

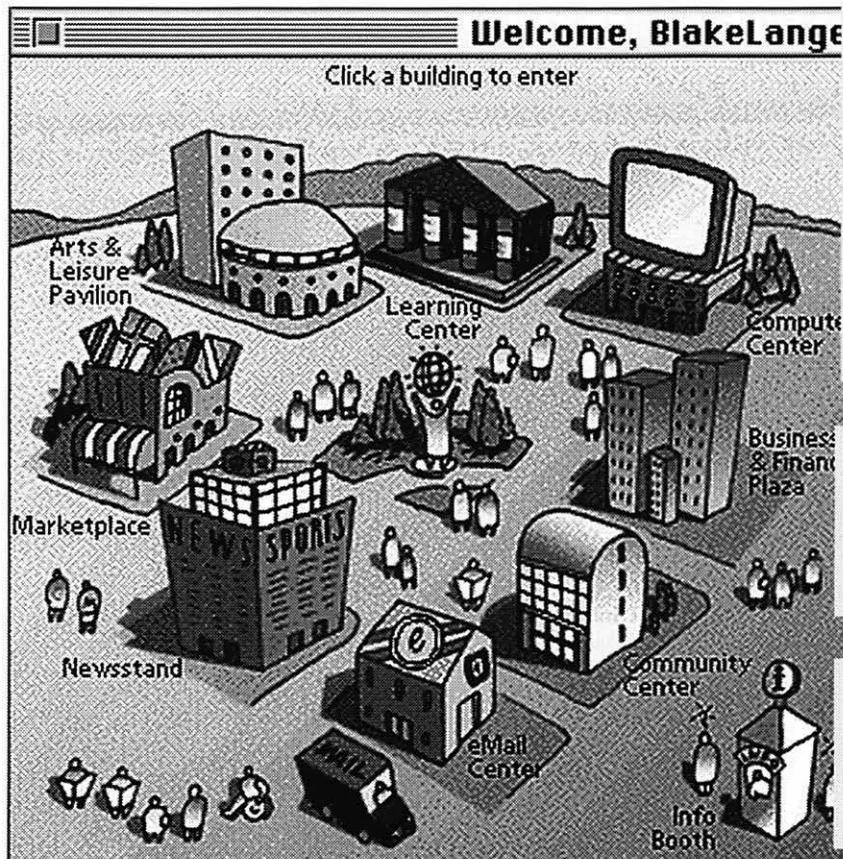
November 1994

\$2.95

The Journal of Washington Apple Pi, Ltd.

WASHINGTON APPLE PI

Volume 16, Number 10



Real World FreeHand 4.0—15

 Get In Touch With Macworld:

Artists on Exhibit—20

play some Stones trivia) in

BizCard Power—40

injuries, nutrition, more.

Mac Lingo 1—53

Garage Sale

*Don't miss the
Garage Sale
in December!*

Hardware,
software
and more.

Just in time
for holiday shopping.

Watch this space for the date
and map in the next journal.

Washington Apple Pi General Meeting

3rd Saturday (to avoid Thanksgiving Conflicts) **Nov. 19, 1994 • 9:00 a.m.**

Community & Cultural Center

**Northern VA Community College • 8333 Little River Turnpike
Annandale, Virginia**

**Nov. 19, 1994
Casady & Greene**



**Live demo of the
Internet!**

**December, 1994
Semi-Annual
Computer
Garage Sale!**
Details to be announced

**Jan. 28, 1995
Medical House Call
Interactive Home Medical Guide**



**Plus the legendary
"vendor to be named later"**

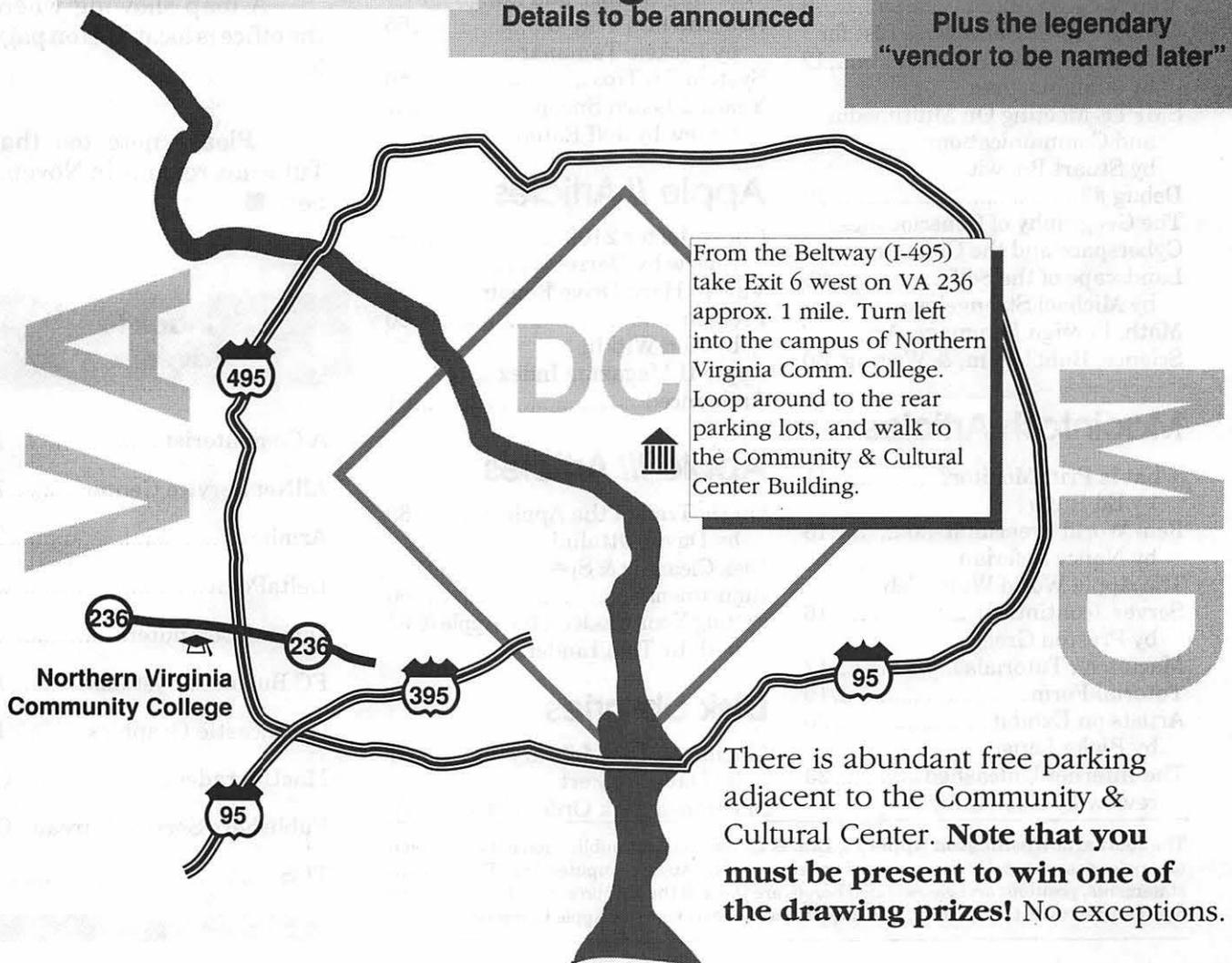


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The office

The office did move and the new address is:

**12022 Parklawn Drive
Rockville, MD 20852**

The new phone number is:

301-984-0300

The new TCS phone numbers are :

2400 bps **301-984-4066**
14,400 bps

301-984-4070

A map showing where the office is located is on page 8.

Please note too that Tutorials resume in November. ■

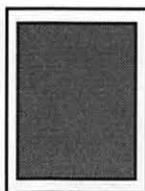
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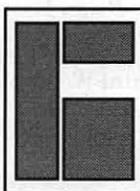
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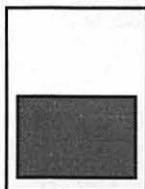
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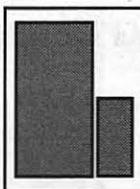
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The Washington Apple Pi Journal is published monthly. The ad copy deadlines and ad space reservations are listed below for your convenience.

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

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Deadlines

Writers' submissions	
December	October 23
January	November 24
Editors' submissions	
December	October 30
January	November 30
Ad space reservations	
December	October 23
January	November 24
Camera-ready ad copy	
December	October 30
January	November 30

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Washington Apple Pi

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Office hours: Monday-Saturday 10-2:30*
 Tuesday 7-9 p.m.

* The office will open at 1 p.m. on
 the day of the General Meeting

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company asking them to buy a collection of software that, if fully installed, occupies an astounding 70 megabytes of hard disk space; the *recommended* RAM for running the entire package is 16 megabytes. Nothing less than a 68020-equipped Mac will do, either; every Mac introduced prior to the Mac II in 1987 (plus quite a few since then) will be left behind.

I loved it: Dave, armed with nothing more than a Macintosh 8100 and the power of a monster company (plus the microphone), on one side. On the other, a legion of doubters, nay-sayers, nit pickers — and customers, armed with questions and pointed comments.

President Lorin Evans opened the bout by suggesting you could buy a fully equipped Apple II computer, hardware and software, for the price of Microsoft Office. And have money left over to get some frills.

The early rounds went heavily against Microsoft. Dave was rattled to learn that the big drawing prizes, brand-new copies of Microsoft Office, hadn't arrived. [We later learned that someone forgot to send them.] He then made a major tactical error, saying he would show a "brief" slide show (via PowerPoint 4.0). An hour after he took the stage, he finished the slide show.

If the slides weren't all that impressive, the questions were: Dave was under siege, buried in a torrent of questions concerning everything from how Office is packaged (1.4 megabyte floppies or CD-ROM only; no 800K disks will be offered) to Microsoft's programming practices ("But *why* does it have to be so *big*?" to the merits of different technologies for linking applications together. Dave, representing Microsoft, came out firmly in favor of Microsoft's OLE 2.0 (Object Linking and

Embedding), as exemplified in the new Office components. The audience was either mystified at the need for any such thing, or expressed cautious interest in the multi-vendor OpenDoc standard favored by Apple, WordPerfect, Novell and a number of other vendors.

Running behind, both on the judges' scorecards and in time, Dave made a rally: he launched Word 6.0. Racing through a blizzard of new

"I loved it: Dave,
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nit pickers — and
customers, armed with
questions and pointed
comments."

features, he showed Word automatically correcting typographical errors, automatically formatting boring paragraphs into styled, and stylish, text, and my favorite: dragging text between one document and another.

Where Word 5.1 had one tool bar, you can fill your entire screen with toolbars in 6.0. A macro language, offered for years in Nisus and WordPerfect, finally has made an appearance in the form of a BASIC programming language

embedded in Word. Even better, the same language is present in Excel 5.0 (we, ah, forgot to ask about PowerPoint). If that wasn't enough, Excel and Word both work with AppleScript, too.

Document conversions between the Mac and Windows versions of Excel and Word are a thing of the past: both platforms use the same file format. There is a minor difference between the Mac and Windows versions of PowerPoint, but the conversion allegedly requires nothing more than a few seconds delay. [PowerPoint 4.0, by the way, ran the Pi slide show, done in PowerPoint 3.0, without a hitch.]

Excel offers mostly cosmetic changes, with one big exception: "pivot tools." Detailed commentary will require hands-on experience, but it *looked* like the new Excel will allow you to do far more extensive data analysis than in the past, slicing and dicing databases in ways that used to require extensive macro programming, when it could be done at all.

Dave's best trick, available only to those with ample RAM, was the creation of a complete Excel spreadsheet, embedded in a Word document. Note: he did not create the spreadsheet in Excel and then copy it to Word; he *created* the spreadsheet in Word, with links to all the Excel tools and functions. This will either be salvation to spreadsheet wizards or a great way to demonstrate conspicuous computing. Probably both.

Editorial Diversion

When the Pi first began negotiations to show Office, back in May, all the applications were still under development. A demonstration of Office at MacWorld DC was noteworthy for two things: less than two dozen people showed up in a room that seated 300, and Excel

wouldn't even boot. On the other hand, there were enough refreshments for a small army.

Microsoft has obviously been very busy since then; the new Word, Excel and PowerPoint are impressive. They are also frightening; some in the audience were wondering if they should even dream of upgrading several hundred Macs, or even a single Mac, to the new Office, given the daunting memory, storage, and processor requirements. Say you have 400 Mac IIcx computers. Yes, they have 68030 processors, so they will run Office. Yes, they have 1.4 megabyte floppies, so you can install Office. Yes, they have (mostly) 8 megabytes of RAM, so you have enough memory. But they also have (mostly) 40 megabyte drives, so you can't install *all* of Office; you'll have to

leave off the extra TrueType fonts, templates, sample files, tutorial files — even at a bare minimum, Office requires 18 megabytes of disk space. And you still need disk space for whatever files you might want that weren't written by Microsoft, such as a decent database program, and maybe System 7.5, and...

And then there is the nagging suspicion that a Mac IIcx may not be enough. *MacWeek*, taking an early look at Office, found the new packages running slow even on a Mac IIcx — and a IIcx is several times faster than a IIcx, or II, or IIx, or IICI, or SE/30, or LC, or LC II, or LC III, or...

On the other hand, maybe Microsoft really is a big fan of Apple Computer. The new Office looked quick and crisp on a Power Mac 8100 running System 7.5; maybe

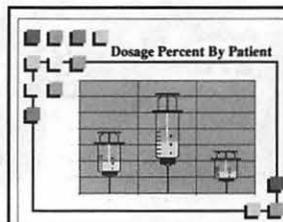
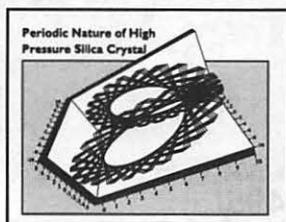
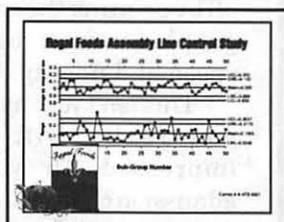
this is Microsoft's way of luring the Macintosh faithful to the promised land of the PowerPC? "Sweetheart, I'm going to buy a Power Mac so I can run my new Microsoft Office upgrade." "OK. Sounds like a good idea to me."

We Now Return

As I said before, I thought this was a *great* meeting. Aside from the endless slide show, Dave put on a dynamite presentation, and put up a spirited defense of his employer's software products, upgrade and marketing strategy, and even software technology. A liberal rain of Microsoft Office for Mac baseball caps encouraged even the shy to speak up. And there were goodies.

In addition to copies of Microsoft Office, there were also nice cloth Microsoft briefcases, plus the ball

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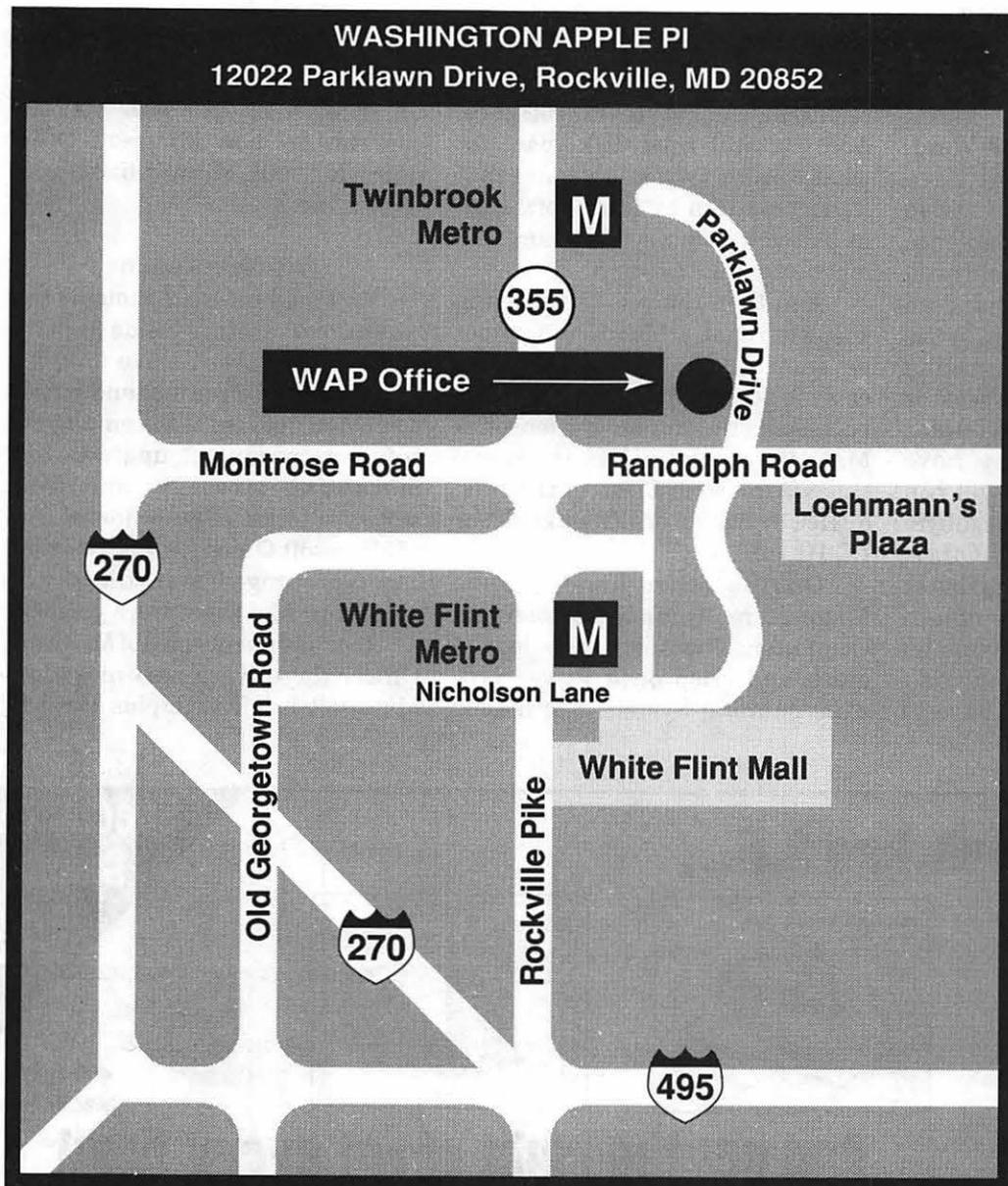


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caps. Every user group member who wanted one also got a \$40 rebate coupon for Microsoft Office; when combined with a rebate coupon included in Office, it makes for a hefty discount on the price of purchasing or upgrading. Microsoft also promised the Pi a full copy of the new Office (which, along with System 7.5, should just about completely fill the hard drive in the Pi's Mac IIci), and donated a number

of their Microsoft Home packages to the Pi: *Isaac Asimov's The Ultimate Robot* (CD-ROM), *Art Gallery* (CD-ROM), *Creative Writer*, and *Dinosaurs* (CD-ROM).

Finally, one special little goodie will debut at the next General Meeting: a Pro Presenter. This is a small infrared receiver that attaches to a Mac ADB port, plus a hand-held control. Press one button, and a PowerPoint slide show moves

forward. Press the other, it goes backward. I can't wait to try it out.

October 1994

The October 22 General Meeting will be a collaborative effort designed to show how ordinary mortals can produce spectacular color documents using off-the-shelf hardware and software. Proxima will talk about their Proxima Ovation LCD video projector (a star at Pi meetings for a couple years now), Microtek will use their scanners for capturing art, Claris will show how easy it is in either ClarisImpact or ClarisDraw to produce spectacular graphic images, and Tektronix will polish everything off by printing the color graphics with both speed and fidelity.

This isn't just hype; you really will be impressed. Or your admission charge to the meeting will be fully refunded.

November 1994

Not wishing to conflict with Thanksgiving, the General Meeting will be a week early, on November 19. Casady & Greene, one of the oldest Macintosh software companies, will be showing some of their newest games and utilities. They've been in the Mac business as long as Microsoft, but with a difference: their products are inexpensive, and usually much more fun.

Rounding out the meeting will

be a full-fledged demonstration of the Internet. Since most people don't have a direct link to the Internet, the demo will be done with the same tools you are likely to use: a modem and a Macintosh. Mosaic, Gopher, Fetch and other strange sounding tools will be shown. We've had more requests for an Internet demonstration than almost any other topic, so this promises to be a packed meeting, too.

December 1994

Roughly a thousand people will descend on the winter edition of the Pi's Computer Garage Sale, shopping for bargains, gossip and information. *New feature:* for a modest donation to the Pi, you can have your Macintosh go through a checkup to confirm health or, possibly, diagnose existing or future problems. A team of recognized Mac gurus has volunteered to perform the honors.

1995 Meeting Dates

General Meetings for 1995 are

scheduled for the following dates (all the fourth Saturday of the month). Mark your calendars (or, better yet, put them in your electronic calendars to give you advance notice):

- Jan. 28, 1995
- Feb. 25, 1995
- Mar. 25, 1995
- Apr. 22, 1995
- May 27, 1995

Drawing winners

Microsoft Office ball caps: several dozen people.

Microsoft Briefcases: Grace Gallagher, Charles Stancil, Don Essick, Lou Pastura, Mark Rogers, John Ailes, Roger Firestone, D. Bingham, Joseph Goldscher, Joan Martensen, Mike Schmeible

Pro Presenter: Washington Apple Pi

Microsoft Office (Word 6.0, Excel 5.0, PowerPoint 4.0, MOM, RAMDoublor): Jay Miller, Georgia Sadler, Charles Ostrofsky, Marilyn Schmal,

and Washington Apple Pi

Credits

- Apple Power Macintosh 8100: courtesy Microsoft Corp.
- Electrohome video projector: courtesy Microsoft Corp.
- Setup and worrying: courtesy Microsoft Corp.
- Question & Answer Help: Tom Witte

Send meeting comments to: lcharters@tcs.wap.org. To date, I've received several dozen comments from people out of the area, and two from people out of the country, but only three from people who've actually attended the meetings. ■

The NewtonSIG

by Ed Palaszynski

THE NEWTON is new technology, and with any get together of interested people in Newton technology comes new ideas and fresh approaches to old problems. Thus our NewtonSIG meetings always seem to be filled with innovative solutions to "new and old" problems. Such was the case again at our September meeting, featuring Mr. Bob Whitecotton, National Integration Manager from Apple Computer, Inc. Bob came to our meeting not

knowing what to expect, due to the diverse nature of Newton users. And we came to the meeting to hear Bob inform us and answer our questions as to what we can expect from Apple concerning the Newton and its related technology.

