02
- GAME-03
- GAME-04
- GAME-05
- GAME-06
- GAME-07
- GAME-08
- GAME-09
- GAME-10
- GAME-11

- GAME-12
- GAME-13

### Logo

- LOGO-01
- LOGO-02

### Membership Directory

- MEMD-01

### Miscellaneous

- 25 disk set = \$37.50
- MISC-01
- MISC-02
- MISC-03
- MISC-04
- MISC-05
- MISC-06
- MISC-07
- MISC-08
- MISC-09
- MISC-10
- MISC-11
- MISC-12
- MISC-13
- MISC-14
- MISC-15
- MISC-16
- MISC-17
- MISC-18
- MISC-19
- MISC-20
- MISC-21
- MISC-22
- MISC-23
- MISC-24
- MISC-25

### New Print Shop

- 31 disk set = \$46.50
- NWPS-01 Graphics
- NWPS-02 Graphics
- NWPS-03 Graphics
- NWPS-04 Graphics
- NWPS-05 Graphics
- NWPS-06 Graphics
- NWPS-07 Graphics
- NWPS-08 Graphics
- NWPS-09 Graphics
- NWPS-10 Graphics
- NWPS-11 Graphics
- NWPS-12 Graphics
- NWPS-13 Graphics
- NWPS-14 Graphics
- NWPS-15 Graphics

- NWPS-16 Graphics
- NWPS-17 Graphics
- NWPS-18 Graphics
- NWPS-19 Graphics
- NWPS-20 Graphics
- NWPS-21 Graphics
- NWPS-22 Graphics
- NWPS-23 Graphics
- NWPS-24 Graphics
- NWPS-25 Graphics
- NWPS-26 Graphics
- NWPS-27 Graphics
- NWPS-28 Graphics
- NWPS-29 Borders
- NWPS-30 Borders
- NWPS-31 Fonts

### Pascal

- 8 disk set \$12.00
- PASC-01
- PASC-02
- PASC-03
- PASC-04
- PASC-05
- PASC-06
- PASC-07
- PASC-08

### Pilot

- PILT-01

### Utilities

- 24 disk set = \$36.00
- UTIL-01
- UTIL-02
- UTIL-03
- UTIL-04
- UTIL-05
- UTIL-06
- UTIL-07
- UTIL-08
- UTIL-09
- UTIL-10
- UTIL-11
- UTIL-12
- UTIL-13
- UTIL-14
- UTIL-15
- UTIL-16
- UTIL-17
- UTIL-18
- UTIL-19
- UTIL-20
- UTIL-21
- UTIL-22

## 3-1/2" DISKS:



### System Disk

- 2APS-01 #5

### Apple Disk Catalog

- 2ADC-01

### AppleWorks

- 2AWK-01

### Communications

- 2COM-01
- 2COM-02
- 2COM-03

### Education

- 2EDU-01

### Membership Directory

- 2MRD-01

### Utilities

- 2UTIL-01
- 2UTIL-02A

(#1) System Disk V. 4.0.1 - \$1.50; (#2) DOS 3.3 System Master - \$1.50; (#3) Apple Disk Cat.-4 disk set -\$4.00; (#4) Requires EAMN-03; (#5) - System Disk - V. 4.0.1 - \$3.00

Note: Some disks may contain ShareWare. Please send a remittance to the author of the program if you use it.