We started our meeting with the customary discussion of what we are using our Newtons for and what we would really like to do with our Newtons. This cursory introduction gave new attendees as well as Bob a quick synopsis of our uses, abuses, interests and needs. Armed with that information, Bob then initiated a very interactive

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discussion as to the past, present and future of the Newton. Most noteworthy was the commitment that Apple Computer has to Newton Technology. They understand the newness of this market and continue to support it as it is being developed by large and small clients and developers. People who have attended the previous NewtonSIG meetings will also be aware that there are two main lines of development: the individual user and the vertical solutions. Bob reiterated this concept and

synchronize and further process your information as you see fit.

We then bombarded Bob with a multitude of other questions, such as: Will there be other Newtons, such as a larger one? Yes! Will there be better hardware? Yes! Will there be better software? Yes! Will there be better support? Yes! Will there be a better Newton Developer Kit? Yes! When? When? When? When? ... Soon! Yes, it was an informative meeting. To those of you who haven't come to a NewtonSIG meeting yet, come by and see what all of the

excitement is about. I think PDAs are here to stay and it is fascinating to hear how people are using their Newtons. Are Newtons a mature enough product that you will go out and buy one for the wife and kids? No, not yet! But maybe next year you will!

The NewtonSIG meets monthly at the WAP office. For more information please contact Andy Halls at (301) 990-3725 or at ahalls@digex.net. ■

To those of you who haven't come to a NewtonSIG meeting yet, come by and see what all of the excitement is about. I think PDAs are here to stay and it is fascinating to hear how people are using their Newtons.

discussed how Apple is pursuing both of these areas. In the vertical market, groups are using their Newtons for patient information management in hospitals, vaccine record tracking, data acquisition and analysis, client tracking and related information, database queries to the office mainframe via modem as well as inventories and orders. On the personal use side, more software titles are coming out with the most widely used being expense tracking, e-mail and document management, games, utilities, list managers, Newton books and other personal information organizers. Most of these packages, when hooked up to your desktop computer can update,



Women's SIG

by Nancy Seferian

OUR SEPTEMBER Women's SIG meeting began as usual, with Grace Gallager catering dinner for us for the astonishing fee of \$2.00. The menu included chicken breasts Florentine, vegetarian beans, rice, fresh broccoli with non-fat onion and sour cream dip, fruit jello, fresh home-grown (from her garden) tomatoes and cucumbers, fresh fruit and cheesecake for dessert. During dinner we had time to catch up on each other's new projects, new hardware and software, plans, and questions. After dinner, and before the demonstration portion of the meeting, we all introduced ourselves to the group. This night we had present a new Mac user, several desktop publishers, a freelance writer/editor, a federal defense analyst, an elementary school music teacher, a Macintosh lab coordinator, a database developer, a grandmother whose grandson

owns a Iigs, and two graphic designers—a great and diverse group!

Our topic for the evening was the TCS (WAP Telecommunications System). Lauri Rohn gave us an overview of how the TCS works. She is a member of the TCS Crew (the Crew consists of the volunteers who help to oversee and operate the TCS), and is also the author of the new TCS Guide. She also showed us how to log on and maneuver around the 8 Conferences and the topic-oriented Boards on each Conference. Lauri began by explaining that she had been using the TCS for less than a year, and had begun her TCS experience by trying every command she could. She encouraged our group to do the same thing. She said the worst thing that could happen might be that we would have to restart our computer, and that we shouldn't worry about exploring and experimenting.

Lauri explained that the TCS has three parts to it—the Conferences, the Files area, and E-mail. The Conferences may be visualized as a giant living room—where there are many groups participating in different conversations. It is a place where you can find several topics and

groups which you might like to join in order to listen and/or contribute. The second area discussed was the Files area which consists of a large number of files members may download. The third area, the E-mail portion of the TCS, is available to Premium level subscribers, and allows members to send and receive Internet mail from all over the world. TCS Guides were available for sale for \$7.50 for those who wanted to buy one. The Guide describes which Boards are on each Conference, what the commands mean and how to use them, how to download, leave messages, and everything else you might want to know about the TCS. The TCS starter disk was also available for sale. The disk was available for \$4.00 and contains ZTerm, a shareware communications application that helps your computer tell your modem what to do. It also contains several applications for compressing and expanding files that you send or receive by modem, and other utilities useful for telecommunicating.

Our next scheduled meeting is Thursday, November 17th from 6:00-8:30 PM at the WAP Office. The topic for the meeting that night will be scanners. We will discuss and demonstrate how to scan, how to place scanned files into word processing and various other applications, OCR (optical character recognition) software and related issues. We'd love to have you come and join us. R.S.V.P. to Grace Gallager (703) 222-4570 (Metro #, so don't dial 1) if you can join us. Bring a picture you would like to scan, and bring your recent projects, questions and ideas for new meetings. If you want to be on the mailing list call our Chairperson, Ann Aiken (301) 530-1990. ■

What is PrintMonitor?

by Ed Rupp

THE PRINTMONITOR application program included with Macintosh system software is an example of a background printer or spooler. Background spooler software runs on the Macintosh computer and temporarily stores, or spools, documents to be printed on the computer's hard disk. The computer must remain connected to the network until the print job is finished, but it can perform other tasks during that time.

The PrintMonitor program opens automatically whenever a user prints a document with background printing turned on. When a print command is issued, PrintMonitor spools the document to a file in the PrintMonitor Documents folder. It then waits for the selected printer to become available, establishes a network connection, and sends the document to the printer.

Aside from the convenience provided by PrintMonitor, it also provides you with additional manage-

ment control in printing your documents. With PrintMonitor you can:

- See the name of the document that is currently being printed, the document's status (for example, how many pages still need to be printed), and the name of the printer being used
- Cancel a document currently printing or waiting to print
- Specify a date and time to print a document or postpone a job indefinitely
- Monitor paper supply
- Signal when to feed paper manually

PrintMonitor's icon blinks at the right end of the menu bar when the printer is out of paper or to signal that you must confirm a manual operation. It can also be set to display an alert message. To change the notification method, use the program's Preferences command in the File menu. ■

Thanks to Apple Computer. The above article is from Information Alley © 1994.

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GNUT Top-10 Shareware List for Newton Software (Sept/94)

1: QuickFigure Lite 2.0 - Newton Spreadsheet

QuickFigure Lite 2.0 is a fast, compact (only 75k of user memory required) Newton spreadsheet. QF Lite 2.0 supports over 40 math functions, conditional statements, text and numeric formatting, printing/faxing/beaming/NewtonMail, and more. QF Lite may be upgraded to QuickFigure Pro for \$39 plus shipping and handling.

2: List-It 2.7—List Management

Version 2.7 of the popular package for the Newton adds some new and very much in demand features. List-It lets you create lists of all sorts of things, you even have a choice of list types. It's great for shopping! \$10 shareware fee.

3: NewtCase 1.1 - Package Management Utility

NewtCase lets any MessagePad (Classic, MP100, MP110) user archive his/her Newton applications to reduce heap memory requirements, alleviate conflicts between applications, and clean up his/her Extras drawer. Archived packages do not show up in the Extras drawer, but can be reinstalled at any time using NewtCase. NewtCase can launch an archived package and, when you quit from that package, automatically re-archive it. Shareware, \$20.

4: Paperback 1.0 book maker for Windows and Macintosh

This is an application that will convert simple text files into packages that can be read directly on a Newton. Freeware from David Fedor.

5: SleepAid 1.2 - Newton Power Management Utility

SleepAid covers all aspects of power management. It replaces the default "Sleep" preferences allowing you to set two sleep times - one for battery and one for AC. It lets you reboot or sleep your Newton even if some errant application wants it to stay awake. And finally, it adds a SleepAidNow corner for one tap sleep and a HeapStatus corner for an instant reading of free heap space. Update includes more configuration options (SleepAidNow and HeapStatus).

6: Solo 1.3/Lite 1.02

1.3 adds one of the most requested features of Solo... Double-tapping! You can now double tap an Ace to bring it to an empty foundation. Compatibility issues with the MP110 are also resolved. Memory is approximately 55k. The Lite version is included and functions just like the regular but without the gadget features. Please read the enclosed "Read Me" File. Solo is a simple card game based on the famous Klondike.

7: NotePak 2.0 beta (2.0b10)

NotePak is a list/to-do manager for the NEWTON. This is a public beta release of NotePak 2.0.

8: Figgles Utilities

A snappy set of utilities for keyboards. Typomatica is one that lets you type directly to your Newton from your PC. Also a game, a clock, a multi-colored readMe file.

9: Sony Remote Control Application for the Newton

This is version 1.0 of the Sony remote control package for Newton. It enables the Newt to act as a remote control for Sony devices.

10: QuickFind 2.1

QuickFind(C) 2.1 by noGravity(C) Software (C) 1994 by Thomas J. Volgger All Rights Reserved ShareWare - US\$ 10.00 / DM 15,— / OeS 100,— QuickFind 2.1 enhances the Find function of the Apple Newton MessagePad in three ways. It makes the Find button work as comfortable as the Assist button does. It gives you more options than just searching the current area or in all areas. And it lists the last ten terms that were searched in the 'Look for' pop-up menu. Found in Switzerland...

The GNUT TOP-10 Shareware List for Newton Software is published by John Marman, President of "Group of NEWTON Users in Toronto"—GNUT. ■

SMPTE Meeting on Multimedia and Communications

by Stuart Bonwit

THE WASHINGTON Section of the Society of Motion Picture and Television Engineers (SMPTE) convened an all-day meeting on the subject "Multimedia and Communications" on Saturday, Sept. 24, 1994. The meeting was held in the new NASA Headquarters building at 4th and E Streets SW in Washington DC. A broad range of topics was discussed, all having to do with electronic media, most having to do with "multi."

Meeting Chairman Tom Bentsen noted that submissions for the meeting were sought for applications on all platforms. However, only the Macintosh was represented. Macs were all over the stage and out in the lobby (registering attendees and making badges!).

NASA's auditorium is high-tech to the max. Presentations were made via three video images side-by-side on a rear projection screen 25-30 feet wide. The center video projector has high definition television (HDTV) capability. Professional video equipment taped the meeting with an occasional image of the presenter on the big screen behind the podium. All presentation graphics came from Macintoshes on the stage.

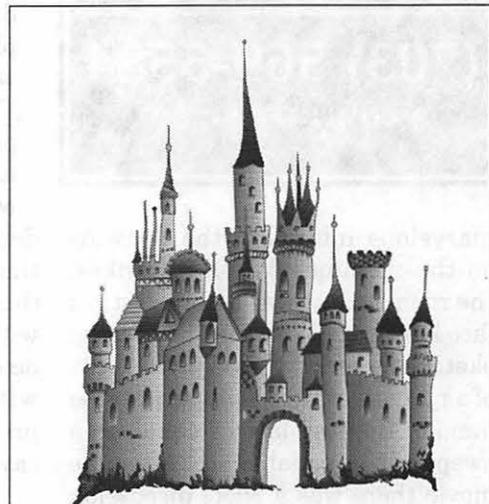
Mr. Bentsen pointed out that the SMPTE crew set up everything the evening before the meeting and everything was working perfectly,

but you can guess... Early in the morning of the meeting day someone wiped out software for the HDTV projector that controlled the 16x9 aspect ratio (ratio of picture width to height). Of course, an HDTV movie was to be first on the program. It was decided to show the movie in normal 4x3 aspect ratio. The picture quality was so bad (much worse than my VCR!) that they stopped it. I'm sure there followed desperate backstage activity. Later in the day we saw the movie in 4x3 aspect ratio. Part of the left side of the image was missing. But talk about sharp detail...you ain't lived till you've seen HDTV!

One presenter's wiped-out graphics were rescued by Washington Apple Pi member Etana Finkler. Chairman Bentsen publicly acknowledged her contribution. What happened was that on the evening before the meeting Bob Kovacs' slide presentation was loaded on a Mac, ready to go. At noon on Saturday, the person who owned the Mac had finished his/her presentation and took the computer home, along with Mr. Kovacs' presentation. Ms. Finkler overheard this at 1:15 pm (he was due to present at 3:00 pm). Since creating presentations is her work, she

volunteered to recreate it on the spot. Mr. Kovacs had a Microsoft Word6.pc disk with him, but couldn't open it on the Macs at the meeting. In an hour, on the spot, just like Persuasion advertises, she recreated his text and electronic diagrams. So, kudos to Etana Finkler!

The HDTV movie, "Astronomer's Dream", showed astronomer Johann Kepler in his study. He peers through his non-optical star locator at the heavens through a small opening (sic) in the side of his room. He comes to his desk contemplating what he saw. Then resting his head he has a vision in which his room has the latest telescope (still looking through that same small opening!) and a computer with a graphics tablet. One touch of the tablet reveals



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marvelous images of the heavens on the monitor. When he wakes, the room is as it was before, but his face lights up. With his quill pen he sketches a sun at the elliptical focus of a planet's orbit. He illustrates the famous Kepler law of equal area swept out in equal time. After the movie there was a short discussion on the making of the movie.

Lou Ward of Apple Computer presented a Multimedia Demonstration, "Digital Video on the Mac." He showed several QuickTime movie clips none of which had areas larger than a small fraction of the screen size. He demonstrated MIDI features under QuickTime 2.0. He had one piece of music play on several instruments using only the Macintosh. There was no external synthesizer.

Scott Converse, also of Apple

Computer, demonstrated "eWorld Tour," Apple's new on-line service. The presentation was remarkably similar to the one given at a recent WAP meeting.

Two presentations dealt with the "information superhighway." Methods of navigation and samples of the enormous amounts of available information were shown and discussed. For someone such as me who is not yet initiated into this lofty realm, it was a bit of overkill. However, I can see that it might be of some value if you don't let it carry you away.

Vic Clough of Picture Network International (PNI) demonstrated a "Digital Photographic Image Database." The database service is for authors and publishers who want to find specific types of pictures for their work. The database lists many thousands of photos from hundreds of agents who lease the rights for publication. The client describes the type of picture he/she wants in ordinary English. The software comes up with a list of photos with descriptions. The intriguing part is that, through "artificial intelligence" (his words), the software picks photos with descriptions matching the client's descriptions with varying rigor, starting with the best. This was the presentation that prompted me to say that not all were "multi" media.

Robert E. Kovacs of Northern Sky Design discussed "A Practical Look at Video on Demand: A Case Study." Mr. Kovacs was consulted for the design of an inexpensive campus-wide closed-circuit video-on-demand system to be installed and operating by December 1, 1994. His investigation convinced him that analog video was the only viable option. The entire system was designed using off-the-shelf, mostly consumer-grade equipment. All the video playback equipment is in one location. Students in many locations

can call for and view material on normal TVs and can have complete normal VCR-type control over playback. Mr. Kovacs described QuickTime movies as too small and "herky-jerky" for students who expect at least VCR quality playback.

Dr. Judy Garcia, whose name is familiar to WAP Journal readers, and Dr. Terrance Woolsey both of the Fairfax County Public Schools, presented "Electronic Field Trips." The "field trips" are among the many video programs Drs. Garcia and Woolsey have produced for the school system. Programs are available all the way from individual play-back only classroom use up to

"...'Digital Photographic Image Database.' The database service is for authors and publishers who want to find specific types of pictures for their work."

simultaneous county-wide live presentations with people famous and expert in their fields. Word has spread and programs are in demand all over the country. The development of the overall program and some individual programs were described.

While I did not learn how to improve my animation at the SMPTE meeting, I did learn a great deal of other things. It certainly was worth while.

Well, there you have it. I hope it's useful, Stuart ■



Real World FreeHand 4.0

Written by Olav Martin Kvern

A review by Nancy Seferian

I'VE BEEN using Aldus FreeHand for several years with much fondness and familiarity. When 4.0 came out I was looking forward to some of the new features I'd read about. The new palettes sounded exciting—the Inspector palette where you format paragraphs, specify fills and strokes and create new pages, and the new Align palette, Layers palette and Styles palette. The new tools and ways of working with text and text blocks sounded like a big improvement too. So when I received my upgrade to 4.0 I could hardly wait to get started.

Was I shocked! I couldn't do anything I tried! There wasn't any Type dialog box; I couldn't align anything; and many of my old shortcut commands did nothing or else did something unpredictable; and the way to apply the new features wasn't readily apparent or "intuitive." Furthermore, since I was in the middle of several projects with deadlines, I couldn't risk delaying things while I searched the manual for procedures I could already accomplish with ease in 3.1.1. In other words, *I was going to have to read the manual!* Egads, what a thought.

I kept both versions of FreeHand on my hard drive and every once in a while between projects I would open 4.0 and work on a project of my own while I hunted in the manual for how to do what I

wanted to do and was able to do easily before. That is, until I got Olav Kvern's new book *Real World FreeHand 4*. It set me free! It gave me courage!

I got enough information in the summary of the new features in the preface to allow me to begin exploring and drawing again right away while I progressed through the book. The preface offered a short list of what's new in FreeHand 4.0 with a succinct explanation beside each new feature and a page reference for further reading. Just this brief description of the new palettes I needed to use right away (such as Type Specifications, Align, Transform—move, scale, rotate, and skew—and Layers); the extensive index; and Kvern's usual good humor and enthusiasm were helpful enough to get me started using FreeHand 4.0 immediately.

In the preface I also got a glimpse of those things I wanted to know more about. The Polygon tool, the

improved Knife (cuts every selected path you drag it across), and the Calligraphic Pen (creates thick and thin strokes like a calligraphic nib) sounded intriguing, and they are. Kvern's description of the changes in using text and text blocks explained happily that were to be "no more trips to the dreaded Text dialog box," that FreeHand EPS files can now be edited (they can be opened just as any FreeHand publication file). And now color may be added by dragging a color from the color well and dropping it on the object you want that color applied to.

The book is a 594 pages long, and organized into eight chapters beginning with FreeHand Basics for newcomers and ending with Postscript, a chapter for advanced users who want to understand more about FreeHand's postscript resources and who may want to program their own postscript effects.

The Appendices are excellent.





In Appendix A, entitled System, Kvern discusses how FreeHand can be enhanced through the use of utilities and System resources that are available. He writes about some of his favorite extensions and cdevs such as ATM, MasterJuggler and Suitcase, Super Boomerang, and QuicKeys. He also lists and describes his favorite utilities: ResEdit, various file-compression utilities and Torquemada the Inquisitor (the search and replace utility). And finally, in this appendix he also describes his favorite 3-D rendering applications and image and postscript tools.

If you've ever wondered what's installed and where it's put when you install FreeHand, or if you've looked in the Aldus folder in your System folder and puzzled over what all those files were for and what they do, Appendix B will tell you, and tell you what you can do with some of them. For instance, the FreeHand Defaults file in the Aldus folder, is where you can change FreeHand's defaults to suit yourself.

The final Appendix, C, offers a list of where you can get all the things mentioned in the book, a valuable resource at your fingertips.

So...did I like this book? Yes! It helped me get started using FreeHand 4.0 right away; it kept me reading and learning with its clear writing, good humor, and pertinent graphics; and it is a valuable, well used resource for my library. I recommend getting acquainted with this artist/author's sound information, good tips and wonderful sense of humor.

Real World FreeHand 4, Olav Martin Kvern, edited by Stephen F. Roth, Peachpit Press, Inc., Berkeley, CA. 1994. \$29.95 ■

The Apple World Wide Web Server

(continued from the October Journal, page 58)

by Preston Gregg

Apple Web Pages

(continued)

■ Apple Fax Support Documents

Technical Quick Fixes and Documentation—These are the same files that are available on the Apple Fax system. Call the Apple FAX line at 1-800-505-0171 for a copy of the catalog.

■ Apple e-Mail Mailing Lists

Apple List Processor—Join any of four official Apple e-mail mailing lists.

Additional Apple Internet Sites

—www.apple.com—The Apple Library Home Page

—info.hed.apple.com—The Apple Higher Ed Gopher Server at the University of Minnesota

—[ftp.info.apple.com](ftp://ftp.info.apple.com)

—[ftp.apple.com](ftp://ftp.apple.com)

—aux.support.apple.com—An Apple UNIX related sit

—spinaltap.micro.umn.edu—Tech Info Library via Gopher

■ Apple Related Home pages that are not Sponsored by Apple Computer, Inc.

—Farallon Web Server

—Global Village

—MacWeb from El Net

—Macintosh Internet resources from the University of Washington

—Arizona Macintosh Users Group

—Newton info from the University of Houston

—Microlib Macintosh Archive from the University of Texas

This area will continue to grow and be updated.

Your Feedback

Quantitative information in the form of a survey. Qualitative information in the form of a text area for custom-

ers to write specific problems or suggestions about the services. There is also an additional area for documenting and reporting bugs.

We hope to base future tools and services on feedback and customer needs.

Smorgasbord

This is the entertaining side of the Apple web site. This server is run on a Power Macintosh Server 6150.

Currently the Smorgasbord contains:

■ The Apple Personal Pages. This area showcases the personal home pages for Apple employees. Information and references on these pages represent the interests of the creator and not necessarily technically oriented.

■ Apple Stock Price. This is a link to the Apple stock information from an experimental site at MIT.

Future plans for this area include:

■ Server statistics

■ An interactive Austin restaurant guide

■ A Fun page with links to many entertaining resources on the Internet.

■ Who is in the Lab? An example of video capture over the Internet.

■ Interactive rendering over the Internet.

All Apple Internet sites and Internet support information is contained in a series of Tech Info Library documents. You can easily access these documents with the keyword: **KINTER.** ■

Our thanks to Apple Computer, Inc. This article is from Info Alley ©1994.



Macintosh Tutorials

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 Excel. 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 programs with brochures and fliers. For further information call Beth Medlin at the Pi office, 301-984-0300.

Some Specifics

■ **Where:** Unless otherwise stated, all tutorials sponsored by Washington Apple Pi are given at the office located at 12022 Parklawn Drive, Rockville, Maryland.

■ **When:** unless otherwise stated, all tutorials are three hours in length and begin at 7:00 P.M. on the date listed. The office building is secured at 6:00 P.M..

■ **Fees:** \$25.00 per class for members and \$35 per class for non-members. Pre-registration and payment must be made to hold a seat.

■ **Class Size:** Class size is limited to 6 students per class.

■ **Bring my computer?** All classes are taught seminar-style with the instructor using a computer and an overhead display. We encourage stu-

dents who wish hands-on training to bring their computers.

■ **Instructor Cancellation:** If a class is cancelled by the instructor, all students will be notified of the cancellation. Please check your home answering machine if you have not given a work number for notification.

■ **Student Cancellation:** A cancellation must be received by the office 72 hours before a class is scheduled. The only exception to this is a cancellation due to illness.

November Tutorials are the 4 basic ones:

—Intro to Mac 1 11/14/94

(M111494)

—Intro to Mac 2 11/21/94

(M112194)

—Intro to Mac 3 11/28/94

(M112894)

—Maintaining the Mac 11/23/94 (M112394)

Macintosh Tutorials

The Macintosh introductory tutorials are a three-part introductory series designed for beginning users or those desiring to brush up on 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 Macintosh, Part 1 (Course #M111494)

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, startup disk, and an unformatted DSDD 800k disk.

Date: Mon. Nov. 14, 7-10 pm.

Introduction to the Macintosh, Part II (Course #M112194)

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., Nov. 21, 7-10 p.m.

Introduction to the Macintosh, Part III (Course #M112894)

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, Nov. 28, 7-10 p.m.

Maintaining Your Macintosh (Course #M112394)

How to maintain 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 INITs); 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., Nov. 23, 7-10 p.m.

Weekly Telecom Tutorials

THE NEWLY started weekly telecom tutorials will be continuing on Fridays evenings, 7 PM to 10 PM—call for location. These introductory telecom classes are intended to help people learn basic telecom skills.

The first two Fridays of each month are for people who have had little or no prior experience using modems. The latter two (or three) Fridays of the month will be for people who already have some telecom experience.

The classes themselves will be taught on the club's Mac IICI or Performa computers. To sign up for one of these classes, send \$25 to the club's office. (The fee for non-members is \$35.) Class size is limited to six persons.

The instructor for these classes is Phil Shapiro. For questions about the classes, please call Phil at: (202) 686-5465 (home/office), or contact him via Internet electronic mail at:

pshapiro@aol.com

Incidentally, supplementary telecom information and programs will be provided on Macintosh disks. Students interested in obtaining these supplementary materials are urged to bring a five formatted Macintosh disks (either high-density or double-density) to the classes.

Important note: These classes are purposely set up to be unstructured. During any given class, the instructor will try to answer specific questions that students bring to the class. The aim is not to teach any one particular communications program, bulletin board, or information service—but rather, to help WAP members develop general tele-communications skills that can then be applied in using any communications program, bulletin board, or information service.

Apple II telecom questions will be entertained as well, time permitting. ■

Other Educational Opportunities

—Desktop Publishing & Graphics tutorials are given by Clockface & Creole Communications Inc. Please contact Manolo Almagro at 301-718-0612 for details.

—Prince George's Community College Center for Business Training, 301 Largo Rd., Largo, MD 20772-2199. Call 301-322-0726.

—Greentalt Systems Inc., 610 Herndon Parkway, Suite 900, Herndon, VA 22070. Call 703-471-6842.

—Berkeley Computer Training, 1800 Diagonal Rd., Ste. 240, Alexandria, VA 22314. Call 703-548-9471.

—Micro Center Training, 3089 Nutley Street, Fairfax, VA 22031. Call 703-204-8409.



Debug #3: a Washington Apple Pi computer puzzle

Find the hidden Internet terms. In a break with tradition, there are no spurious entries.

ANONYMOUS	HACKER	ROUTER
ARCHIE	HOME PAGE	SERVER
ARCHIVE	HOST	SHELL
ARPANET	INTERNET	SNIFFER
BANDWIDTH	LOGIN	SPAMMING
BINHEX	MAILER	SYSADMIN
BROWSER	MANPAGE	TCSWAPORG
BYTES	MILNET	TELECOMMUNICATIONS
CERN	MIME	TELNET
CERT	MODEM	THROUGHPUT
CRACKER	MOSAIC	UNIX
DAEMON	NETWORK	USENET
DOMAIN	NNTP	USER
ENCRYPTION	PACKET	UUENCODE
FETCH	PASSWORD	VERONICA
FILTER	PHREAKER	WAIS
FINGER	PRIVILEGED	WEBMASTER
FIREWALL	PROTOCOL	WIZARD
GOPHER	REMOTE	WORM
GURU	ROOT	WORLDWIDEB

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

Washington Apple Pi Tutorial Registration Form

Washington Apple Pi
12022 Parklawn Drive
Rockville, MD 20852
301-984-0300

Name _____

Address _____

City/State/Zip _____

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 No

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

Class #1 _____

Class #2 _____

Class #3 _____

Class #4 _____

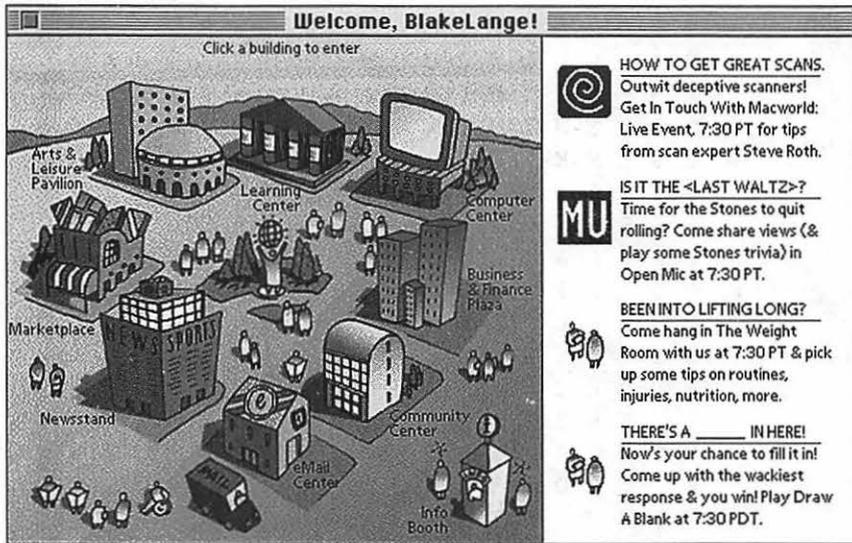
Class #5 _____

Class #6 _____

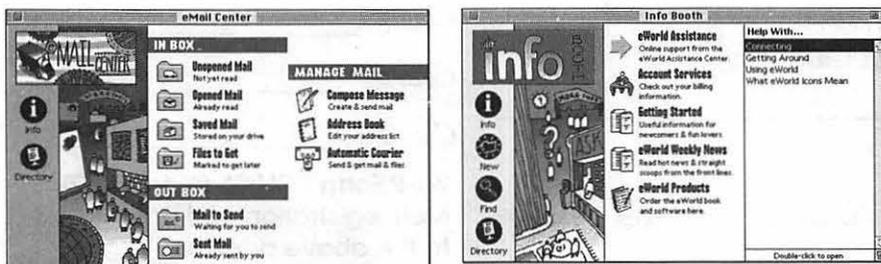
**WAP Form #CL006 (mod. 7/90).
Mail registration and payment to the above address.**

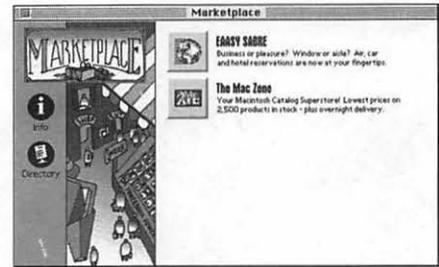
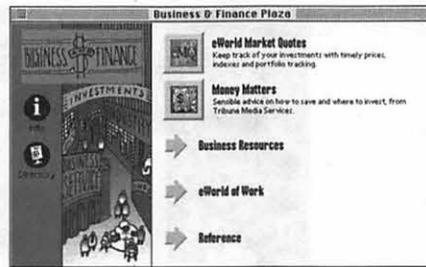
Artists on exhibit

by Blake Lange



Artist Information: Cleo Huggins has just joined the design firm of Watts Silverstein in Seattle, Washington, after working for a year for Apple on the design of eWorld. Formerly she attended the Rhode Island School of Design majoring in Graphics Design, graduating in 1981. She spent the summer of her Junior year in Germany designing Ikirus computer type, the first computer outline type, even preceding PostScript, on a PDP 11. From the Fall of 1981 until the Spring of 1983 she taught graphics design at the Portland School of Art. From there she went to Stamford from the Fall of 1983 until graduating with a Masters in Digital Typography in the Spring of 1988, designing a Hieroglyphic font as her major project. While attending classes she worked full time for Adobe starting in 1984. From 1988 to 1991 she worked freelance and during that time she had long contracts to do graphics design work for both Apple and Next. In 1991 she started a graph-





ics design company with Hal Rucker, Rucker-Huggins, which is still a going concern. She left in 1993 to work full-time for Apple on the eWorld project.

Tools: All the resources of Apple Computer Corporation.

Apple's new eWorld uses the town motif to make its users feel as if they are in a familiar and comfortable place. The opening screens show a cluster of buildings around an inspiring statue of one of the ePeople holding the eWorld aloft. Each of the buildings houses a particular area of interest.

Upon entering a building one sees its interior and the "store-fronts" of private enterprises, privately designed logos. Cross a threshold and be greeted with their logo and identifying banner overhead. For a while further the corporate logo is present, a reminder of which store you are in. At the deepest reaches of eWorld in the

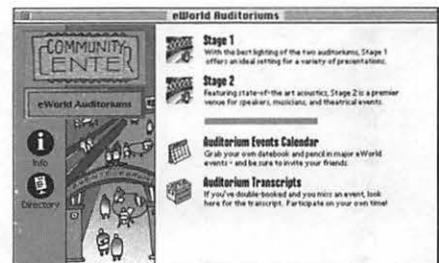
conferences and file transfer areas that commercial vestige of the town motif is absent.

Cleo spent a year at Apple as the Human Interface Design Manager on a team given the mission of designing the human interface which consisted of designing both navigation and functionality. Her primary area of responsibility was for navigation and, after evaluating the designs of other on-line services, came up with the metaphor of a town named eWorld as the approach to take. She developed the basic style of the buildings and hired an illustrator Mark Drury to do the final drawings based on her originals. It was Mark who invented the ePeople. His did black and white ink drawings which Cleo scanned and then colored using Photoshop on a Quadra 950, the top-of-the-line Mac at the time. She did this at high resolution so the finished art could be used for both screen display and printed promotions.

All the art for eWorld is also in black and white. For this the color art was converted to a dithered B/W image which was cleaned up using a good pixel editor such as Studio8 instead of Photoshop which isn't that good for editing pixels.

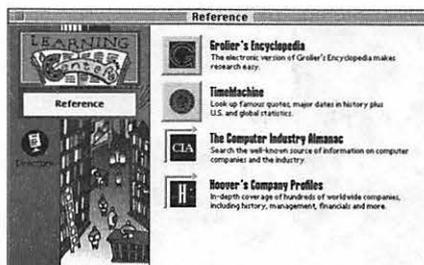
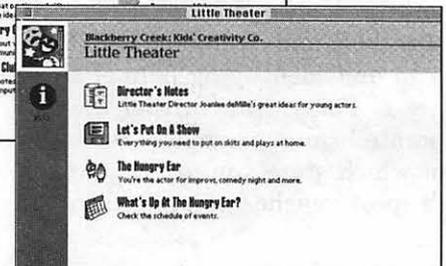
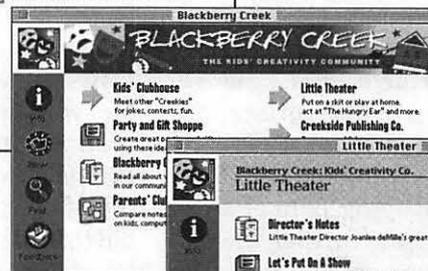
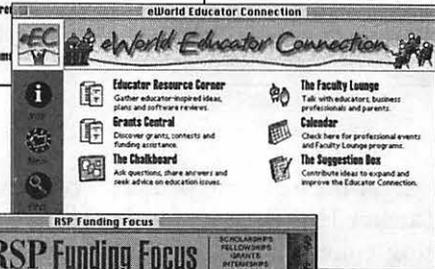
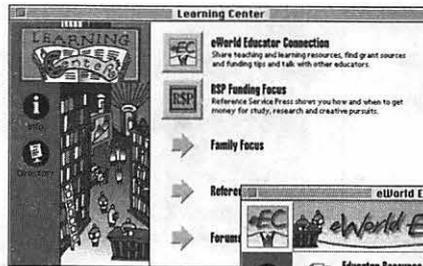
When evaluating the existing online services such as America Online, Cleo found that navigation was a difficulty. It was hard to know where you were. So when designing Apple's new on-line service she paid a lot of attention to the look and feel and being consistent about the organization. At the top level is the Welcome! window with the town cluster. At the second level are the building interiors. At the third level are store entrances with their privately designed logos and banners. The publishers, as they are called, enjoy designing their identifying logos and banners when they join the service. At the fourth level are the logos and a plain textual banner.

Navigating into the service in-



volves point and click taking full advantage of the Macintosh's ability to create new windows. To navigate back up one uses the Windows menu. Because of limited real estate there is competition among the publishers to appear at the highest level. To deal with this situation Apple has published "Zoning Regulations" complete with, carrying the town motif even further, the idea of bribing officials for better public access. Arrows appearing on many of the windows are doorways to areas that didn't pay the bucks to make it onto the first window. [There are also hard hats for areas still under construction.] On the left side of many windows is a bank of circular icons offering such things as service information, directory, and feedback.

Apple makes it known from the start to users and publishers alike that eWorld is nice and not raunchy. It is a clean and well-lighted place suitable for the entire family.





The Internet Unleashed

a review by Ellen Zuby

IF YOU WERE evaluating books about the Internet by poundage alone, *The Internet Unleashed* would win the contest. Subtitled *Everything You Need to Know About the Internet*, it's also a winner in its coverage. Here you will find information ranging from the history of the Internet to doing business on the Internet, from a detailed explanation of how to set up your very own gopher to copyright issues, and from having fun with MUDs to protecting your privacy. According to the introduction, this book is supposed to have "something for everyone," and with its inclusive coverage, it's sure to have something of interest to everyone, but it's not a book for beginners. If you want step-by-step instruction and hand-holding while you install Internet software, buy one of the books intended for those just starting out. *[see below].

Unleashed is the book you buy once you've gained some familiarity with the Internet through your own computer screen, and want some direction as to where to go next. Articles written by experts in the field cover topics in depth, detail, and passion not possible in books by a single author, making it an excellent choice for reference. Of particular use to librarians are the sections "Libraries" and "Education" in Part IX, "Using the Internet." "Libraries" includes information for public, school, and academic librarians, citing useful net sources, Lists (online message conferences) for librarians, and the "Virtual Library." In the "Virtual Library," (the library without walls), you'll find what is being done now

with Internet access, and a sketch of future possibilities: valuable information for planning ahead. If you are a school librarian suddenly confronted with an Internet account and an order to "do something" with it, the "Education" chapter will get you started. Clearly written and understandable for the novice, it includes sources of educational information and how to link students and teachers with their peers and the world: "The Virtual Classroom in the Global Village."

Two additional sections, "Business," and "Community/Government" round out "Part IX: Using the Internet." "Business" includes acceptable use policies, why do business on the Internet, how to market it if you do, and examples of companies already online. "Community/Government" discusses virtual communities such as the Well in San Francisco and Echo in New York City, Free-Nets, and how to become an online activist. A detailed list of federal information available on the Internet is followed by a list of useful commercial and public sites with additional information resources.

A large portion of *Unleashed* is devoted to Internet software for both the user and the provider. Telnet, ftp, gopher, WAIS, mosaic, etc. are discussed in some detail as well as how to read Usenet newsgroups using a newsreader. Three chapters on email programs and sending email are almost too detailed, intimidating if you are interested only in getting your message from one point to another. [Experts who are able to share their knowledge with beginners in an un-

derstandable way have a true gift. The chapter on IRC/Internet Relay Chat is an example of how difficult it can be to explain complicated knowledge in simple terms and not succeed.] Chapters on how to set up your own gopher or a campus-wide information system are written for those who've moved beyond the basics. Sources for individual and group access are covered as well as how to evaluate what kind of access is needed.

Issues and controversies such as privacy, copyright, and freedom of speech are covered in Part X, along with discussions of crackers and viruses (virii?), electronic literacy, and information overload. In "Internet Diversions," how to play in the MUD and go on an Internet Hunt lighten the tone of what is otherwise an overwhelming volume of information. The Appendices include how to get the latest List of Internet access sites, UNIX tips, a bibliography of print resources, and useful tools for internet travelers. Several of these programs are on a computer disk included with the book [you can get either the Mac or the Windows version], as well as information on how to set up an account with one of several Internet service providers. The offer includes up to one month of free access, depending on the package you choose.

The Internet Unleashed is a valuable reference tool for both you and your library patrons and is a compact way to keep a broad range of information about the Internet easily available. Highly recommended.

Title: *The Internet Unleashed*
Publisher: SAMS Publishing
A Division of Prentice-Hall Computer
Publishing
210 West 103rd Street
Indianapolis, IN 46290
1-800-428-5331

Date: 1994
Price: \$44.95
ISBN 0-672-30466-X



Includes Mac/Windows disk of Internet Software and up to one month of Internet Access

***For beginners:**

Internet Starter Kit for Macintosh by Adam Engst [Hayden Books]

Internet Membership Kit by Michael Fraase [Ventana] will get you on the "Information Highway" with the least hassle and give you a solid background to build upon.

Copyright 1994 by Ellen R. Zuby
Ellen Zuby has a been a high school librarian for over 26 years and loves

how technology has enhanced her library. She can found presiding over networked Macs, PC's, and CD-ROMs, preaching the joy of information power. Often logging on before breakfast, Ellen is an avid teleputer and her alter ego appears as "AFA Ellen," Forum Assistant on the Macintosh Communications Forum on America Online. Reach Ellen at afaellen@aol.com or 500 E. Montgomery St., Allentown, PA 18103. ■

at work. While teaching people how to use the software, it's also important for companies to set up a formal email policy regarding usage. This section has good, basic information on which to build such a structure, including consideration of employee privacy issues. This school year our students will begin to use the Internet as a resource and a link to the outside world. Proper use and behavior is as important as learning the protocols and commands. Because *Netiquette* is so complete and well-structured, I will be using it as a foundation for instructing both students and faculty.

The concluding chapters consider wider issues such as encryption and copyright. Laws and rights designed to protect other media are not so easily definable in cyberspace and everyone who is involved with this new way of communicating needs to be aware of the importance of creating new laws fair to everyone.

Netiquette offers an excellent bibliography of materials available in print and in electronic form. If you are interested in *Netiquette* issues, the publisher has created a List you can join. [netiquette-request@albion.com with the words subscribe "YourName" in the subject field, like so: TO: netiquette-request@albion.com, SUBJECT: subscribe YourName.]

Many books have been published about the internet and all were dated almost from the time they hit the shelves. *Netiquette* is the exception to that rule. The simple, clear, and thorough advice on how to handle cyberspace communications is perennially fresh.

Netiquette
Author: Virginia Shea
Publisher: Albion Books
Copyright Date: 1994
ISBN: 0-9637025-1-3
Price: \$19.95

To order: Albion Books, 4547 California St., San Francisco, CA 94118
(415)752-7666 or fax (415)752-5417
email: info@albion.com ■

Netiquette

by Virginia Shea

reviewed by Ellen Zuby © 1994

WITH 158 PAGES to its credit, you can sit down and read *Netiquette* in a couple of hours, but talking about its size doesn't do it justice. This is a book packed with useful and important information about how to handle the human side of communicating via computer and modem. In *Netiquette*, Virginia Shea covers all aspects of online interaction from how to handle your electronic mail [politely], to how to avoid making a fool of yourself in front of the entire electronic world [think before you type]. This is a book you'll want to share with friends who are just entering the new world of the 'net, take to the office to help establish a formal email policy, and read for fine-tuning your own communications style.

According to *Netiquette*, the Core Rules are:

1. Remember the human
2. Adhere to the same standards of behavior online that you follow in real life
3. Know where you are in cyberspace

4. Respect other people's time and bandwidth
5. Make yourself look good online
6. Share expert knowledge
7. Help keep flame wars under control
8. Respect other people's privacy
9. Don't abuse your power
10. Be forgiving of other people's mistakes

From these basics, *Netiquette* goes on to discuss the dos and don'ts of electronic mail, the elements of electronic style, how to participate in discussion groups, the "Art of Flaming," and the polite way to retrieve information. "Violations of *Netiquette*" discusses the hazards of cyberspace and some of the creatures who lurk there, waiting for the unwary traveler. Other chapters advise parents on guiding their children through the 'net, how to ask for help and information from others, and romance via modem.