# Apple IIGS Disk Library Order Form



<b>System Software</b>	___ GSDA-12	___ GSFT-11	___ GSGM-35	___ GSHC-05	___ GSMU-01B	___ GSMU-55
___ GSAS-0 (*1)	___ GSDA-13	___ GSFT-12	___ GSGM-36	___ GSHC-06	___ GSMU-02	___ GSMU-56
___ GSAS-02 (*2)	___ GSDA-14	___ GSFT-13	___ GSGM-37		___ GSMU-03	___ GSMU-57
___ GSAS-03 (*3)	___ GSDA-15	___ GSFT-14	___ GSGM-38	<b>HyperStudio</b>	___ GSMU-04	___ GSMU-58
___ GSAS-04 (*4)	___ GSDA-16	___ GSFT-15	___ GSGM-39	___ 23 disk set = \$49	___ GSMU-05	___ GSMU-59
	___ GSDA-17	___ GSFT-16	___ GSGM-40	___ Demosr (1-10)=\$10	___ GSMU-06	___ GSMU-60
<b>Communications</b>	___ GSDA-18	___ GSFT-17	___ GSGM-41	___ GSHS-01 D/Ver.	___ GSMU-07	___ GSMU-61
___ 5 disk set = \$15	___ GSDA-19	___ GSFT-18	___ GSGM-42	___ GSHS-02 D/Ver.	___ GSMU-08	___ GSMU-62
___ GSCM-01C		___ GSFT-19		___ GSHS-03 D/Ver.	___ GSMU-09	___ GSMU-63
___ GSCM-02C	<b>Developer</b>	___ GSFT-20	<b>Graphics</b>	___ GSHS-04 D/Ver.	___ GSMU-10	___ GSMU-64
___ GSCM-03A	___ 17 disk set = \$51	___ GSFT-21	___ 36 disk set = \$108	___ GSHS-05 D/Ver.	___ GSMU-11	
___ GSCM-04A	___ GSDV-01	___ GSFT-22	___ GSGX-01	___ GSHS-06 D/Ver.	___ GSMU-12	<b>Sounds</b>
___ GSCM-05	___ GSDV-02	___ GSFT-23	___ GSGX-02	___ GSHS-07 D/Ver.	___ GSMU-13A	___ 21 disk set = \$63
	___ GSDV-03	___ GSFT-24	___ GSGX-03	___ GSHS-08 D/Ver.	___ GSMU-14	___ GSSN-01A
<b>Demos</b>	___ GSDV-04	___ GSFT-25	___ GSGX-04	___ GSHS-09 D/Ver.	___ GSMU-15	___ GSSN-02A
___ 24 disk set = \$24	___ GSDV-05	___ GSFT-26	___ GSGX-05	___ GSHS-10 D/Ver.	___ GSMU-16A	___ GSSN-03
___ or \$1 per disk	___ GSDV-06	___ GSFT-27	___ GSGX-06	___ Others (11-23) = \$39	___ GSMU-17	___ GSSN-04
___ GSDM-01	___ GSDV-07		___ GSGX-07	___ GSHS-11	___ GSMU-18A	___ GSSN-05
___ GSDM-02	___ GSDV-08	<b>Games</b>	___ GSGX-08	___ GSHS-12	___ GSMU-19A	___ GSSN-06
___ GSDM-03	___ GSDV-09	___ 42 disk set = \$126	___ GSGX-09A	___ GSHS-13	___ GSMU-20A	___ GSSN-07
___ GSDM-04	___ GSDV-10	___ GSGM-01A	___ GSGX-10	___ GSHS-14	___ GSMU-21A	___ GSSN-08
___ GSDM-05	___ GSDV-11	___ GSGM-02A	___ GSGX-11	___ GSHS-15	___ GSMU-22	___ GSSN-09
___ GSDM-06	___ GSDV-12	___ GSGM-03	___ GSGX-12	___ GSHS-16	___ GSMU-23A	___ GSSN-10
___ GSDM-07	___ GSDV-13	___ GSGM-04	___ GSGX-13A	___ GSHS-17	___ GSMU-24A	___ GSSN-11
___ GSDM-08	___ GSDV-14	___ GSGM-05	___ GSGX-14	___ GSHS-18	___ GSMU-25A	___ GSSN-12
___ GSDM-09	___ GSDV-15	___ GSGM-06	___ GSGX-15	___ GSHS-19	___ GSMU-26A	___ GSSN-13
___ GSDM-10	___ GSDV-16	___ GSGM-07	___ GSGX-16	___ GSHS-20	___ GSMU-27A	___ GSSN-14
___ GSDM-11	___ GSDV-17	___ GSGM-08	___ GSGX-17	___ GSHS-21	___ GSMU-28A	___ GSSN-15
___ GSDM-12		___ GSGM-09	___ GSGX-18	___ GSHS-22	___ GSMU-29A	___ GSSN-16
___ GSDM-13	<b>Disk Catalog</b>	___ GSGM-10	___ GSGX-19	___ GSHS-23	___ GSMU-30A	___ GSSN-17
___ GSDM-14	___ 2 disk set = \$6	___ GSGM-11	___ GSGX-20		___ GSMU-31A	___ GSSN-18
___ GSDM-15		___ GSGM-12	___ GSGX-21	<b>Icons</b>	___ GSMU-32A	___ GSSN-19
___ GSDM-16	<b>Education</b>	___ GSGM-13	___ GSGX-22	___ 13 disk set = \$39	___ GSMU-33A	___ GSSN-20
___ GSDM-17	___ 8 disk set = \$24	___ GSGM-14	___ GSGX-23	___ GSIC-01A	___ GSMU-34A	___ GSSN-21
___ GSDM-18	___ GSED-01A (*5)	___ GSGM-15	___ GSGX-24	___ GSIC-02A	___ GSMU-35A	
___ GSDM-19	___ GSED-02A (*5)	___ GSGM-16	___ GSGX-25	___ GSIC-03A	___ GSMU-36A	<b>Utilities</b>
___ GSDM-20	___ GSED-03A (*5)	___ GSGM-17	___ GSGX-26	___ GSIC-04A	___ GSMU-37A	___ 15 disk set = \$45
___ GSDM-21	___ GSED-04A (*5)	___ GSGM-18	___ GSGX-27	___ GSIC-05A	___ GSMU-38A	___ GSUT-01B
___ GSDM-22	___ GSED-05A (*5)	___ GSGM-19	___ GSGX-28	___ GSIC-06A	___ GSMU-39A	___ GSUT-02
___ GSDM-23	___ GSED-06A (*5)	___ GSGM-20	___ GSGX-29	___ GSIC-07A	___ GSMU-40A	___ GSUT-03A
___ GSDM-24	___ GSED-07A (*5)	___ GSGM-21	___ GSGX-30	___ GSIC-08	___ GSMU-41	___ GSUT-04A
	___ GSED-08 (*5)	___ GSGM-22	___ GSGX-31	___ GSIC-09	___ GSMU-42	___ GSUT-05A
<b>Desk Accessories</b>	<b>Fonts</b>	___ GSGM-23	___ GSGX-32	___ GSIC-10	___ GSMU-43	___ GSUT-06A
___ 19 disk set = \$57	___ 27 disk set = \$81	___ GSGM-24	___ GSGX-33	___ GSIC-11	___ GSMU-44	___ GSUT-07A
___ GSDA-01	___ GSFT-01	___ GSGM-25	___ GSGX-34	___ GSIC-12	___ GSMU-45	___ GSUT-08D
___ GSDA-02	___ GSFT-02	___ GSGM-26	___ GSGX-35	___ GSIC-13	___ GSMU-46	___ GSUT-09
___ GSDA-03	___ GSFT-03	___ GSGM-27	___ GSGX-36		___ GSMU-47	___ GSUT-10
___ GSDA-04	___ GSFT-04	___ GSGM-28		<b>Membership Directory</b>	___ GSMU-48	___ GSUT-11B
___ GSDA-05	___ GSFT-05	___ GSGM-29	<b>HyperCard</b>	___ GSMD-01	___ GSMU-49	___ GSUT-12
___ GSDA-06	___ GSFT-06	___ GSGM-30	___ 6 disk set = \$18	<b>Miscellaneous</b>	___ GSMU-50	___ GSUT-13
___ GSDA-07	___ GSFT-07	___ GSGM-31	___ GSHC-01	___ GSMS-01	___ GSMU-51	___ GSUT-14
___ GSDA-08	___ GSFT-08	___ GSGM-32	___ GSHC-02		___ GSMU-52	___ GSUT-15
___ GSDA-09	___ GSFT-09	___ GSGM-33	___ GSHC-03	<b>Music</b>	___ GSMU-53	
___ GSDA-10	___ GSFT-10	___ GSGM-34	___ GSHC-04	___ 64 disk set = \$192	___ GSMU-54	
___ GSDA-11						