The thorough coverage of business *Netiquette* makes this book a must-have for anyone who needs to train employees to use electronic mail



When Your Mac has to go to the Hospital

by Kellogg P. Humphreys

WHEN YOU bring your Mac in for service, it's important to give an accurate description of your problems. Many times I don't have enough information to go on, requiring a call to you for amplification. It helps to have a short written list of the problems you've met, and the things you've already tried to clear it up. We don't need your power cables – just SCSI cables (if that's where your problems have been). On Macs with built-in video and Macs with NuBus slots, we'll use our shop Apple Hi-Res RGB monitors. So you don't need your video cables or cards or monitor, unless you've had a video problem and you're bringing in your whole desktop. If you have any questions, call ahead and ask. We'd really rather have too much stuff than too little.

For PowerBooks and devices with external power sources like StyleWriters or DeskWriters, bring all power adapters and chargers, too. For Duos, your Dock or Mini-Dock is very helpful.

For Laser Printers of all sorts, if the toner cartridge is removable, REMOVE it and carry it in a plastic bag before you move the printer. We all count on toner to do its job when applied to the paper we pass through the printer, but sloshed around the inside of your printer it's a real bear to clean up.

What do we really do, in surgery?

Here's a list of the software tools we use daily for diagnosis and treatment of faulty Macs:

- SCSI Probe 3.5
- Disinfectant 3.5
- Norton Utilities 3.1
- Help! (from Teknosys, for software conflicts)
- Hard Disk Toolkit from FWB
- Apple's MacTestPro diagnostic software
- Apple's TechStep diagnostic tool.
- Apple's Disk First Aid and HDSC Setup
- SCSI utilities from most of the third-party HD suppliers

I probably won't use all of them on a given repair, but they're available if I need them.

A typical complaint? HD has gone away.

Let's assume a Mac IIcx, 8MB RAM, Apple 40MB internal HD comes in with a complaint "Can't see the HD – just disk with blinking question mark."

I have several external hard disks set up for shop use, on which I've installed the software tools. One HD is 120MB, and we use this one if we need to save a customer's files before reformatting or replacing their HD. I'll hook the IIcx up to one of our Shop HDs, use our shop keyboard & mouse, and replace your RasterOps (or Radius) video board with our 4-bit Apple video board,

and hook up the display. At power-on, with our shop HD running, I'll cause the Mac to boot from our external HD by holding down the CMD-OPT-SHIFT-DELETE keys until I see the unique startup screen we use.

Once I get the Mac booted, I'll first try SCSI Probe to try to mount it. If successful, then I'll look at it to see if there's any anti-virus program installed. If not, I'll run Disinfectant, and put a copy on the Desktop of the Mac (I'll install its INIT later, when I boot from the internal HD). If the HD file structure looks like the user was a sloppy file keeper, or

“Many times I don't have enough information to go on, requiring a call to you to for amplification. It helps to have a short written list of the problems you've met, and the things you've already tried to clear it up.”

downloaded everything from the Pi TCS, America OnLine, and CompuServe, I'll run Disinfectant too. Disinfectant produces a good report on damaged files, and sometimes these are the very files the customer hasn't been able to work with.

If not successfully mounted, or



after running Disinfectant, I'll run Norton Utilities. I know there are a legion of Mac Tools devotees out there, but Norton has saved the day for me so many times that I haven't devoted the time to get thoroughly familiar with MacTools. And the new Norton v3.1 that we got recently seems quite powerful. I'm still exploring it. Anyway, I'll let Norton clean up any problems it finds, then save a copy of its report to be printed out later. Many times this is enough to allow the internal HD to take over, so I'll reboot.

Now I check what System version's installed, and double-check the RAM. I keep notes as I go, and here I'll note whether there's a System Update that I could install later. I get a fair idea of the level of knowledge of the user by looking at what's in the Apple menu.

If I can't run Norton (disk not found) I'll try HDSC Setup to reinstall the driver. On non-Apple HDs I'm forced to try a SCSI Utility from a third-party source. Many times reinstalling the driver is enough to bring the drive back. If you know your drive isn't an Apple HD, make sure you get a copy of the LATEST disk-formatting utility that your supplier used. Many suppliers (such as MicroNet, MicroTech, CMS, Optima, or GCC) will have their software posted on the commercial services. I've never had to go beyond AppleLink for anything I needed, so I can't comment on CompuServe or Prodigy or America Online. Worst case, most of the vendors maintain a BBS you can access freely with a toll call, to download the latest SCSI utility for its drives.

If nothing's worked so far, I double check that the disk is in fact spinning. (I really did this earlier, you see.) Don't confuse fan noise with HD startup & run noise. HINT: Next time your Mac boots up, close your eyes and LISTEN to the sequence of sounds. Commit it to your long-term

memory as the way it's supposed to sound. If you have problems later, it's important to note any change in the sounds of the startup sequence: Mac chimes, HD spinup noise and clicking of the head actuator.

Most of the time we're successful with these measures. If we can't bring back the HD we'll try to get at the data with a volume recovery program, usually Norton. Sometimes we see that we can reformat the HD, but can't get the data off. We'll call and let you know the status, and get your okay before reformatting, though.

I always warn customers to never

“Now I check what System version's installed, and double-check the RAM. I keep notes as I go, and here I'll note whether there's a System Update that I could install later.”

let their HDs get over 90% full. If they're that full, you're going to try to save some new long file, and encounter the dread “Disk Full” message. If you persist in using a disk that's almost full, you run a real risk of so corrupting the directory structure that you'll never get anything back if it fails. I'm a strong believer in file optimization, to eliminate fragmented files. The worst HD I've seen so far had 52% fragmentation.

If I suspect that the Mac may have recently been upgraded to

System 7 without proper preparation, I'll run *Help!* It generates a great report, giving an excellent snapshot of the Mac + HD system at that point in time. Actually, I run *Help!* frequently, as a courtesy to customers. I'm looking for software conflicts that arise from not upgrading applications to match the System software. The folks at Teknosys do an excellent job of tracking known application, extension and control panel conflicts, and providing a quarterly update (by subscription) to their “knowledge base”. How many copies of TeachText do *you* have on your HD? Have two screen savers loaded? Two sets of virus-checking INIT's? Some customers have postponed a system software upgrade because they'd have to spend too much to upgrade their favorite applications. Yes, you can set up *Help!* to simulate running with a newer System version.

If the HD is up, but still a bit flaky, I may reinstall System software. Before I start, I'll drag the old System and Finder files to the trash, then reinstall just the System (no printers or networking). I try to keep in mind that the Mac I'm working on is someone's productivity tool, and I change as little as I can in the look and feel of their Mac.

The questions that arose in your own mind as you read this article point out that there are branches not taken, paths not explored here. I had to keep this discussion reasonably simple to address the generalities of repair. I'll talk more about specifics in future articles. If any of you have some suggestions about software diagnostic tools I didn't mention, please let me know. I'm always looking for better tools to keep our Macs running. ■

Kel Humphreys is Senior Macintosh Technician at FC Business Systems. He has used Macs in a corporate environment, sold Macs, and headed a Mac service operation.



ValueFax— A Review

by David L. Harris

MANY SOFTWARE publishers, mail order houses, etc. are providing technical support and information these days via fax, so fax software may be of interest even to the individual home user. ValueFax by Pancomm is a new *shareware* fax program uploaded to the TCS, so I thought I would try it. I have not used any other fax software, so I cannot compare ValueFax to others. Its shareware fee is \$20 to individual users, which compares to MaxFax (bundled with some modems) and is about half the mail-order price of FAXstf 3.0.

ValueFax comes with documentation that is a 700+ K application itself. It covers installation, operation, and registration of ValueFax. A Class 1 or Class 2 modem is required; there are instructions on how to query your modem to determine what class it is. ValueFax will not work with Apple Express modem or Apple Geoport modem, and may crash a Power Mac 6100 with a Class 1 modem. The documents say at least a Mac Plus, System 6.0.5, 2.5 MB RAM and 2 MB free space on a hard disk are needed. I tested ValueFax on a Performa 475 with 12 MB RAM running System 7.1P6. My modem is the LineLink 144e.

ValueFax is put in place by an installer. The installer creates folders in your System Folder and on your hard disk root directory and installs extensions and DAs for background operation and quick-faxing short messages. It also puts the ValueFax Manager on the Desktop.

Its icon is a nice two-tone red, just right for the Devil — I think it is quite striking.

Most faxes are sent by pressing a modifier key and selecting 'Print' from the File menu of the application from which you wish to fax. Reception of faxes is automatic if background operation is set up and your modem is on. A phone book to enter fax numbers is available, and you can set up distribution lists for sending the same fax to several recipients. Phone number lists may also be imported or exported. Faxes may be sent immediately or scheduled for later transmission, and logs of waiting, received, and sent faxes are kept. Faxes received are kept in PICT format and can be viewed in the ValueFax Manager, forwarded, or (supposedly) edited in graphics programs. In the Manager, faxes can be viewed at different scales, both larger and smaller than normal, and flipped sideways or upside down (in case they were put into a fax machine that way). Switching between ValueFax and other communications software (except AppleLink) is said to be automatic. The various logs, phone book, and other housekeeping files are TeachText documents and can be edited directly.

The ValueFax Users Guide application also contains a troubleshooting section and instructions for contacting Pancomm if further help is needed. You must print the registration form to learn the shareware fees for single-user and site licensing; the printed form con-

tains a set of code numbers for use by Pancomm.

Here are some of my observations about ValueFax:

Changing options

Editing the Phone Book in the ValueFax 2.0.2 Manager confused me at first. It was easy to add new telephone numbers, but when I went back to edit previously entered ones, the number and preferred call times appeared to have reverted to previous values. This can be averted by putting entries in both the 'Name' and 'Company' fields. The problem is corrected in later versions. Setting other options, such as the modifier key to be used with 'Print' to send a fax, mode of background operation, cover page logo, etc., seemed straightforward.

Receiving faxes

I tried receiving faxes from WordPerfect's InfoShare and from Claris' AnswerLine. Several times this failed, and then the serial port was held by ValueFax. I had to reboot to clear it. Other times I succeeded in receiving faxes. Each complete page of a received fax (in Fine mode) is a PICT document which can be more than 100 K in size; at 9600 bps it takes a minute or less to receive. When a fax has been received 'FAX' flashes alternately with the Apple icon and you must check the fax with ValueFax Manager or reboot the computer to stop it flashing.

Editing received faxes

I imported a page into SuperPaint 2.0, and found that the entire page is one Draw object. Screen resolution did not appear to be very good at normal size. (It was okay in the ValueFax Manager, where its size could be increased.) Individual elements of the image cannot be edited unless the whole PICT is converted to a bitmap, where



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the resolution will be only 72 dpi. In SuperPaint the solution is to first increase the fax's size in the Draw layer before cutting it to the Paint (bitmap) layer. This requires increasing the document size first, so the enlarged Draw object will fit. After cutting the entire Draw object to Paint, it can be edited like any bitmap. The desired parts can then be pasted back into Draw and reduced to original size, or further edited as 'SuperBits.' This is a bit clumsy, but it can be done, and it will produce a high-resolution output. I don't see how a fax can be usefully edited with a graphics program that is limited to Draw or Paint only.

Printing received faxes

I printed unmanipulated faxes

from SuperPaint using 'Best' mode on my ImageWriter II. The results were quite readable, better than the screen image. Different fonts in the received document differed in their readability — no surprise there. Faxes looked as good as those I have seen printed by fax machines. ValueFax Manager also has a Print function, but it apparently only creates a file named 'Print File' in the System Folder, of the same size as the PICT. This file has Type PFIL and Creator PSYS, and is evidently a PrintMonitor file. I am unfamiliar with using PrintMonitor, and there was no mention of it in the ValueFax instructions. If you 'Print' another page from the Manager the file gets *replaced* by the new page.

Sending faxes

I tried sending faxes to three different machines (not computers). Sometimes no connection was made. At other times faxes were sent using 'Send Now' without difficulty. Using 'Send Later' took a bit more learning. One evidently cannot use it from the ValueFax Manager if the 'Waiting Faxes Log' window is open. In addition, one must start the background program from the ValueFax DA before using 'Send Later.' This is reasonable, but I did not see it mentioned in the documentation. More surprisingly, I found that the process of sending a delayed fax

started 30 to 45 seconds after the assigned time, by the Mac's clock.

Since I did not know what kind of fax quality to expect, I made up a test sheet in Microsoft Works with various fonts, printed it on the ImageWriter in Best mode, and took it to a fax machine to send to my computer. It was sent in 'Normal' (not 'Fine') mode. It did not look nearly as good when printed on the ImageWriter after reception. I also sent the test sheet on my computer from Works to the same fax machine, in both 'Normal' and 'Fine' resolution. When retrieved it took a close look to tell the difference in mode, and both results were quite good. No fonts were clearly superior. (There probably is considerable variation among fax machines.)

Only twenty fax attempts, successful or not, may be made from an unregistered ValueFax. A message will tell you so.

Help

While exploring ValueFax and writing this review I communicated with Pancomm by e-mail. I have included some of what they told me here. This is a nice service to have. For those who can do anonymous ftp, the latest version of ValueFax is to be found from ftp.netcom.com in the directory /pub/valuefax. Some patches are to be found in the same directory.

Conclusion

I will keep ValueFax. "The check is in the mail."

ValueFax

Pancomm
18477 Edminton Drive
Cupertino, CA 95014
E-mail: valuefax@netcom.com ■

The Library at the WAP Office

list compiled by Brian Mason

Apple II Computers

—Espinosa, Christopher Apple II Reference Manual:

Apple IIe Computers

—Apple Computer, Inc. Apple IIe Owner's Guide:

Apple IIgs Computers

—Andrews, Mark Programming the Apple IIgs in C and Assembly Language:

Apple Computer, Inc. Apple IIgs Hardware Reference:

—Apple Computer, Inc. Apple IIgs Toolbox Reference:
—Fischer, Michael Apple IIgs Technical Reference:
—Gookin, Dan Mastering the Apple IIgs Toolbox:
—Little, Gary B. Exploring the Apple IIgs:

Apple III Computers

—Apple Computer, Inc. Apple III Owner's Guide:
—Apple Computer, Inc. Apple III Plus Owner's Guide:
—Apple Computer, Inc. The Professional Solution:

Apple Writer

—Lancaster, Don Enhancing Your Apple II and IIe: Volume 2

Applications - Accounting

—Apple Computer, Inc. Apple III BPI General Accounting:

Applications - Accounting - Tax Preparation

—Sprouse, Russ MacInTax Federal 1989 for the Apple Macintosh: The Income Tax Program

Applications—Charting

—Business & Professional Software Apple III Business Graphics:

Applications—Communications

—Apple Computer, Inc. MICRO/Courier User's Manual:
—Geiger, Rick Apple Access ///:

Applications—Computer Assisted Drafting

—Matsumoto, Allen CADD Level 1: For the Apple Macintosh

Applications—Data Processing

—Apple Computer, Inc. Apple III Record Processing Services (RPS): Programmer's Manual
—Apple Computer, Inc. AppleFile /// Tutorial:
—Apple Computer, Inc. AppleFile /// User's Manual: Part I - Creating a Data Base
—Apple Computer, Inc. AppleFile /// User's Manual: Part II - Using a Data Base
—Apple Computer, Inc. Technical Note: RPS: Using the Unknown Type
—Sosinsky, Barrie Using FileMaker:

Applications—Desktop Publishing

—Adobe Systems, Inc. Color Guide: Adobe Illustrator 88
—Adobe Systems, Inc. Tutorial: Adobe Illustrator 88
—Adobe Systems, Inc. User's Guide: Adobe Illustrator 88
—Leper, Michael L. The Illustrated Handbook of Desktop Publishing & Typesetting:
—Murray, Katherine Using Publish It!:

Applications—Graphics

—Andres, Clay Illustrator Illuminated:
—Claris Corp. Claris MacDraw:
—Consorti, Bob Draw ON /// Graphics Tool User's Guide:

Applications—Integrated Applications

—Ewing, David P. Using Symphony:
—Haba Systems, Inc. /// E-Z Pieces:

Applications—Project Management

—Microsoft Corp. Microsoft Project Management Symposium: Enterprise Planning for the 90's



Applications—Shells, User Interfaces

—Apple Computer, Inc. MultiFinder Users Guide:

Applications—Spreadsheets

—Microsoft Corp. Getting Started with Microsoft Excel: Version 2.2 for the Apple Macintosh
—Microsoft Corp. Microsoft Excel Accessing External Databases: Spreadsheet with Business Graphics and Database Version 3.0
—Microsoft Corp. Microsoft Excel External Database Access with CL/1: For the Apple Macintosh
—Microsoft Corp. Microsoft Excel Function Reference: Spreadsheet with Business Graphics and Database Version 3.0
—Microsoft Corp. Microsoft Excel Functions and Macros: For the Apple Macintosh
—Microsoft Corp. Microsoft Excel Getting Started: Spreadsheet with Business Graphics and Database Version 3.0
—Microsoft Corp. Microsoft Excel Quick Reference: Spreadsheet with Business Graphics and Database Version 3.0
—Microsoft Corp. Microsoft Excel Quick Reference Guide: Version 2.2 for the Apple Macintosh
—Microsoft Corp. Microsoft Excel Reference: Version 2.2 for the Apple Macintosh

Applications—Utility

—Apple Computer, Inc. Apple III Backup III User's Manual:
—Apple Computer, Inc. Apple III System Utilities...An Introduction: Exercise Booklet
—Apple Computer, Inc. Apple III System Utilities...An Introduction: Instruction Book
—Apple Computer, Inc. Confidence Program:
—Central Point Software Copy II Plus: Apple Disk Backup System
—Central Point Software Copy II for the Macintosh Computer:
—Apple Computer, Inc. Macintosh Utilities User's Guide:
—Videx, Inc. Videoterm Utilities: Reference Manual

Applications—Word Processing

—Apple Computer, Inc. Script III:
—Boom, Michael Getting Started with Microsoft Word for the Apple Macintosh:
—Boom, Michael Microsoft Word for the Apple Macintosh:
—Hoffman, Paul Microsoft Word for the Macintosh: The Pocket Reference

—Hoffman, Paul Microsoft Word Made Easy for the Macintosh:

—Kahn, Stephen Teach Yourself Word 5.1 for the Mac:

—Kinata, Chris Working With Word: The Definitive Guide to Microsoft Word on the Macintosh

—Lancaster, Don Apple Writer Cookbook:

—Microsoft Corp. Getting Started with Microsoft Word: Microsoft Word Document Processing Program Version 4.0

—Microsoft Corp. Microsoft Word 1.05 Addendum:

—Microsoft Corp. Microsoft Word 3.01 Additional Information:

—Microsoft Corp. Microsoft Word Sampler:

—Microsoft Corp. Microsoft Word Step by Step: Macintosh Version

—Microsoft Corp. Quick Reference Guide:

Applications, Programming

—Harvey, Mike Nibble Express Volume I:

—Harvey, Mike Nibble Express Volume II:

—Harvey, Mike Nibble Express Volume IX:

—Harvey, Mike Nibble Express Volume X:

Business Analysis

—Business Solutions, Inc. Senior Analyst III: Reference Manual

—Business Solutions, Inc. Senior Analyst III: Tutorial Manual

Catalog—Clip Art

—Fenton, Erfert Canned Art: Clip Art for the Macintosh

Computer Operation

—Gonick, Larry The Cartoon Guide to Computer Science:

Computer Security

—Hafner, Katherine Cyberpunk: Outlaws and Hackers on the Computer Frontier

Computer Sound Processing

—Andrews, Mark The Incredible Sound Machine: Unleash the Sound Capabilities of Your Macintosh Computer

Computers

—Ahl, David H. The Best of Creative Computing: Volume III

CP/M Computers

- Apple Computer, Inc. Softcard III Installation and Operation Manual:
- Microsoft Corp. Apple III CP/M Reference Manual:

Device Drivers—Apple III

- Apple Computer, Inc. Apple III Plus Addendum to the Standard Device Drivers Man.:
- Apple Computer, Inc. Standard Device Drivers Manual:

Dictionary

- Hordeski, Michael Illustrated Dictionary of Microcomputer Terminology:
- Sipl, Charles J. Microcomputer Dictionary:

DOS 3.3 (Apple Computer)

- Apple Computer Inc. Apple II DOS Programmer's Manual:
- Apple Computer, Inc. Apple II DOS User's Manual:

Excel - Microsoft

- Kyd, Charles W. Microsoft Excel Business Sourcebook: An Essential Library of More Than 100 Practical Business App

Graphics Design

- Letraset USA Communication by Design: Graphic Materials Handbook

Hardware Reference

- Apple Computer, Inc. Guide to the Macintosh Family Hardware:

HyperCard

- Apple Computer, Inc. HyperCard User's Guide:

HyperTalk—Programming Language

- Shafer, Dan HyperTalk Programming:
- Interface Design (Electrical-Mechanical)
- Apple Computer, Inc. Designing Cards and Drivers for the Macintosh Family:

Macintosh Computers

- Aker, Sharon Zardetto The Macintosh Bible:
- Apple Computer, Inc. Apple Vertical Market Business Directory:
- Coleman, Dale The Macintosh Bible:
- Lu, Cary The Apple Macintosh Book:

- Naiman, Arthur The Macintosh Bible: Quarterly Update

Microcomputers

- Osborne, Adam An Introduction to Microcomputers: Volume 0, The Beginner's Book
- Zaks, Rodney From Chips to Systems: An Introduction to Microcomputers

Microsoft Word

- Lambert, Steve Using Microsoft Word:

Modems

- Apple Computer, Inc. Modem 300/1200 User's Manual: Part I: Reference
- Apple Computer, Inc. Modem 300/1200 User's Manual: Part II: Guide to Apple II

Operating Systems

- Danuloff, Craig The System 7 Book: Getting the Most From Your Macintosh Operating System

Operating Systems - GSOS

- Apple Computer, Inc. Apple IIgs System Disk User's Guide:
- Little, Gary Exploring Apple GS/OS and ProDOS 8:

Operating Systems—Pascal

- Apple Computer, Inc. Apple III Pascal Introduction, Filer, and Editor:

Operating Systems—ProDOS

- Apple Computer, Inc. ProDOS 8 Technical Reference Manual:

Operating Systems—ProDOS16

- Apple Computer, Inc. Apple IIgs ProDOS 16 Reference: Includes System Loader

Operating Systems—SOS

- Apple Computer, Inc. Apple III SOS Reference Manual: Vol. I: How SOS Works
- Apple Computer, Inc. Apple III SOS Reference Manual: Vol. II: The SOS Calls
- Hix, Steve Apple III SOS Device Driver Writer's Guide:

Prodigy—Electronic Information Service

- Nelson, Stephen Using Prodigy:

Programming—Apple IIgs

—Apple Computer, Inc. Programmer's Introduction to the Apple IIgs:

Programming Languages—Assembler

—Lancaster, Don Assembly Cookbook for the Apple II/IIe:

—Lichty, Ron Programming the Apple IIgs in Assembly Language:

—Mottola, Robert Assembly Language Programming for the Apple II:

—Scanlon, Leo J. Apple IIGS, Assembly Language Programming:

—Wagner, Roger Assembly Lines: The Book: A Beginner's Guide to 6502 Programming on the Apple II

—Wagner, Roger Merlin 8/16: The Complete Macro Assembler System for the Apple IIgs ...