(\*1) System 5.0.4 - 2 Disk Set = \$6.00; (\*2) Hyper Mover v1.1 - 2 Disk Set = \$6.00; (\*3) GS Bug & Debug Tools v1.6 = \$3.00; (\*4) System 6.0 - 6 Disk Set = \$18.00; (\*5) Astronomer - 7 disk set (GSED-01 to -07).

Note: Some disks may contain ShareWare. Please send the requested remittance to the author if you use the program.



# Apple III Disk Library Order Form



## Accounting

- \_\_\_ 3 disk set = \$4.50
- \_\_\_ 3ACT-01A
- \_\_\_ 3ACT-02
- \_\_\_ 3ACT-03

## 3 Easy Pieces Templates

- \_\_\_ 11 disk set = \$16.50
- \_\_\_ 3AWZ-01
- \_\_\_ 3AWZ-02
- \_\_\_ 3AWZ-03
- \_\_\_ 3AWZ-04
- \_\_\_ 3AWZ-05
- \_\_\_ 3AWZ-06
- \_\_\_ 3AWZ-07
- \_\_\_ 3AWZ-08
- \_\_\_ 3AWZ-09
- \_\_\_ 3AWZ-10
- \_\_\_ 3AWZ-11

## Business Basic

- \_\_\_ 9 disk set = \$13.50
- \_\_\_ 3BSB-01
- \_\_\_ 3BSB-02
- \_\_\_ 3BSB-03
- \_\_\_ 3BSB-04
- \_\_\_ 3BSB-05
- \_\_\_ 3BSB-06
- \_\_\_ 3BSB-07
- \_\_\_ 3BSB-08
- \_\_\_ 3BSB-09A