Programming Languages—BASIC

—Apple Computer, Inc. Apple Business BASIC: Reference Manual

—Apple Computer, Inc. Microsoft BASIC Reference Manual:

—Kamins, Scott Applesoft BASIC Programmer's Reference Manual:

—Mateosian, S. Richard Inside BASIC Games:

Programming Languages—C

—Borenstein, Philip Think's LightspeedC: Standard Libraries Reference

—Borenstein, Philip Think's LightspeedC: Users Manual

—Garmon, Paul LightspeedC: Users Manual for the Macintosh

Programming Languages—FORTH

—Creative Solutions, Inc. MacFORTH Level 2 For the Professional User:

—Creative Solutions, Inc. MacFORTH User and Reference Manual:

—Tracy, Martin Mastering FORTH:

Programming Languages—Pascal

—Apple Computer Inc. Apple Pascal Operating System Reference Manual:

—Beer, M. D. Programming Microcomputers with Pascal:

—Brown, Peter Pascal From BASIC:

—Conway, Richard A Primer on Pascal:

—Cooper, Doug Oh! Pascal:

—Findlay, William Pascal: An Introduction to Methodical Programming

—Mendelson, Bert A First Course in Programming With Pascal:

—Ruben, Ira L. Apple III Pascal Enhancements:

—Swan, Tom Pascal Programs for Data Base Management:

—Swan, Tom Pascal Programs for Games and Graphics:

Programming Languages—Postscript

—Adobe Systems, Inc. Postscript Language Tutorial and Cookbook:

—Holzgang, David A. Understanding Postscript Programming:

Programming Languages—Prolog

—Barnes, Lan Chalcedony Prolog: Language Reference and Tutorial

Selecting, Buying, Purchasing

—Mims, Forrest M., III Home Computers:

Silentype III

—Apple Computer, Inc. Apple III Silentype III User's Guide:

Universal Parallel Interface Card

—Apple Computer, Inc. Universal Parallel Interface Card: Installation and Operating Manual

Works—Microsoft

—Rubin, Charles Microsoft Works for the Apple Macintosh:

(Editor's note: For the last 2 or 3 years Brian Mason has volunteered countless hours organizing and maintaining the WAP library.)

The Geography of Consciousness: Cyberspace and the Changing Landscape of the Self

by Michael Strangelove

(This briefessay will appear in translation in the new magazine, WAVE, the first European newsstand magazine about digital convergence, internetworking, and the emergence of cyberspace, published in Dutch and French in the Benelux and France. For more information, contact Michel Bauwens, editor in chief at Riverland Publications, 40 Excelsior Ave, 1930 Zaventem, Belgium Tel: 32-2-721.54.54 fax 32-2-7 2 1 . 5 3 . 8 0 michel.bauwens@dm.rs.ch).

IF YOU WANT to see the future, or at least catch a glimpse of where the human animal is headed, you will need to turn your gaze toward the edges of society. Don't look to popular-prepackage-consumerized culture. Don't look to those who rule, those who lead, those who are elected or anointed. Don't look to the centre of our modern empires, for all you will see is the conservation of power, the institutionalized denial of the second law of thermodynamics, the inertia that comes with bloated conspicuous consumption.

If You Want To See The Future

If you want to see the future of culture and consciousness, look to the edges of human experience. Find the cracks where the boundaries of experience are extended. Cultural change begins like a crack in the

wall of our ordered and highly structured existence. Sometimes the change is successful and survives long enough to generate a viable foundation for community. Sometimes a crack in our social existence grows into a force strong enough to drag all of reality through itself and on into an altogether different paradigm.

For over fifteen years now, the Internet, and the larger world of cyberspace itself (the totality of non-spatial and non-temporal electronic culture), have existed on the edge of dominant culture. Until as recently as last year, the Internet has remained invisible and beyond both the experience and scrutiny of the majority.

Today, the Internet has permanently entrenched itself within the landscape of alternative culture, and has a steadily growing presence in the larger, more prevalent world of mundane reality. The Internet is, I believe, a cultural phenomenon that is destined to be the seedbed of a new form of consciousness and a new type of self -- the uncensored self. Bear with me as I explain why this is as certain as tomorrow.

Geography and Consciousness

The Internet will have a dramatic effect on the cultures and individuals that interface with it due to the relationship between geography and consciousness. Both communities and individuals, cultures

and psyches, are defined, to varying degrees, by the physical geography of their community and the physical shape of their bodies. The principal is simple: change the geography of existence and you change the nature of the self.

Now it is not every day that we see a massive shift in the foundation of our existence. This is simply because the majority of individuals live within a relatively stable and narrowly defined social geography. Excluding, for the moment, nomadic societies, it can be said that the

“The Internet is, I believe, a cultural phenomenon that is destined to be the seedbed of a new form of consciousness and a new type of self -- the uncensored self. Bear with me as I explain why this is as certain as tomorrow.”

further you go back in time, the more physical (and social) mobility decreased. As a result, cultural paradigm shifts were rare. In pre-industrial society, and for the vast bulk of the record of human civilization, the geography of existence was defined by a day's walk from one's village. This radius was the scope of the peasants life. All else outside this familiar landscape was myth and danger.

Immigrants in Cyberspace

Six years away from the dawn

of a new millennium, we are faced with nothing less than massive global immigration into cyberspace. One million new electronic citizens are initiated into its mysteries each and every month. By the year 2000, there may well be half a billion homesteaders on the virtual frontier.

Cyberspace immigrants enter into a global, multicultural social context. A virtual, but nonetheless real, community where time and space are of little help in mapping presence and relationships.

The Geography of Cyberspace

What, then, are the characteristics of the geography of the Internet? Can we map the social landscape of cyberspace? Or at the very least, can we identify a prominent and stable point of reference from which a grid may be drawn? If so, then we will have gained a glimpse into the future state of the human animal—a state I have named the uncensored self.

It is the unique nature of Internet communication that provides us with a point of reference within the landscape of cyberspace. Internet-facilitated communication is an altogether new form of human behavior: uncensored and accessible (at least to the middle class), bi-directional, mass communication. The *technology* of the Internet has enabled an entirely new *technique* of existence—mass participation in bi-directional, uncensored, mass communication.

This is critically significant when we realize that community is fundamentally based upon communication, and in cyberspace we have an entirely new form of communication. On this new form of communication a new culture is emerging. This new culture will be the birthing grounds of a new manifestation of the self. Communication, culture,

and the self all hang in the same web. Any innovation within one element will have a direct and inevitable effect on the other elements of existence.

The Democratization of Mass Communication

Consider that throughout history, mass communication has always been tightly controlled. In pre-industrial society, a crowd was always perceived of as a threat by the

“It is the unique nature of Internet communication that provides us with a point of reference within the landscape of cyberspace. Internet-facilitated communication is an altogether new form of human behavior: uncensored and accessible (at least to the middle class), bi-directional, mass communication.”

elite. In post-industrial society, the ruling elite have maintained almost total control over all vehicles of mass communication. As a result of the rise of cyber-communication, the controlling institutions of society have, for the first time in history,

lost control over mass communication. From this point onward, every one wired to the Internet owns a printing press (and soon enough, a radio and TV station). The means of mass communication has been democratized. The state has lost control over the means of production and distribution of knowledge at the very point in time when we have entered into the digital Information Age.

The Resurrection of the Word

If you want to see the future, look toward the edge of the Information Age, look into cyberspace. When you have arrived there, listen to the multiplicity of voices. Watch for the appearance of those who become empowered through bypassing the gatekeepers of mass communication. Recall how the Gutenberg Press empowered a few critical thinkers to change the course of nations with their writings. How much time will pass before we stand witness to cyberspace writers who reengage the one constant historical force—the power of uncensored communication, the authority of the compelling voice? The new technology of communication, the new geography of consciousness, the new technique of existence combine to form a linchpin on which the whole world is about to turn.

Michael Strangelove is the publisher of THE INTERNET BUSINESS JOURNAL and the author of HOW TO ADVERTISE ON THE INTERNET. Michael is currently working on a new book, THE UNCENSORED SELF: ESSAYS IN THE ANTHROPOLOGY OF CYBERSPACE. He can be reached at mstrange@fonorola.net.

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

Apple II/III

Apple II*

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Dave Harvey (days only) (703) 578-4621
 Leon Raesly (days: 5 am-5pm) (301) 868-9554
 Ken De Vito (703) 960-0786

ACCOUNTING PACKAGES

BPI Programs
 Jaxon Brown (301) 350-3283

BPI & Howardsoft (Tax)

Otis Greever (615) 638-1525

Dollars & Sense

Barry Fox (717) 566-6709

Home Accountant

Leon Raesly (days: 5 am-5pm) (301) 868-9554

Quicken

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Apple SSC

Bernie Benson (301) 951-5294

AppleWorks

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Ray Settle (301) 647-9192

Harry Erwin (before 10 pm) (703) 758-9660

Gary Hayman (301) 345-3230

Leon Raesly(days: 5 am-5pm) (301) 868-9554

Bill Campbell (301) 498-6380

Allan Griff (301) 654-1515

AppleWorks Database

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Morgan Jopling 1 (301) 721-7874

Milt Goldsamt (301) 649-2768

Dan White (301) 449-3322

Allan Griff (301) 654-1515

COMMUNICATIONS

ProTerm

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Ray Settle (301) 647-9192

Talk is Cheap/Pt. to Pt.

Barry Fox (717) 566-6709

DataBases

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dBase II

John Staples (703) 255-6955

dBase II&III,Data Perfect. Db Master-PRO

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Profiler 3.0

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A.D. (Bill) Geiger (703) 237-3614

Andy Gavin (703) 734-3049

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Peter Combes (301) 251-6369

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Word Perfect

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Henry Donahoe (202) 298-9107

Word Star

Art Wilson (301) 774-8043

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Allan Levy (301) 340-7839

Bob Sherman (305) 944-2111

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Dale Smith (301) 762-5158

Nancy Seferian (202) 333-0126

Paul Schlosser (301) 831-9166

MouseTalk

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Ray Settle (301) 647-9192

TimeOut Series & Utilities: ProSel

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

Gary Hayman (Greenbelt) (301) 345-3230

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Dan White (301) 449-3322

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

VIRGINIA

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

Neil Laubenthal (703) 691-1360

November 1994

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
		1 TeleComm SIG	2 Mac Programmers SIG DTP SIG	3 Columbia Slice Game SIG	4	5
6	7 Newton SIG	8	9 DB SIG WAP BoD	10 Stock SIG	11	12 Annapolis Slice Frederick Slice
13	14 <i>Intro to the Mac - Part I</i>	15	16	17 PI SIG	18	19 NoVa ComCol WAP General Meeting
20 <i>Writer's Deadline</i> W	21 <i>Intro to the Mac - Part I</i>	22	23 Excel SIG	24 Office Closed Thanksgiving	25 Office Closed	26
27 <i>Editor's Deadline</i> E	28 <i>Intro to the Mac - Part I</i>	29	30 <i>Maintaining Your Mac</i>			

WAP Office Phone: 301-984-0300
TCS 2400 bps: 301-984-406; TCS 14400bps: 301-984-4070

Note: The new WAP office address is 12022 Parklawn Drive, Rockville, MD, 20852. From 495 take Rte 270 north to the Montrose Road exit. Go east on Montrose 2 1/2 mi. (cross Rockville Pike), turn left onto Parklawn.

December 1994

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
				1	2	3
4	5 PI SIG	6 TeleComm SIG	7 Mac Programmers SIG DTP SIG	8 Columbia Slice Game SIG	9	10 Annapolis Slice Frederick Slice
11 <i>Writer's Deadline</i> W	12 <i>Intro to the Mac-Part 1</i>	13 Newton SIG	14 DB SIG WAP BoD	15 Stock SIG	16	17
18 <i>Editor's Deadline</i> E	19 <i>Intro to the Mac-Part 2</i>	20	21 Excel SIG	22	23 Office Closed	24 Office Closed Christmas Eve
25	26 <i>Intro to the Mac-Part 3</i>	27	28 <i>Maintaining Your Mac</i>	29	30	WAP Garage Sale TBA

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) 761-4260

CrabApple BBS: (410) 315-8532

Apple IIGS SIG

Meetings at various locations and on various dates. Looking for new chairperson. Call Gary Hayman (301) 345-3230, for details.

Apple III SIG

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

AppleWorks SIG

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

CAD SIG

Call SIG chair.

Columbia Slice

1st Thursday; 7:00 PM. Call for location.

BBS (410) 964-3706.

DataBases (Mac) SIG

2nd Wednesday; 7:15 PM; FHWA R&D Labs, near McLean, VA—from GW Parkway, exit at the interchange marked CIA HQs, then make a right turn to the FHWA gate, and check in with the guard.

DeskTop Publishing (DTP) SIG

1st Wednesday; 7:30 PM; PEPCO Auditorium, 1900 Pennsylvania Ave. NW, DC. For further details, we encourage you to attend the monthly DTP meeting. Information can be found elsewhere in the Journal. (See page 5 this month.)

Excel SIG

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

Frederick Slice

General meeting time, 2nd Saturday; 10:00 AM; United Methodist Church; 22 Main Street in Walkersville.

Game SIG

1st Thursday; 7:30 PM; Call for location.

HyperTalk SIG

Call SIG chair for information.

Mac Programmers' SIG

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

Newton SIG

1st Monday; 7:30 PM; WAP Office.

NoVa Education (Ed) SIG

Last Wednesday; 7:30 PM; Walnut Hill Ctr., 7423 Camp Alger Ave., Falls Church, VA.

Programmers' Interface (PI) SIG

Meetings are announced on the Announcements Board of the TCS. Call Gerry Wright at (301) 422-4286 for details.

QuickTime SIG

Quarterly; 7:30 PM; WAP Office.

Stock SIG

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

Telecomm SIG

1st Tuesday; 7:00 PM; WAP office.

UltraMacros SIG

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

WAP Garage Sale

June and December.

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, Ann Aiken (301) 530-1990 for details.

Notice: Plans change! Anyone with calendar information please call the Calendar Editor, Bill Wydro (301) 299-5267 or Beth Medlin at the WAP Office (301) 984-0300.

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

Macintosh

GENERAL

Tom Witte (703) 683-5871
 Dan White (301) 449-3322
Art & Video
 Nancy Seferian (202) 333-0126
Borland Products
 Doug Ferris daytime 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
Foxbase
 Rick Shaddock (202) 829-4444
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

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

GRAPHICS

General
 Bill Baldrige (301) 779-8271
 Jay Rohr (301) 655-0875
Adobe Illustrator
 Ling Wong (703) 803-9109
Aldus FreeHand
 Nancy Seferian (202) 333-0126
Canvas
 Bill Baldrige (301) 779-8271
 Tom Parrish (301) 654-8784
MacDraw
 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

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

General
 David Morganstein (301) 972-4263
 Bob Pulgino (301) 474-0634
 Tom Cavanaugh (301) 627-8889
Excel
 David Morganstein (301) 972-4263
 Mark Pankin (703) 524-0937
 Jim Graham (703) 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
 Rick Shaddock (202) 829-4444
WingZ
 Kirsten Sitnick (301) 750-7206

TELECOMMUNICATIONS

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

VIRTUAL REALITY

Virtus Walkthrough Pro
Virtus VR
Virtus Voyager
 Jaque Davison (703) 644-7354

WORD PROCESSORS

Microsoft Word
 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 DISKETTERIA LIBRARY

Dave Weikert (301) 963-0063

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
 Allan Levy (301) 340-7839
Hayes Smartmodem
 Bernie Benson (301) 951-5294
Practical Peripherals
 Allan Levy (301) 340-7839
Printers-General
 Walt Francis (202) 966-5742
 Leon Raesly (days; 5 am to 5 pm) (301) 868-9554
MX-80
 Jeff Dillon (301) 662-2070
Stat Packages
 David Morganstein (301) 972-4263
Stock Market
 Robert Wood (703) 893-9591
MS/DOS
 Tom Cavanaugh (703) 627-8889
Dvorak Keyboard
 Ginny & Michael Spevak (202) 244-8644

Frederick Apple Core Help Line

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

Oscar Fisher (Frederick)	694-9237	A2, GS	Doug Tallman (Frederick)	663-3268	Mac
Dick Grosbier (Frederick)	898-5461	A2, GS, Mac	Scott Galbraith (Montevia)	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.

Mac			Gini Waters (Crownville)	410-923-0139	Mac+, DTP
Richard MacLean (Crofton)	410-721-8157	Mac/Isi	Bill Derouin (Severna Park)	410-766-1154	Centris 650, DTP
Steve Toth (Edgewater)	410-956-6557	Mac+	Bill Waring (Severna Park)	410-647-5605	Mac, Excel
Bob Peterson (Crofton)	410-721-9151	MacSE	Helen Hamerstrom (Severna Park)	410-647-1720	Mac, CD-ROM
Sandy Bozek (Annapolis)	410-974-6062	MacII, Scanner			
Lou Sapienza (Crownville)	410-923-3415	Mac IIsi, Canvas, DTP	Apple II		
Barry Conner (Annapolis)	410-573-7140	Mac Telecomm	Seth Mize (Glen Burnie)	410-766-1154	IIGS.II+, III
Brian Bassindale (Annapolis)	410-757-9541	Mac IIsi, CAD	Helen Hamerstrom (Severna Park)	410-647-1720	IIGS.IIc, DTP, HS



Quick Reference Sheet for the Telecommunications System

Here's a list of commands which may be helpful to you when on the TCS.

—TCS Phone Numbers

301-984-4066 (for 300,1200,
2400 bps)
301-984-4070 (for 9600,
14400 bps)

—Main Menu

 Bulletin Boards
<C> Change Conferences
<F> File Transfer
<L> General Library
<M> Membership Search
<N> Now On System
<O> Off the System
<P> Public Library
<T> Time and Date
<U> User Preferences
<W> ... Read Welcome Bulletin
<X> eXamine Weather

Forecast

—Change Conference Menu

<1-8> .. Choose Conference
Number

<L> List Conferences

Available

<Q> Quit to Main Menu
<1> General Conference
<2> Apple II Conference
<3> Macintosh Conference
<4> Classified Conference
<5> Global General

Conference

<6> Global Apple II

Conference

<7> Global Macintosh

Conference

<8> Global Miscellany

Conference

—Conference Menu

<A> Adjust Pointers
<C> Change Conference
<G> Global Read All New

Msgs

<L> List All Available

Boards

<O> Off the System
<Q> Quit to Main Menu
<R> Read All New Msgs

<W> ... Welcome Bulletin

<X> Xfer All New Msgs

<Z> Zelect Boards of

Interest

—Bulletin Board Menu

<A> Alter/Edit an Existing
Message

 Blind Reply to a Msg by
Number

<C> Change Boards

<D> Delete Msg From or To

You

<E> Enter a Message

<F> Find Message by

Keyword

<L> Library for this Board

<O> Off - Quit the System

<Q> Quit to Main Menu

<R> Read a Msg or Msgs

<S> Scan Message Headers

<T> Title Scan Msg Headers

<W> ... Welcome Bulletin for

Board

<X> Xfer (Download) a Msg

or Msgs

—Editor Menu

<A> Add to File

<C> Clear File in Memory

<D> Delete a line from File

(#)

<E> Edit a Line (#)

<F> Find a String

<G> Global Search &

Replace

<I> Insert Lines into File (#)

<L> List the File (#)

<M> Toggle Reply Mode

<N> Line Numbering Mode

On/Off

<P> Purge Temporary File

<Q> Quit - Clear File & Exit

<R> Read back from

Temporary File

<S> Save File and Exit

Editor

<T> Write File to

Temporary File

<U> Upload Mode Toggle

(No Reply Mode)

<V> View Temporary File

<X> Exchange a String
within line (#)

<"> Modify Reply Mode
Characters

—File Transfer Menu

<A> Adjust Pointers

<G> Global Read New

Descs

<L> List All Available

Areas

<N> New File Descriptions

<O> Off the System

<Q> Quit to Main Menu

<R> Read All New Descs

<Z> Zelect File Areas

—File Area Menu

<A> Alphabetical List

 Batch Functions

<C> Change File Area

<D> Download a File

<F> Find File Descriptions

<H> Help With File

Transfer

<I> Info on File Contents

<L> List All Files

<M> Mark Files for

Downloading

<O> Off the System

<Q> Quit to Main Menu

<R> Read File Descriptions

<T> TitleScan Descriptions

<U> Upload a File or Files

<W> ... Welcome Bulletin

—User Preferences

<A> Alter Password

<E> Emulation Mode

<F> File Transfer Protocol

<P> Prompt Character

<Q> Quit to Main Menu

<R> Reply Mode Prefix

<V> Video Length

<X> Expert/Novice Prompts

<Y> Your Current Status



BizCard Power!

by Fred Showker

MANY PEOPLE totally underestimate the powers of the lowly business card. Hey! I've even done it myself. But listen up — the business cards you give, and the ones you get, can become a powerful networking agents with awesome potential.

Some time ago I conducted a Design workshop in Atlanta for a group of in-house corporate and self-employed publishers. One of the attendees offered me her card. We chatted for a few moments and the whole encounter was soon forgotten. Of course, I gave her my card, and since the discussion was about this newfangled vinyl cutting thing, I wrote "Vinyl Cutting" on the back of my card before giving it to her. Out of the blue, I get a call from this person. After refreshing my memory about the conversation she ordered a whole pile of vinyl-cut graphics, from our display department, to resell to her client. Whoa! This simple chat and the ensuing exchange of business cards resulted in a mutually beneficial relationship. To make a long story short. The relationship continues today. This has happened more than a few times.

Never, ever underestimate the powers of your business card.

In fact, with a few tips, you can position your business card as a powerful partner in your marketing bag of tricks.

The ZEN of Business Card Networking

- 1) Never run out of business cards! Fill your business card case before each event, then re-fill it immediately after. Carry a backup set in your briefcase or luggage.
- 2) Keep your cards organized. Designate two locations on your person: one for holding your own business cards, and the other to store the cards you've collected.
- 3) ALWAYS ask for a card. Never offer your card before it's requested. (Usually the asking will result in a request, so don't worry — but if they don't ask, try pulling yours out, with a gesture of good will exchange, while they are pulling theirs out. Works every time!)
- 4) Quality, not Quantity. Engage in conversation with each exchangee. The trick is NOT stuffing your bags with cards, but getting the ones which will prove most important to you. (Make sure you remember which ones are important. See next tip.)
- 5) Fit names with faces by jotting notes on each card immediately after each encounter. Make them meaningful notes folks... you'll want to be able to actually read and understand them later.
- 6) Target your networking. Think about who you might encounter, and decide BEFORE business

or social gatherings who you want to chat with. As you work your way around, target those people and engage them.

- 7) Review the business cards of people you have met recently. Keep them in a business card file for easy access. Sometimes I even tape a little index tab onto the particularly important ones.
- 8) Consider follow-ups. Think about following up with those individuals you would most like to be aligned with. Hot leads quickly turn cold so strike while it's hot. A simple phone call will suffice. A brief, cordial note or post card (Nearly unheard of in today's society.) Always makes a favorable impression.

The hunt?

Now, let's go on an expedition. First stop will be your local Chamber of Commerce. Chances are they conduct events which are attended by the movers and shakers... good hunting grounds for business card karma. Look for other organizations like local church, school or civic clubs. Attend trade shows, fairs, and expos, like MACWORLD. Don't forget stopping in the kiosks at your local mall. Good quality business referrals and contacts can turn up everywhere you go... opportunities present themselves when you least expect them. Never leave home without your business cards, a pen or pencil, and a smiling face!

Rules for BizCard Success

Rule #1:
Your business card MUST BE GOOD.

By good, I mean: good printing with good, readable type and graphics. Forget about the cheap-o, thermal-engraved stuff (unless it's really high-quality) and PLEASE get rid of those tacky laser-printed busi-



ness cards. (footnote #1) They're a dead giveaway of amateurs. If you position yourself with quality, you'll get quality in return. Be assured that the few extra dollars spent now on your business card will be paid back many times.

Rule #2:
Use ONLY heavy, quality card stock.

Here's a test... place your busi-

“Never, ever underestimate the powers of your business card.

In fact, with a few tips, you can position your business card as a powerful partner in your marketing bag of tricks.”

ness card across your favorite coffee mug. Gently lay quarters in the center of the card... one by one. If it breaks before a buck's worth of change — it's too light! Try this on cards you've gotten. (You may want to think about using an empty mug. Please!) I know, this sounds silly, but I want to reinforce the proven fact that the weight of a business card carries a lot of subconscious clout with the recipient. (Ahem! A lot of "weight" so to speak.) I recommend at least 100lb. cover weight! Bet your printer doesn't even carry it! If you really want something special try Protocol Writing 120lb or 140lb cover. Now you're talking. (Footnote #2)

Rule #3:
Avoid cuteness... at all cost.

Never make an oversized card! Never make odd or strange shapes. These will act as a deterrent to card filing. Maintain the 3.5 x 2 inch size — even with folded cards. Also, be careful with cute graphics, unless that's the intent. With the ever-growing multi-media-mish-mash mentality there are a lot of really bad concepts floating around out there. Resist the urge to use too many marble textures, backgrounds and the like. Remember: this card represents YOU. Make sure it represents you accurately. Or at least the way you WANT to be represented.

Rule #4:
Design the card to communicate.

Communicate the essential information clearly and quickly. Important type should be no smaller than 8pt. -- phone, fax and/or email numbers should be no smaller than 9 point, and preferably 10 to 12, if they'll fit. Remember, your name and your number are the most important things.

Rule #5:
Never fill the card completely up.

Never. You always want room for a note or two. Some of the more effective cards I've seen have even provided space, and a little "notes" prompt, to encourage note making! If you have an overwhelming need to add lots of copy, then consider a folding card.

Rule #6:
Be memorable.

Think about being creative without violating the previous rules. Anything that will make you look more professional and stand out in the crowd. Look at cards you've collected. Which are the outstanding

ones? Ask yourself why. Consider foil stamping or embossing. These (when tastefully done) say "upscale." Consider engraving — this says "elite." Consider a die-cut/fold — this says "inventive."

Keeping in mind all the above information, go forward. Have a good time. Get out there and meet and greet... network 'til you drop. Use that business card, and make it do what it's supposed to do — as an active marketer, not a passive afterthought.

Oh yes: may I have your card? (Don't forget to send one to me!)

Footnote #1: Don't be seduced into buying those handy-dandy, print-it-yourself, laser business cards! (Over-popularized by the boutique paper merchants!) They just won't cut it in a professional, business environment! If you can't afford first class litho printing, see the resource directory on our PowerHouse BizCard disk for listings of to-the-trade wholesale printers.

Footnote #2: If you use a folded business card of any kind, you may have to cut back to 70 or 80 pound cover stock to accommodate the folds, and to keep the bulk to a minimum. Also be sure they will stay closed! See my "Great Folding Concepts" on disk for special tricks on creating closures.

Fred Showker is a 20-year plus veteran of the graphic arts industry, and award-winning graphic designer. He's editor and publisher of "DT&G: The Electronic Journal of Design, Typography & Graphics," and known for his appearances at MACWORLD, PrintFest, etc.

He may be reached via "AFA Shwkr" on America Online or Showker Graphic Arts & Design, 15 SouthGate, Harrisonburg, VA 22801. ■



Simple Sokoban Freeware Logic Puzzles

by Phil Shapiro

[THE FOLLOWING ARTICLE describes a cute freeware logic puzzle program for the Macintosh. These logic puzzles can run on just about any Mac, black-and-white or color. The easier puzzles can be enjoyed by elementary school children. The original fifty MacSokoban puzzles are difficult enough to challenge the best of logic puzzle players.

The first part of the article, from the program's original documentation, explains how to use the software. The latter part of the article explains about some of the educational benefits of the Sokoban puzzles. —Phil Shapiro]

How to Play the MacSokoban Puzzles

(from the documentation by Ingemar Ragnemalm)

When you start the game the first time, the first thing you must do is to create an entry in the Players menu. As delivered, one player is defined, namely myself. Feel free to remove me; it just remains as an example.

The object of the game is to, for each level, rearrange a set of "gold bags" (should perhaps have been cardboard boxes) to certain positions. When you have solved all levels, you have won the game. There is another kind of score kept, but don't bother about it for now.

You move the man with the mouse or the keyboard. Keyboard movement is done with arrow keys,

“For that matter, the easier Sokoban puzzles fill the bill well for elementary level students. These easier puzzles are a gentle introduction to logical reasoning, with the benefit that each solved puzzle helps boost a child's confidence in tackling logic problems.

“2468” or “hjkl”. Clicking with the mouse in a neighbor square has the same effect as pressing keys.

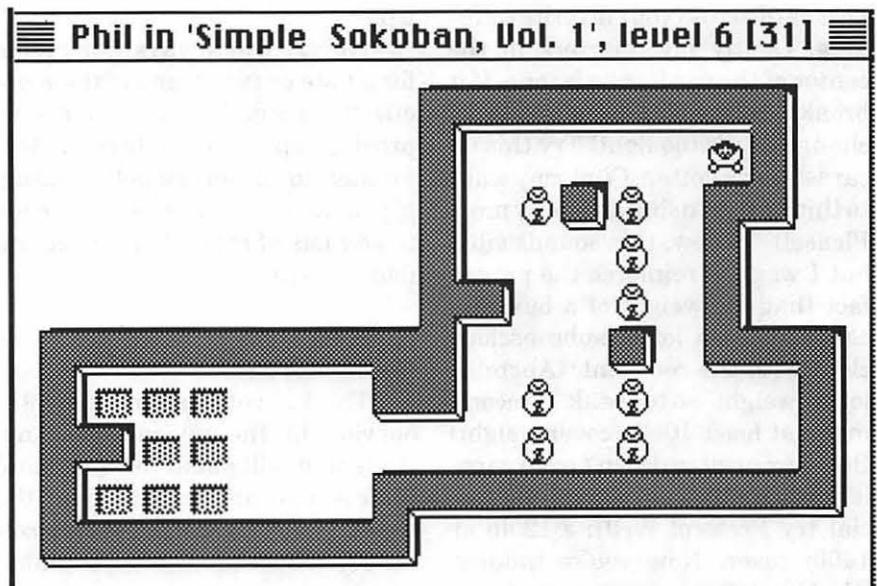
The man can move the gold bags by pushing them in front of himself, one at a time. This of course means that if you push it into a corner, it is stuck. If you get stuck (which will happen frequently) you can restart the level from the Edit menu. You can also save a position with “Copy” and restore it with “Paste”. “Undo” is supported for the last move.

If you press the control key while pressing a key or clicking, the man will move as far as possible in the chosen direction. If you press shift instead, he will move and push as far as possible.

If you click the mouse somewhere but the closest positions, the path-finding algorithm is activated, and the man will go to that position if there is an open path there.

When moving using the mouse, you can click-and-drag to make several moves in a sequence by holding the mouse button down while moving.

Ingemar Ragnemalm
Internet address:
ingemar@isy.liu.se



The Educational Value of the Simple Sokoban Logic Puzzles

Children enjoy thinking. One of the miracles of microcomputers is that they can help younger and older children develop an appetite for logic puzzles.

When I first saw the Sokoban logic puzzles, I quickly became fascinated in trying to solve them myself. But the 50 original puzzles are so very difficult that it took me three weeks (and about 25 hours of thinking) to reach puzzle number 12.

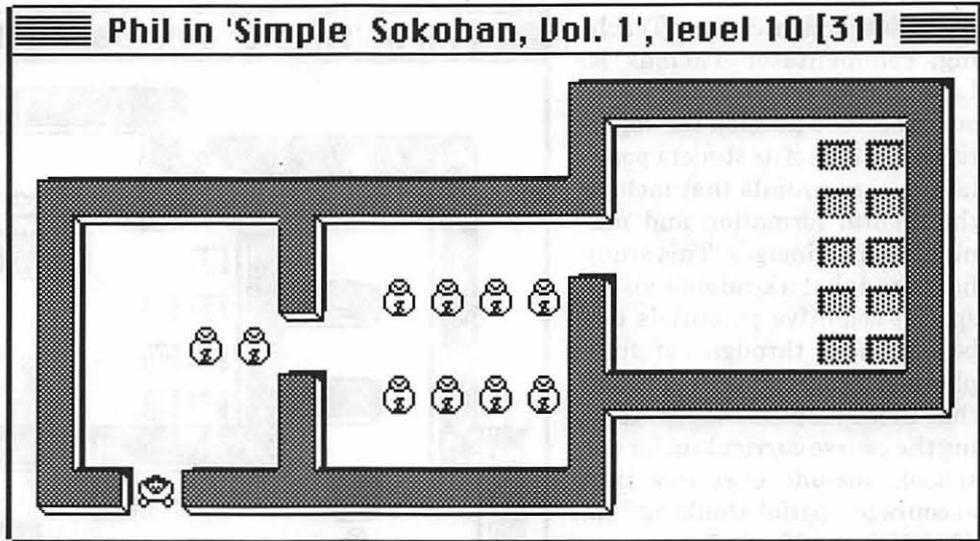
At that point it occurred to me that if the puzzles were made easier, they would have a strong appeal to children as well as adults. The directions for Sokoban said that it was possible to design your own puzzles using a word processor or text editor.

Ever ambitious to try something new, I spent two or three hours designing my first "simple Sokoban" puzzle. But it soon occurred to me that I could far more easily modify existing Sokoban puzzles than to design my own "simple Sokoban" puzzles from scratch.

I was especially intrigued in simplifying the existing puzzles into various "sub-puzzles," so that children who played each of the "sub-puzzles" would then have a fighting chance to attempt the original, "full" puzzles.

Also, it made sense to have a series of "similar form" puzzles, where kids could say to themselves, "Gee, this puzzle looks somewhat similar to the puzzle I just solved. Let me try and discover what extra steps I need to do to solve this variation of the puzzle I just solved."

There's a special appeal in playing logic games where each new puzzle is slightly more difficult than the last. In the 1990 book, *The Art*



of Human-Computer Interface Design, educational software designer Joyce makes the following remarks: "Kids love the challenge and excitement of games. When a game is appealing and provides steadily increasing levels of difficulty, a child's interest lasts for a long time." (p. 124). When a logic puzzle is inherently appealing, children will have an inner motivation to want to solve increasingly more difficult versions of that particular type of puzzle.

One of the reasons I find the Sokoban puzzles so especially interesting is that the puzzles can help students develop the type of visualization and spatial reasoning skills that could serve them well when they later study high school and college physics. Not only can the puzzles help students learn about the concept of "forces acting on a body," but the puzzles can also help sharpen and hone students analytical abilities.

A few years ago educational researchers spent time interviewing college physics professors to find out the types of intellectual skills students should possess before studying physics. New York City researcher Arnold Peltzer wrote a 1988 article on this subject in the *Journal of Research in Science*

Teaching. In that article, titled: "The Intellectual Factors Believed by Physicists to be Most Important to Physics Students," Peltzer concluded that, "four general intellectual factors are most important to physics students. They are the ability to reason in terms of visual images (visualization), mathematical insight (mathematics), the ability to evaluate the logic of arguments (logic), and the ability to attack problems in potentially productive ways (problem solving)." (p. 726). Volume 24, No. 9.

Peltzer goes on to comment that the development of these four skills in younger students could pay handsome dividends five or ten years later when they tackle formal physics: "Science curricular from the earliest grades through high school physics could incorporate the cultivation of these four intellectual skills as explicit goals. Monitoring the growth of these intellectual abilities would give a developmental focus to science education to complement the teaching of the subject matter of science." (p. 730).

Other researchers into this subject have arrived at parallel conclusions. In an article titled, "Enhancing the Visuo-Spatial Aptitude of Students," also published in the *Jour-*



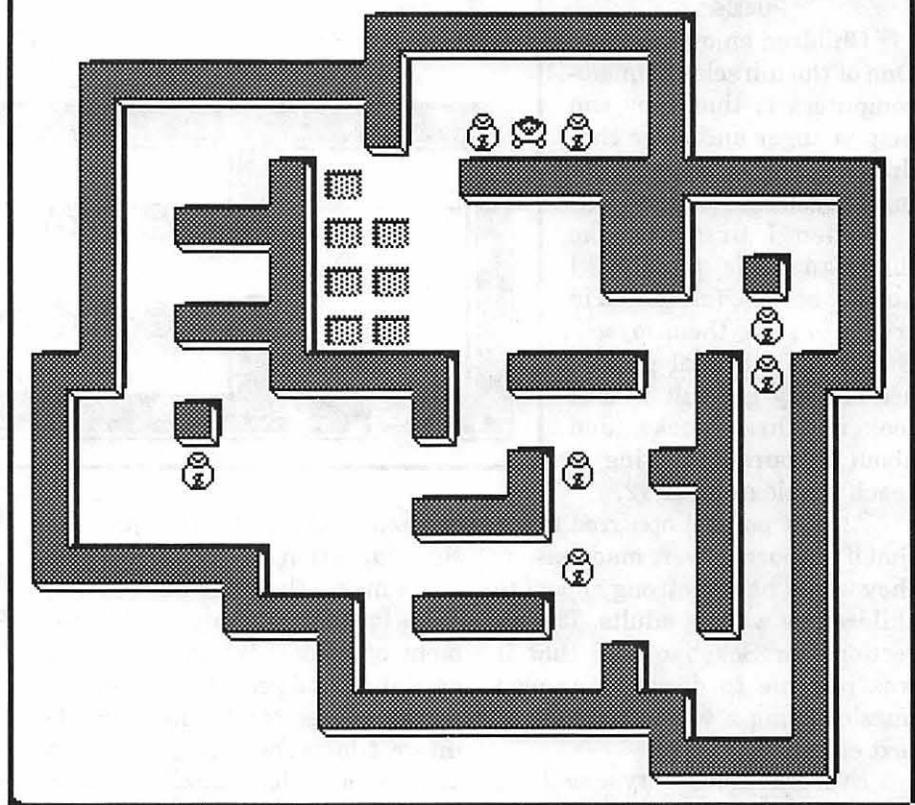
nal of Research in Science Teaching, commentator Thomas R. Lord concludes: "It is the job of our schools to develop the cognitive potentials of its student population — potentials that include the mental formation and manipulation of images. This study has found that a student's visuo-spatial cognitive potentials can be enhanced through carefully planned interactions. It is hoped that those responsible for creating the course curriculum for our schools include exercises that encourage spatial thinking." (p. 404). Volume 22, No 5.

Problem solving skills have also received renewed emphasis by the National Council of Teachers of Mathematics (NCTM). In their 1989 "Curriculum and Evaluation Standards for School Mathematics," the NCTM urge that general problem solving skills be incorporated into the elementary and middle school curriculum. The NCTM believes that younger students should be given practice solving problems so that they develop a capacity to: "develop and apply strategies to solve a wide variety of problems." And once children develop a capacity to solve simple problems, they then "acquire confidence in using mathematics meaningfully."

Similarly, the NCTM urges middle school students to have exposure solving "multistep and non-routine" problems. The Sokoban puzzles fit in well with the NCTM prescription for middle school students. The more difficult puzzles require multistep reasoning capability, and present students with many unique, non-routine problems.

For that matter, the easier Sokoban puzzles fill the bill well for elementary level students. These easier puzzles are a gentle introduction to logical reasoning, with

Phil in 'Simple Sokoban, Vol. 1', level 28 [31]



the benefit that each solved puzzle helps boost a child's confidence in tackling logic problems.

All in all, the Sokoban puzzles are an interesting, engaging way to introduce students to logical problem solving. Once students develop a basic mastery skill at playing the puzzles themselves, they can then try their hand at designing their own original puzzles. Puzzle design, itself, is a skill that calls for an interesting blend of creative and analytical skills.

Thanks are owed to Ingemar Ragnemalm, an inspired Macintosh programmer in Sweden, for creating this freeware Macintosh version of Sokoban. Showing an exemplary public spirit, Ingemar has spent many extra hours adding and enhancing this freeware program over the past two years.

Thanks, too, to WAP member

Bill Wydro, who first explained to me how the MacSokoban puzzles could be used in the classroom. Bill teaches middle school science in the Montgomery County schools, and is a longtime member of the WAP board of directors.