## Disk Catalog

- \_\_\_ 5 disk set = \$5 or \$1 per disk
- \_\_\_ 3CAT-01 - Text Version - Disk 1\*\*\*
- \_\_\_ 3CAT-02 - Text Version - Disk 2\*\*\*
- \_\_\_ 3CAT-03 - Text Version - Disk 3\*\*\*
- \_\_\_ 3CAT-04 - 3EZP Version - Disk 1
- \_\_\_ 3CAT-05 - 3EZP Version - Disk 2

## Games

- \_\_\_ 5 disk set = \$7.50
- \_\_\_ 3GAM-01
- \_\_\_ 3GAM-02
- \_\_\_ 3GAM-03
- \_\_\_ 3GAM-04
- \_\_\_ 3GAM-05

## Graphics

- \_\_\_ 43 disk set = \$64.50

- \_\_\_ 3GRX-01
- \_\_\_ 3GRX-02
- \_\_\_ 3GRX-03
- \_\_\_ 3GRX-04
- \_\_\_ 3GRX-05
- \_\_\_ 3GRX-06
- \_\_\_ 3GRX-07
- \_\_\_ 3GRX-08
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- \_\_\_ 3GRX-39
- \_\_\_ 3GRX-40
- \_\_\_ 3GRX-41
- \_\_\_ 3GRX-42
- \_\_\_ 3GRX-43

## Information

- \_\_\_ 36 disk set = \$54
- \_\_\_ 3INF-01C WAP PD Catalog
- \_\_\_ 3INF-02D
- \_\_\_ 3INF-03
- \_\_\_ 3INF-04
- \_\_\_ 3INF-05

- \_\_\_ 3INF-06
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- \_\_\_ 3INF-35
- \_\_\_ 3INF-36
- \_\_\_ 3INF-38

## Membership Directory

- \_\_\_ 3MRD-01
- \_\_\_ 3MRD-02

## Miscellaneous

- \_\_\_ 20 disk set = \$30
- \_\_\_ 3MSC-01
- \_\_\_ 3MSC-02
- \_\_\_ 3MSC-03
- \_\_\_ 3MSC-04
- \_\_\_ 3MSC-05
- \_\_\_ 3MSC-06
- \_\_\_ 3MSC-07
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- \_\_\_ 3MSC-17

- \_\_\_ 3MSC-18
- \_\_\_ 3MSC-19A
- \_\_\_ 3MSC-20

## Pascal

- \_\_\_ 20 disk set = \$30
- \_\_\_ 3PCL-01
- \_\_\_ 3PCL-02
- \_\_\_ 3PCL-03
- \_\_\_ 3PCL-04
- \_\_\_ 3PCL-05
- \_\_\_ 3PCL-06
- \_\_\_ 3PCL-07
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- \_\_\_ 3PCL-18
- \_\_\_ 3PCL-19
- \_\_\_ 3PCL-20

## Repairs

- \_\_\_ 11 disk set = \$16.50
- \_\_\_ 3REP-01
- \_\_\_ 3REP-02
- \_\_\_ 3REP-03
- \_\_\_ 3REP-04
- \_\_\_ 3REP-05
- \_\_\_ 3REP-06
- \_\_\_ 3REP-07
- \_\_\_ 3REP-08
- \_\_\_ 3REP-09
- \_\_\_ 3REP-10
- \_\_\_ 3REP-11

## TeleCommunications

- \_\_\_ 11 disk set = \$16.50
- \_\_\_ 3TEL-01
- \_\_\_ 3TEL-02
- \_\_\_ 3TEL-03
- \_\_\_ 3TEL-04
- \_\_\_ 3TEL-05
- \_\_\_ 3TEL-06
- \_\_\_ 3TEL-07
- \_\_\_ 3TEL-08
- \_\_\_ 3TEL-09
- \_\_\_ 3TEL-10
- \_\_\_ 3TEL-11

## Utilities

- \_\_\_ 48 disk set = \$72
- \_\_\_ 3UTL-01
- \_\_\_ 3UTL-02
- \_\_\_ 3UTL-03
- \_\_\_ 3UTL-04
- \_\_\_ 3UTL-05
- \_\_\_ 3UTL-06
- \_\_\_ 3UTL-07
- \_\_\_ 3UTL-08
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- \_\_\_ 3UTL-46
- \_\_\_ 3UTL-47
- \_\_\_ 3UTL-48

## Word Processing

- \_\_\_ 7 disk set = \$10.50
- \_\_\_ 3WDP-01B

- \_\_\_ 3WDP-02
- \_\_\_ 3WDP-03
- \_\_\_ 3WDP-04
- \_\_\_ 3WDP-05
- \_\_\_ 3WDP-06
- \_\_\_ 3WDP-07

Note: Some disks may contain ShareWare. Please remit to the author of the program the requested amount if you use that program.

\*\*\* Available at a later date

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