Phil Shapiro

I n t e r n e t :
pshapiro@aol.com

[Note: The freeware Simple Sokoban puzzles can be downloaded from the Mac Education file area on the TCS, and the Mac Education Forum library (keyword: MED) on America Online. Apple II versions of the Sokoban logic puzzles can be downloaded from the Apple II Roundtable library on GEnie.] ■



A Taste of Digest — [C7.B6]

by David L. Harris

FIRST TASTE, then chew, then swallow, then digest. Just so you don't taste *after* you digest. Anyway... [C7.B6], Board 6 of TCS Conference 7, is the Usenet newsgroup called comp.sys.mac.digest. Unlike many of the other Usenet boards on the TCS it is not available for messages from anyone. It consists of a limited number of items which are repeatedly updated. Here are examples of what is there:

Msg # 143 Subject: Info-Mac Digest V12 #65
Msg # 144 Subject: Info-Mac Digest V12 #66
Msg # 145 Subject: Info-Mac Digest V12 #67
Msg # 146 Subject: Info-Mac announcements, mirrors and recent files
Msg # 147 Subject: TidBITS#224/02-May-94
Msg # 148 Subject: Info-Mac Digest V12 #68
Msg # 149 Subject: 150 new files at mac.archive.umich.edu (05-May-94)
Msg # 150 Subject: Info-Mac Digest V12 #69
Msg # 151 Subject: Info-Mac Digest V12 #70

Info-Mac Digest

The Info-Mac Digest is a regular electronic publication, with a combination of a listing of new files available (if you have Internet access) from the Info-Mac archives, and questions-and-answers from readers about Macintosh topics. Here is a sample of the topics from one issue of the Digest:

Today's Topics:

- [*] BatteryAmnesia 1.3.0; a PowerBook battery utility
- [*] comMIDI 1.0 (real-time MIDI over Modem)
- [*] CompUSA 10% restocking return policy
- [*] Conflict Catcher II 2.1.1 Demo; extensions utility
- [*] Conflict Catcher II update => 2.1.1; extensions utility
- [*] Control Strip Clock 1.0.0; a clock for the new PB utility
- [*] CopyDoubler 2.0.3 Lite updater; a file compression utility
- [*] csmp-digest-v3-030
- [*] DeskMates 1.2.5; useful desktop programs
- [*] Fokker Triplane Demo v.2.89
- [*] FrontDoor v1.2.0; front end to file servers
- [*] HangMan 1.4; a classic game of words
- [*] Hunt for Barney; a deadly game
- [*] IM_Mac1.0b28a; a communications program
- [*] KeyChart; layouts for Quark and PageMaker
- [*] Letter-Gothic-EGG [monospaced] font
- [*] Macintosh Commadore 64 Emulator
- [*] MongoPong v1.0; a variation on the classic 2 player game
- [*] omega0.75.hqx - dungeon game



[*] Orc startup Screen
[*] Personal Log v1.0.6; a diary
[*] polyominoes-50.hqx (board game; replaces v. 4.0)
[*] railroad2font1.0; where characters are cars
[*] RailroadIcons; head on views
[*] ram-doubler-102-updt; a virtual memory utility
[*] Ray Dream Designer 3.0.3->3.0.4 patcher
[*] Ray Dream Designer 3.0.x->3.0.4 patcher
[*] Send File, an Auto-Reply script for Eudora 1.4
[*] Skeleton Startup screen
[*] Spellit 1.0 - a spelling tutor
[*] Sub Battle Simulator Demo v.1.5
[*] Tex-Edit 2.4.1; a simple text editor
[*] TidBITS#227/23-May-94
[*] VendorDA 1.43a (b&w); a list of computer vendors
[*] VendorDA 1.43a (color); a list of computer vendors
[*] VendorDA 1.43a updater; a list of computer vendors
(R) Problem with PPP on PB
7.5 appletalk router?
[?]How do I turn off the page numbering in SimpleText or TeachTextv7.0?
[?]StyleWriter II software problem!
[Q] Photoshop Temp folder in remote Macs trash
ARA & 28.8 kbps modems (HELP!)
Cable modems (Q)
Etherwaves, printers, etc.
eudora-PC
Excel -> PICT
Excel Graph as a PICT
Excel Graph as a PICT (A)
Excel PICT Chart Answer
Firewall aware programs
for SE-type screens ?
Freddie Registration
HD Icon Disappearance (R)
HP Deskwriters
IIci microphone?
Info-Mac Digest V12 #76
Info-Mac Digest V12 #77 (2 msgs)
Keeping SLIP alive
Learning French
Mac List Server
Menubar cruncher for SE-type screens (R)
MS Word Graphics?
Musician needs Mac advice (Q)
NewGen/PowerMacintosh 7100/GeoPort
Opinions of Duos
Ordering a LineLink modem f
PC Exchange does not load...?
Problem with Zterm (A)
Q650 First Impression (C)
Q650 First Impression (R)
QuickTime 2.0 MIDI Support



RAM Doubler `_still_` blocks all other extensions
RAMDoubler points of interest
Reading Japanese (NEC) 1.2M floppies (A)
Reading Japanese (NEC) 1.2M floppies [A]
SCSI Cable ??
SoftWindows vs. Geoport
TeamLinks Mail & Apple Events
Topographical Maps per e-mail
Unexpected SLIP disconnects (was: Re-Express Modem)
Unknown Applications
What is wrong with Fox Pro?
Which 68040 machine should I buy?
White Knight crashes, please help!
WriteNow 4, Excel 4, and DW 5 driver?

The items marked with [*] identify notices of new Macintosh files available, with short descriptions, while the following items relate to questions, answers, or other messages about Mac topics. Messages may be submitted by e-mail to Info-Mac, and they appear in future issues. Note the items 'VendorDA' at the end of the [*] listings; they are produced by the Pi's own Bill Baldrige.

Mirrors

Info-Mac files are archived on a computer called `sumex-aim` at Stanford University in California, and can be retrieved if you have Internet access and can use 'ftp' or 'file transfer protocol.' Since they are so popular, however, the `sumex-aim` archiver is quite busy; to relieve traffic on it a number of 'mirror' sites with most if not all of the same files have been set up worldwide. Thus the reference to mirrors in one of the Subject lines above. Files can be obtained from these sites also. Some TCS users obtain items they find of interest and upload them to the TCS File Transfer area.

TidBITS

TidBITS is a weekly electronic magazine of Mac news items and opinions produced by Tonya and Adam Engst. It is normally found also in the Mac Information area of TCS File Transfer, in StuffIt (compressed) form, uploaded by a TCS volunteer. After unStuffing, TidBITS can be read using a word processor. Here is the description of topics for one recent issue:

Aldus and Adobe both figure in this issue, with a rumor about FreeHand, a charting module from Aldus, and a new font licensing policy from Adobe, which makes it easier for print shops to own lots of fonts. We note the new version of CDU from Connectix and list shipping software for the Power Macs (lots of international companies on that list!). Rounding out the issue, Matt Neuburg and Adam focus on the small Macintosh developer.

mac.archive.umich.edu

The other listing above is for Macintosh files newly to be found at `mac.archive.umich.edu`, which as it suggests is a popular archive site for Mac files located at the University of Michigan. Again, access to these files is easiest with full Internet access (which the TCS does not presently have). Here is a recent edited example list of files uploaded to this site:

```
development/libraries xtlite
development/source gdbml.73
hypercubersource2.0
macmint0.95
```



```
game/arcade mongopong1.0
game/board abalone1.3
        battleship2.0
        polyominoes5.0
game/card 500cards0.93
        poker2.2
game/demo fokkertriplanedemo2.89
game/space asterax1.01
        rescue2.02
graphics/fractal colorfractalgen2.12
graphics/graphicsutil animorpher1.0
        jpegview3.3
        maccubeview1.50
        photoshopdither1.0b1
graphics/quicktime flipbookmaker1.1
hypercard/game slotmachine
hypercard/xfcn dialogdisplay2.0
        speaktexxfcn2.0
misc/demo clbondingdemo
        clgasesdemo
        conflictcatcherii2.11
        datadesk4.2testflight
        teachersgradingprogl.10
        truss5.02demo
misc/documentation aolfaq1
        hellcatsfaq2.5
        macibmcompare1.95
        vendordab+w1.43a
        vendordacolor1.43a
misc/math glmstat1.13
        hypercuber2.0
        squarerootfinder1.1
misc/physics foill.2
misc/update applesearch1.01patch
        birdsongs1.01patch
        conflictcatcherii2.11up
sound/midi commidil.0
sound/soundutil cdplaythrough1.0
        soundappl.11
sound/speech speaker1.14
system.extensions/cdev alacartel.01
        coloriconmanial.0
        gregsbbuttons3.3
        nodesktopcleanup1.12
        speakalert1.04
system.extensions/da dmgcalendar
system.extensions/fkey fontcontrol1.11
        volumefkey1.02
system.extensions/font/bitmap runefonts
system.extensions/font/type1 aspiredemibold
        lettergothicegg
system.extensions/init forwarddeletel.11
```



```
menuevents1.12
savethedisk1.4
symbionts2.41
  util/comm alicee2.4
              anarchie1.20
              genienavlite2.11
  util/compression gifblast2.05
                  stuffitinstallermakr2.0
  util/developer  buildall
  util/diskfile   chunkjoiner1.1
                  diskcharmer2.14
                  foldericoncleaner1.12
                  setuppartitions1.03
  util/font      keychart
  util/multifinder calculatortwo1.5
  util/network   frontdoor1.20
                  menugrabber1.12
  util/organization checksum1.11
                  clipclop1.1
                  commodore64v0.4
                  msword5.1stdfilecolor
                  nisus3.4iconsnrulers
                  philatelister1.5
  util/powerbook batteryamnesia1.30
                  batteryminder1.22
                  powerbookinsomnia3.2
  util/screensaver/afterdark tiggrsclock1.2
  util/text      docmaker4.1
                  fileviewer
                  notebookmaker1.2b
                  plaintext1.29a
                  texedit2.41
```

Each of these file listings is accompanied by a one- to six-line description. Instructions for getting these files are also included. Comparison shows that some of the same items are available at the Info-Mac archives.

All of the entries in comp.sys.mac.digest are areas where more information about the Mac and its uses are available. Good hunting.

***Don't forget the WAP
Garage Sale in December!***

Math, Foreign Language, Art, Science, Bubblegum, & Writing

(From the Electronic Schoolhouse)

DEAR SCHOOLHOUSE Friends, CyberSchool is in session, and all over the country new classrooms are opening their doors into the Electronic SchoolHouse (keyword ESH). If you're one of the many teachers that Leni and I and the rest of the Schoolhouse staff have been welcoming in unprecedented numbers over the last few weeks, please come in and look around. There have never been so many projects starting up all at once, and in this edition of *Schoolhouse News* I will call your attention to some of these. First, an important bulletin:

CHANGE IN STARTING DATE for SCRAPBOOK and SEASON STORIES

These two projects were scheduled to begin on Thursday of this week. However, in order to honor the Jewish holiday of Yom Kippur, HELLO DAY and the start date of SEASON STORIES will be changed to Monday, September 19th. On Monday, each class registered for ScrapBook will post a HELLO LETTER in the folder which will be created on the STUDENT TO STUDENT board. For more information on either SEASON STORIES or the SCRAPBOOK WRITING PROJECT, check the appropriate folders on the School to School: LINK PROJECTS board.

For those who have not regis-

tered, there's still time to get in on the first session of either of these projects. Or, take a look at EXPRESSYOURSELF, one of the truly creative efforts of ESH, scheduled to begin soon.

LabNetwork is a semi-private area (apply for access under your screen name) of AOL designed as a Community of Practice for teachers of science and mathematics at all levels. There is no cost to join the area and you can get more information and a very short application by using the keyword "LabNet" or simply entering through the gateway in ESH.

MATHTALK ONLINE

Get kids communicating their mathematical ideas! Research indicates that getting your students to talk and write about math in relevant situations increases their understanding of concepts and increases their "comfort level" with the topic. Doing so online expands the pool of ideas and enriches the dialogues. To help us do this, RagenT and DFarren (Dan) have started MathTalk, an online math journal, in which students write about math.

Read about MathTalk, MathSolve, and MathShare in the MATHTALK folder in School to School: LINK PROJECTS. Open up the STUDENT TO STUDENT folder and a Schoolhouse door will soon lead you right into the journal-pages of students in Ragen's and Dan's classes. They invite you to observe or, better yet, to join. No registration is necessary, rolling admissions is on-going.

Make MathTalk an extension of your classroom math. The first folder will be for Middle School math. Participants will be 4th through 6th grades. If other school levels are interested Primary (K-3), Junior High (7-9), and High School (10-12) math folders can be started. Contact RagenT or DFarren, or leave a note in the MATHTALK folder on the School to School: LINK PROJECTS board, and stay tuned for Math Online Games.

In Progress
En Progres
En Progres...
WWW

No, it's not something new to learn about the internet. WWW is World Wide Word Web, a Macintosh HyperWeb of foreign languages, a HyperDictionary of many tongues. This is a Mac HyperStudio project for foreign language classes at all levels. Participants select

pictures and then illustrate them with important vocabulary. This is a multimedia project in which students practice both written and spoken language. A seed stack will be added to the *Schoolhouse Magazine* library later this month. Teachers at Shepaug School will make this seed sprout with their own additions in mid October. Later, they invite you to join with their students in extending the World Wide Word Web as it sets out to explore many topics and many languages. Computer facilitators may wish to begin contacting foreign language teachers soon. More information will be forthcoming! Contact AFCTooter.

And Speaking of pictures, now you can use PICTURES OF THE WORLD!

DavidT93 has been speaking with Carl & Ann Purcell (CarlPix474 and Annpurcell) of the "Pictures of the World" forum (keyword PICTURES) on AOL. They have very graciously extended permission for online classes in ESH to make use of pictures in their libraries for our class projects, including those in which stacks and magazines are uploaded to our ESH libraries for classroom sharing. This is an invaluable resource with pictures on many topics from around the world. Carl and Ann ask only that we honor their copyrights through taking the following action:

1. Include the following text line on all pictures: "-Copyright-The Purcell Team. Publication and screen rights can be obtained by calling (703) 845-1104. Additional images available on AOL through keyword "Pictures."
2. Send a short E-mail note to CarlPix474 and Annpurcell whenever a multimedia, hypertext, or desktop published documents containing their pic-

tures are uploaded to the ESH libraries.

3. Post only to ESH libraries, and do not re-use their photos or distribute them for use by others. Their survival as an online forum depends on us honoring their copyrights.

Many special thanks to Carl and Ann for letting us use their photos!

SWOOP Acid Rain Study

The Students Watching Over Our Planet Earth (SWOOPE) Acid Rain Study is designed to include students from across the country in a long-term scientific study. Kanawha will begin the 1994 session with a month-long rain monitoring period (Oct.17 to Nov. 15, 1994) during which schools will measure the amount of precipitation and its pH at their local schools.

Students and teachers involved in the SWOOPE Water quality program, the Illinois Rivers Project, The Acid Rain Project(TARP-IT) and the West Virginia Space Grant Consortium's Outreach Program are working together on this study. More than 100 other schools from around the country are already signed up.

This project is designed to give students insight into how science really works. Most have never had to collect data for an extended period. Most have never had to struggle to control variables posed by the world outside the laboratory. Most have never been able to share their findings with other students around the country. The study of acid rain is really just a jumping off point for teachers and students who are interested in science and the environment.

For a more complete description of this project, possible class activities, and project registration, visit the folder in School to School: LINK PROJECTS in the Electronic

SchoolHouse (keyword ESH).

LabNet in the Electronic SchoolHouse

One of my favorite doors out of ESH leads to LabNet. LabNetwork is a semi-private area (apply for access under your screen name) of AOL designed as a Community of Practice for teachers of science and mathematics at all levels. There is no cost to join the area and you can get more information and a very short application by using the keyword "LabNet" or simply entering through the gateway in ESH.

Teachers share information and activities, are involved in online professional development, take part in live chats with scientists around the country, and have their students take part in collaborative projects like taking data from the eclipse in May, the Pringles Challenge, the dive reflex project and much more. The LabNet area is made up of a Community Forum, Boards devoted to biology, chemistry, earth science, physics, telecommunications, mathematics and more, a science library for sharing materials, and a Student Forum. See you there!

GEOGRAPHY DETECTIVES is back!!!

Whoever heard of students being eager to research? This astonishing occurrence took place last school year as students in classrooms across the U.S. took part in LaurieP8's "Geography Detectives." Teachers using lesson plans provided in the SCHOOLHOUSE PROJECTS Libraries guided their students through a study of their own states and communities as they gathered clues about their locations. These classes, which had been assigned partners, swapped boxes (via snail mail, of course!) and the recipients excitedly analyzed the clues and began to pinpoint the locations.

Not content with discovering the location, classes wanted to understand every clue!

This year's project will be even better. Requests have been flowing in, with more and more people eager to participate. This year the "Student to Student" message board will be utilized more and, hopefully, more classes will include a videotape or computer presentation along with their written answer sheet which explains their clues. Be in on the fun; be in on the planning. Register today.

THE SCHOOLHOUSE NEWS BUREAU expanding...

The SchoolHouse News Bureau has both a board and a library in ESH. PARGROUP writes to tell us about what happened last year and what he hopes for this year in the NEWS BUREAU, the ESH online WIRE SERVICE:

"Last year the news bureau was a great success. We stretched far beyond the bounds of the United States. To give you some examples. The University of Helsinki, FINLAND, ran a few of the news bureau articles from Amite County School in Mississippi. They even called on the telephone to talk to the kids. Now that was some toll call! We had articles printed in Germany, Canada and Mexico as well as throughout the USA.

"The effect of this on the student journalists was tremendous. They recognized that kids are kids all over the states and the world - common problems, common goals and common likes. The articles we gathered reflected teenage culture and concerns. All in all they were a sounding board for students across the nation.

"The TROJAN HORSE from Amite County went ahead and dedicated a special center spread to AOL and the news bureau. AFC Tooter and Leni got a copy. Many other

papers from across the country followed similar patterns. The HAWKEYE produced a tremendous paper each month and should be seen by all. A team from Mandeville, Louisiana, contributed and shared their perspective.

"This year we hope for bigger and better things. It is sometimes tough for the sponsors to get things ready and on line in a timely fashion. Besides meeting deadlines for their own publication they have the added stress of getting things on and off the 'wire.' One way to tackle this could be a joint project between

"The combination of trading cards, computer technology, and telecommunications has the possibility of teaching learning skills in areas like math, geography, interpersonal skills, classification, categorization, and organization—not to mention computer skills related to databases and spreadsheets."

vocational computer students or academic computer students where they upload and download for the journalism kids. Try it out. You can get some great benefits. I (PARGROUP) would be very happy to work with anyone or help anyone regarding logistics, time lines and general points. Contact me with questions via E-mail or on the folder. PARGROUP."

Trading Cards (not bubble gum) in Education

Friar4 loves to trade, organize, and collect baseball cards. He has

found that many of his students do as well. It was not too long a stretch to toss the bubble gum and find some rather substantial educational potential in his hobby.

The combination of trading cards, computer technology, and telecommunications has the possibility of teaching learning skills in areas like math, geography, interpersonal skills, classification, categorization, and organization—not to mention computer skills related to databases and spreadsheets.

Friar's school has a weekly activity period in which clubs meet. This period has served as a base of operations for a small middle school card club over the past couple of years. He is seeking others who are attracted by the idea of gathering students to trade cards and engage in related educational activities. If this sounds like something for your school, take a look at some of the possible activities described in the folder in School to School: LINK PROJECTS in the Electronic SchoolHouse (keyword ESH). Perhaps add some ideas of your own. Then, gather students, and register to participate.

Those are the offerings for now, but more is already in the planning stages for later in the year. As a final note, I want to welcome two more teachers to the staff of ESH. We are lucky to have the help of BrandyS and NinaTE to manage the GLOBAL LINKS board. If you watch there, they will be gathering valuable information from the internet and trying to answer your questions about global links. All of us in ESH look forward to helping classes across the country to open their doors.

Leni, David, Kath, Sandy, Brandy, Nina, & Toot (AOL=AFC Tooter)

Copyright, 1994: ESH Project Leaders' Consortium ■

Mac Lingo 1

by Ralph J. Begleiter

EVEN AFTER TEN years of using a Macintosh, I still talk with MacNovices who are puzzled by the “computerese” which surrounds the Mac. Remember that many Mac users are not only novices to the Macintosh, but to computing in general. And the growing complexity of the Macintosh system has even some old hands foundering on the shoals of the “lingo.”

So here’s a MacNovice’s guide to “MacSpeak.”

■ **Application**—As with almost any other job, using your Mac involves using the appropriate tools for each task. An application is merely a computer program containing the right collection of tools for the job you want to accomplish.

If you’re writing, you’ll need the “word processing” tools which are contained in a computer application such as ClarisWorks, Word or WordPerfect. If you’re making pictures, you’ll need the picture-making tools contained in applications like Illustrator or Freehand.

■ **Initialize**—No sooner do you insert a brand new blank disk into your Mac than you are greeted with a message asking you if you want to initialize the disk. How should you know?

Initializing a disk is nothing more than preparing it for use by your Macintosh. This includes: complete erasure of the disk, division into sectors (much like painting

parking stripes on new asphalt), and giving the disk a name. (On other computer systems, this is referred to as “formatting” a disk.) Without initializing, your Mac can’t recognize a disk or use its available space. (If you ever tried to start up your Mac with a blank, uninitialized disk, your Mac would reject the disk and ask for another.)

Warning: Whenever you initialize a disk, you erase it completely, so never initialize a disk containing any data you want to keep.

■ **System File**—Every Macintosh needs a system file to operate. It’s not really important that you know what’s inside the system file, but it contains such computer resources as the fonts used on the desktop, the dialog boxes you’ll see for many standard Macintosh functions, and even the “bomb” messages you get when something goes wrong.

The system file is stored inside the “System Folder” on a disk. It must be present for the Macintosh to operate, so don’t trash it. It is possible to OPEN the system file, to extract system sounds and certain other Macintosh resources, but my strong advice to MacNovices is to leave the system file sacrosanct.

There are other system files in your system folder. Some have simple and familiar names, such as Keyboard and LaserWriter. Others have unfathomable names such as General and Finder or MultiFinder. Many are located within special fold-

ers inside your System Folder. All of these files are basic to the Mac’s operation, providing the computer with many of the familiar features which make it a Mac. (The LaserWriter, for instance, gives the Mac everything it needs to know to print documents on your LaserWriter printer. Similar “printer drivers” are installed for other kinds of printers. The Scrapbook contains not only the images and text you store in your Mac’s Scrapbook, but also the computer code which operates the Scrapbook itself.)

■ **Finder/MultiFinder**—These are the names of the computer programs which run the Mac’s familiar electronic desktop, containing the trash can, as well as icons for your disks, folders and documents. They’re called Finder because they help you find electronic files stored on your disks, and help the Mac take care of housekeeping chores such as organizing Files into folders, erasing disks, emptying the trash can, etc. (As simple as these tasks may seem, they still require a computer application (program) to accomplish.)

You’ll find the MultiFinder only if you’re running System 6 on your computer. It allows other computer applications to run while the desktop remains visible on your screen. Under System 7, the Finder remains visible all the time.

■ **Apple Menu**—This is the menu without a name at the top left-hand corner of your Macintosh screen. It’s got only the icon of an apple. Beneath it are found all of the desk accessories you have installed in your System 6 file, or, under System 7, it includes any documents or applications you’ve installed in the Apple Menu Items folder within your System Folder. The apple menu always appears in the same place on



the screen of all Macintosh applications. It also usually contains one menu choice called "About (name of application)..." This choice often presents you with a brief screen message containing the name of the application you are using, its version number, and perhaps information about its creators. In the Finder, this menu choice also contains useful information about how much of your computer's memory space is free.)

■ **Window**—For all intents and purposes, the Macintosh introduced the concept of computer screen windows to popular usage. Windows are essentially subscreens which appear on your Mac screen. Each one contains certain information distinct from what's inside another window. On the Mac, windows may be changed in size and shape by the user, allowing a flexible display of information according to an individual user's wishes.

The best illustration of windows is in the Finder, where disks and

folders each have their own windows associated with them. When you OPEN a disk icon, you see a window displaying the contents of that disk. When you OPEN a folder, you see a window displaying the contents of that folder. You may change the shape and size of each window to suit your work habits. Windows have now been widely adopted on other computers as well, because they help users compartmentalize their information into manageable batches.

■ **RAM**—This acronym stands for Random Access Memory. It's the memory space built into the hardware of your Mac which the computer uses to store information temporarily. (Disks are where most information is stored permanently.) You need to know very little about the RAM in your Mac, except how much of this space you have. (Some applications won't operate without adequate RAM space.) The computer uses RAM invisibly to shuttle tiny bits of information in and out of

its memory whenever it needs them. This information ranges from computer program instructions to the data you enter. Eventually, you'll want to learn more about RAM, because managing it skillfully can make your computer work more efficiently.

■ **ROM**—Another computerese acronym, standing for Read Only Memory. In hardware terms, ROM is very similar to RAM. It's made of the same sort of computer chip. But ROM doesn't allow information to be shuttled in and out. It's permanently endowed with certain very basic instructions your Mac needs. Every Mac's ROM, for instance, contains the basic information about how to operate the disk drives, how to startup, etc. Except for being able to know what it is when you read about it, you'll never need to know anything more about ROM.

Next month, we'll explore some more MacSpeak, with the goal of helping MacNovices clear away the underbrush of lingo surrounding their Macintosh computers. ■

PowerBook Charging Problem

by Jeff Mosqueda

A NUMBER OF you have called Apple to report trouble charging your PowerBook 500 Series Intelligent Battery (M1908LL/A). Batteries that exhibit the problem typically have a very low charge out of the box. Since the power management features of new batteries depend on a minimum charge that is higher, PowerBook 500 series computers have difficulty recognizing the new battery and charging it.

The Apple Assurance PowerBook Support group has developed a series of troubleshooting steps (see the fol-

lowing table) that may work to get the PowerBook to recognize and charge the battery, effectively fixing the problem.

Step Action

- 1 Put the questionable battery in the right hand compartment
- 2 Remove the left hand battery.
- 3 Let PowerBook try and charge the one battery alone.
- 4 If the battery still does not charge remove and reinsert the battery giving the PowerBook another chance to establish communication. After approximately 10 minutes the PowerBook gives up.
- 5 If charging symbol hasn't appeared in Control Strip by then pull the battery out and reinsert.
- 6 Repeat this series of steps at least 4 times.

If the PowerBook still does not recognize and charge the battery after these steps, the Apple Assurance PowerBook Support group will replace the battery using the Advanced Replacement process, which takes 3-5 business days due to a temporary delay while Apple takes steps to ensure all batteries are properly charged before shipping. ■

Our special thanks to Apple Computer, Inc. Article from Information Alley ©1994.



Learning Science And Language Arts The Fun Way

by Dicksie Tamanaha

BECOME A VIRTUAL astronaut on the Space Shuttle Endeavor! Assume the role of space scientist as you conduct experiments under the microgravity conditions of Spacelab J! Operate an ROV probing the ocean's depths to collect valuable manganese nodules. Follow at trail of scientific discoveries to determine the origin of the mysterious Yucatan cenote ring. These adventures and many others are experienced through computer animation, video, music, voice and text on two CD-ROMs produced by a new local company, Computer Visualizations Inc. (CVI). The interactive, educational programs, *Frogs in Space* and *Revealed Treasures: Viewing America from Above*, conceived, designed and tested in Manoa Valley, will be distributed nationwide by Glencoe/McGraw-Hill Publishing Company.

The familiar voice of Michael W. Perry leads the user through an amazing simulation of Spacelab J, recreated with detailed three-dimensional precision by Art Director John O'Keefe. Using mouse clicks to open locks revealing store units filled with frog embryos; the user directs and records intricate laboratory procedures. The experiment to discover how frogs develop under near weightless microgravity conditions is so accurate that NASA is considering using similar simula-

tions to prepare astronauts for laboratory work in space.

In order to adapt the material for youngsters studying science and biology, grades 5 through high school, CVI staff consulted with classroom teachers and conducted tests of work in progress with students at Noelani Elementary in Manoa Valley. "We noticed that the kids lost interest in the on-screen text after viewing animated sequences," said Richard H. Childers, CVI president and CEO, "so we animated the text!"

Letters and words that bounce, twirl, and pop through the antics of frogs and tadpoles created by animator Mike Balmes, are one of the many innovative design and technical elements that give both programs an edge over similar products currently on the market. "We push the DTR (data transfer rate) on QuickTime to achieve the effect of actual TV or video animation," Balmes explained. The technique is to distribute limited animation over a wider area of the screen instead of fully animating only a small window. Each pixel is carefully utilized for visual effect, conserving non-essential movement and pushing the program to its limits. "The idea is to trick the program to deliver maximum animation when needed in the most effective location and time."

Appealing frog characters, drawn by Balmes in traditional dimensional frame-by-frame animation, also delight viewers in the second product, *Revealed Treasures: Viewing America from Above*. This program uses both 2-D and 3-D animation to introduce the concept of remote sensing through Perry's narration of text written by CVI Vice President Kathleen Dudden Andrasick. A former English teacher, known locally and nationally for her publications and teacher workshops in language, conceptual learning and critical educational components of each program.

"What we're really trying to do is teach kids how to think as scientists," she said. Both programs use the process of scientific investigation to guide students in forming and proving a hypothesis while exploring a wealth of rich educational material through multi-sensory, interactive experiences that totally involve the user in the learning process. Extensive information on the history and background of subjects related to the main topic is easily accessed throughout

"Letters and words that bounce, twirl, and pop through the antics of frogs and tadpoles created by animator Mike Balmes, are one of the many innovative design and technical elements that give both programs an edge over similar products currently on the market."



each program. "It's like having an entire library of video, audio, and text on a tiny disk," Andrasick continued.

Childers utilizes strong connections with NASA and the Smithsonian Institution as well as his extensive background in graphics, design, and animation to make significant contributions to the scope, content and form of each program. In celebration of the successful completion of both products and in appreciation for support the company has received from the state and the community, Childers is donating one copy of each program to local schools.

Childers acknowledges the UH hi-tech incubation facility where CVI is currently located as partially re-

sponsible for the company's rapid growth and success. "Three years ago, I was a one-man operation with one desk in one office. Today, through support provided by DBED (Department of Business and Economic Development), the High Technology Development Corporation and the Manoa Innovation Center, we employ more than 28 people and have published two products with many others currently in the planning and production process."

Both *Frogs in Space* and *Revealed Treasures: Viewing America from Above*, can be ordered by calling Glencoe/McGraw-Hill Publishing Company at 1-800-334-7344 or Com-

puter Visualizations Inc. at 1-800-771-7284. Versions of each program, specifically designed for individual use in the home, will be available soon.

Computer Visualizations Inc. produces innovative multi-media titles and computer animation in four market areas: education, medical risk management, corporate training and mass market entertainment CD-ROMs. For further information call Richard Childers at 539-3669. ■

Our thanks to the Hawaiian Macintosh and Apple Users' Society for the above article from their newsletter SIGNAL, August 1994.

Special Find Options in System 7.5

By Mark Hansen

The System 7.5 desktop Find command (**⌘-F**) lets you search for a variety of file attributes. There are four additional search options available under the first pop-up menu selection in the Find File dialog box. Hold down the **Option** key while selecting the "name" pop-up and you see these additional selections:

- contents
Find files containing a specific string or phrase (up to 30 characters)
- name/icon lock
Find all locked/unlocked files.
- custom icon
Find all files that either do or do not have a custom icon
- visibility
Find all visible/invisible files. 🍏

System 7.5 Clean Install Shortcut

By Mark Hansen

To perform a clean install of System 7.5, without having to remove the Finder or System file and renaming the System folder, launch the Installer as normal. Pass through the **Welcome to System 7.5** dialog box. When the **Installer** window appears, press the **⌘-Shift-K** keys simultaneously.

You are presented with a small dialog box with two selections:

- **Update existing system folder**
- **Install new system folder**

For a clean install, select **Install new system folder**. This installs a new system folder and renames your current folder to **Previous System Folder**. At this point you can transfer any items from your old system folder to your new one. 🍏

Thanks to Apple Computer, Inc. for the two 7.5 articles above. From Information Alley ©1994.



Yearn 2 Learn Snoopy

Rating: 3.5 clicks*

review by Jeff Eaton

THE PEANUTS GANG is back again in "Yearn 2 Learn Snoopy," the sequel to Imagesmith's "Yearn 2 Learn Peanuts." Like the original Yearn 2 Learn package, this new program uses games and puzzles to teach kids about math, letters, and more.

Yearn 2 Learn Snoopy has an extremely friendly interface. The program makes heavy use of sounds and cute cartoons. Instead of displaying the usual "Please Wait" message while the program is loading information from the hard disk, Snoopy entertains users with one of several animated cartoons. Upon launching the program, you're greeted by Snoopy's doghouse in the middle of the screen. Surrounding it are five buttons leading to math games, word games, music games, cartoons, and a face maker.

The three math games teach addition, subtraction, multiplication and division. In one game, the Peanuts gang takes a bus tour of the world. Players count how many people are on the bus as they get on and off. Another pits Snoopy against Woodstock in a game of darts. Players can aim the darts themselves, then tally up the scores. To teach multiplication, the entire crew gathers around a table and divides up cookies. As the player figures out how many cookies go to each Peanuts character, Peppermint Patty amuses herself by throwing her napkin at Charlie Brown.

The word games teach the letters of the alphabet and simple spelling. Snoopy throws colored eggs around the screen, each labeled with

a letter. A voice instructs the player to click on a particular letter, and rewards them with a fun animation if they choose the correct one. If they click on the wrong letter, they're given a "cheat sheet" showing all the letters of the alphabet, and allowed to try again. Unfortunately, the animated pictures for each letter (pig for P, kite for K, etc.) can become very repetitive. In the spelling game, the player pilots Snoopy's airplane around, picking up letters to spell a particular word. For each wrong letter, his plane takes a hit—if enough wrong letters damage his plane, it plummets to the ground and players are treated to an animated scene of Snoopy patching it up. Even if the player knows the correct letter to grab, the game requires good eye/hand coordination to win.

While the remaining games are fun, their educational value is questionable. In the Comic Strip section, four Peanuts comic strips come to life on the computer. Each frame is read out loud, and there are "hot spots" hidden in the pictures. Clicking on Linus' box of crayons, for example, will cause the crayons to jump up and dance. Clicking on one of Woodstock's friend might cause him to fly away. One cartoon features ghosts, witches, spooky eyes, and other things related to Halloween. Some kids might be frightened by this.

With the music game, kids can compose their own music with the Peanuts band. Rather than entering specific notes, they create music by piecing together sounds played by different members of the Peanuts band. The musical styles supported

are country, jazz, and rock. After composing, the player can see the band play the music.

The final game is a "face maker" that lets the player design funny faces and print them out. It can create random faces by mixing and matching parts, or players can draw their own and add them to the library of facial parts. While it can be fun, it lacks the simplicity of the coloring book in Yearn 2 Learn Peanuts.

Yearn 2 Learn Snoopy is a good program, and it makes an excellent complement to Yearn 2 Learn Peanuts. A special CD version of the program is also available, supporting two more musical styles and adding an additional comic strip. Users of the floppy version can upgrade for ten dollars. However, this new sequel lacks the well-roundedness of the original program. If Imagesmith were to release both Yearn 2 Learn programs on a single CD ROM with a retail price of \$99, it would be a better deal.

*** Software ratings:**

- 5 = Excellent
- 4 = Good
- 3 = Average
- 2 = Below Average
- 1 = Waaaay below average
- 0 = Dangerous, do *NOT* buy this

Publisher: ImageSmith

Retail Price: \$70

Approx. Street Price: \$40

System Requirements: Macintosh with 256 color monitor, System 6.0.7 or higher, 4 megs RAM, 14 megs of disk space. CD ROM drive and System 7 for CD version. IBM requirements: 386 or higher, Windows 3.1 or greater, minimum of 4 megs RAM, 640x480 256 color monitor, Windows compatible sound board. ■

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Software Review

ChessMaster 2100

by Darrel Raines

THIS MONTH'S column will examine the software classic ChessMaster 2100. There have been computer chess games available ever since there have been any computer games. The quality of chess programs has always been a measure of a computer's ability to simulate intelligent thought.

I still have some of the original columns from Byte magazine that discuss the possibility of computers thinking. In those columns they discuss (perhaps for the first time in a national forum) the type of logic that computer chess games could employ to simulate the strategy used by a great chess player. In fact, computer chess games have been the subject of critical review for years as a test of the power of computers to out-think their creators. The theory is that if a computer can ever master chess better than the humans who are champions at the game, then the validity of "artificial intelligence" will have been proven.

Most versions of computer chess that run on home computers will never offer a serious challenge to the world champions. However, many software packages exist that will give the average (or better) chess player a run for their money. ChessMaster 2100 falls into this category.

This game was made available to many different platforms when it was first released. Two newer versions have appeared for the IBM platform entitled ChessMaster 3000 and 4000 turbo. Besides some additional bells and whistles added to the interface,

the game does not appear to have been significantly enhanced in its game-play ability.

The Apple IIgs version uses the familiar desktop interface with pull-down menus that allow easy access to the various game features. The game plays in 320x200 resolution graphics mode and offers good detail and color. The game runs from 3.5" disk or can be loaded onto a hard drive. The hard drive installation requires a third-party public domain program called "Chess.Finder" in order for the software to be run from the Apple System Finder. There is also a minor, but annoying, problem with the menu bar while using newer versions of the system software. You can still load and play the game, but the menu bar is black. The pull-down menus show up fine, but you must guess on the whereabouts of the top menu item. This minor problem aside, the game has no difficulties running under newer system software from a hard drive.

I should mention here that the game uses a form of copy protection that requires a date, person, or place to be looked up from the game manual. I don't consider this type of protection to be too onerous, but it certainly is not as convenient as no copy protection at all. In this area also there is help available. A file that I have seen on GENie and other information systems shows how to get rid of the question all-together. I prefer this option, but warn you that only owners with a legal copy of the software should use this patch.

Okay, how does the game play? Great! I am a fairly good chess player and find that the game is difficult to beat on the higher levels. However, there is a penalty to pay in the form of processing time. The better you ask the computer to play, the longer it takes for the computer to make a move. This can mean a lot of time waiting on your part for the computer to pick out its next brilliant move. Of course, you can be using the time to your advantage by working on your next move. In any case, the game can be quite slow in the higher game play levels. An accelerator card can dramatically improve this performance. I would recommend an accelerator anyway, so that you can see marked improvement with all your software.

One of the things that make ChessMaster 2100 better than any of its predecessors on the Apple II market is the number of features available at the click of a mouse. You can establish the strength of your computer opponent by choosing from a wide variety of options. Computer play strength can be selected from a range of 1 to 14. You can also select whether the computer will make random "less than the best" moves. You can even tell the computer to play like a dummy. If these options weren't enough, you can also choose from a number of timed-game modes. Anyone preparing for a real-world chess tournament will appreciate these modes. You can select any time constraint you want to use. The computer, and you, will be forced to make your moves in the specified time or that player will lose the game. For a really quick game you can choose the Blitz mode and the whole game must be completed in less than 10 minutes (i.e. 5 minutes per side to make all moves). There is also a feature called "Equal Time" mode where the computer is constrained to use about the same amount of time that you use to determine the next move.



The options don't end there. Many features are available for the human opponent. You can choose between three different views of the board. A 2D option will show the board from above. A 3D option will show a nice three-dimensional view of the board from one side. A "War Room" option provides a smaller 2D view with additional windows showing pieces captured, notation for moves made, and computer contemplated moves. If these features are not enough for you, you can also choose the colors that will be used for all pieces, the board colors, and you can even design and use a custom set of playing pieces.

A number of other good features of varying importance round out the package. The computer will play with no sound at all, bell sounds, music, or a human voice responding to play on both sides. A variety of informational windows can be turned on or off as a way of monitoring computer activity. There is a teaching mode where the computer will suggest your next play. There is a list of moves made so far. There is a computer thinking display that will give you insight into what plays the program is contemplating. Clock displays for the human and computer players can be turned on or off. All of these features are not strictly necessary, but add to the overall polish on the package.

I guess at this point you could say, "Nice review, but the real question is how well does it play chess?" I suppose this is a valid question. However, most people who buy computer chess programs are not all that strong at their game. I would venture to say that most people buy a chess package based on features, not on playing strength. I would rate the game strength of this program as equal to that of an experienced tournament chess player. That probably isn't enough of an answer, so I will attempt to expand upon the state-

ment.

The program makes use of a large opening "book" that allows the computer to choose its first few moves from a time-honored collection of the best openings that the chess world has to offer. This is both a strength and a weakness for the computer. The response from the program will be instantaneous for the first few moves. However, once the opening book has been exhausted of moves, the computer must use its internal algorithm for making successive moves. The fallacy here is that the opening moves may have been geared toward an objective that the computer algorithm does not carry forward into subsequent moves. However, this does not show up as a weakness in too many games.

Once the internal algorithm takes over, the program is a good position player. The computer will attempt to crush you with its entire arsenal of pieces. The big advantage for the computer is this: it does not overlook any capture, fork, or discovered capture that is available in the next two or three moves. This is a tremendous advantage over the average human player. The advantage is even more obvious in timed games. I have slapped my forehead a number of times upon overlooking a simple fork. This is where one of the other attractive features of the game comes into play. You can take back any number of moves for yourself or the computer. This feature is probably important to the weekend pawn-pusher.

I have played chess on and off for the past 20 years. I have participated in many different forms of game play including postal chess and modem chess. (For those of you who want a rating to use for comparison, I have been rated anywhere from 1400 to 1900 during my chess playing career.) ChessMaster 2100 can beat me 9 times out of 10 in the tougher game modes. I can do a little better in

the fast game play modes, but when the computer wins in the fast time play, it is usually because I failed to see something simple. Let me put the ratio at 5 out of 10 for the faster modes.

Bottom line on ChessMaster 2100: If you have any interest in chess, whether it is a casual spark or a deep seated love of the game, you owe it to yourself to get a copy of this program. You will find some combination of modes and timing constraints that will make the game play you on even ground. You will definitely enjoy this program and may actually improve your chess play.

Footnote: Many other features are included that I should not fail to mention. There is a save and load game feature. Over a hundred classic games have been saved on the distribution disks. There is an option to set up a game. There is also a solve for mate feature. The program will analyze a game and offer the moves that the computer would have made at any point in that game. You can print the board position at any time and the moves made so far. You can even tell the computer what your name is so that your chess clock will reflect that entry. ■

[Darrel Raines is a computer user, programmer and sometime chess player. He is currently involved with the NASA Space Station development. With any luck, Americans will be playing chess in space by the year 2001.]

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Vulcan Hard Drive Repair Problems

by Ken Witkin

I OWN AN APPLE IIGS which I purchased in 1987. Almost every auxiliary slot and the memory slot in my IIGs is filled with an Applied Engineering (AE) product. This includes a Parallel Pro card, a Buffer Pro card, a 100 MB Vulcan Hard Drive, a PC Transporter, a 12.5 MHz Transwarp GS, a Ramkeeper with two AE memory cards, and a Datalink 2400 Baud Modem which I only recently replaced with a SupraFax V.32bis external modem.

I purchased the 100 MB Vulcan Hard Drive in January 1993 after my 40 MB hard drive died on me. The Vulcan worked perfectly for about 15 months and I couldn't have been happier with its performance. I had partitioned it into four partitions and was using one of the partitions as my boot drive. The Vulcan was fast, quiet and easy to use.

During April 1994, I began to notice problems with the drive. Occasionally, the Vulcan would begin to boot my IIGs and then stop just before the System 6 thermometer screen became visible. At first the problem was intermittent and would only occur once or twice a week. When the problem first occurred, I began backing up all my Vulcan data files, just in case. Finally, by the end of April, the Vulcan died completely and I couldn't boot my IIGs with it.

I immediately called Applied Engineering to notify them of the problem. Much to my surprise and dismay, I kept getting a recording

that I had reached a "non-working number." Frantically, I tried every Applied Engineering telephone number I had, including their bulletin board, but it was hopeless—none of the telephone numbers worked.

In desperation, I turned to the Apple community for help. Using the Internet, I sent e-mail messages to such famous Apple gurus as John Link, Warren Williams, Dave

"Now I needed to find someone or some company that would repair an Applied Engineering product. Again I placed messages on the Pro-Novapple and NAUG bulletin boards asking for assistance. About a week later I began receiving replies from all over the United States and Canada."

Harvey, Lee Raesly and Gary Hayman. I also placed messages on Pro-Novapple, NAUG and Pro-Quality asking for assistance in reaching Applied Engineering.

To my dismay, I received sev-

eral replies informing me that "Applied Engineering had gone out of business on March 31, 1994."

Again I turned to the Apple community for help. Now I needed to find someone or some company that would repair an Applied Engineering product. Again I placed messages on the Pro-Novapple and NAUG bulletin boards asking for assistance. About a week later I began receiving replies from all over the United States and Canada. Seven repair sources, located all over the U.S., were recommended to me by members of the Apple community. Mr. Howard Katz, a NAUG member, was especially helpful and recommended two repair sources, including the one that was able to repair my drive.

I actually telephoned all seven recommended sources. To make a rather long story short, I sent my hard drive to three different computer repair firms located as far away as Dallas, Texas; Leesburg, Virginia and Chicago, Illinois. Finally, the last firm I tried, B&D Computer Repair of Chicago, Illinois; was able to repair the drive. Larry Beyer, the owner of B&D Computer Repair, called my home several times to discuss the problem with me. I found Mr. Beyer to be very helpful and extremely professional and knowledgeable. Besides, he only charged me \$35.00 to repair the hard drive.

Today, my 100 MB Vulcan hard drive is back in operation and is working perfectly. I only have the highest praise for Larry Beyer. I would recommend him to anyone out there in Apple II Land with a similar problem. If you have a problem with your AE hard drive, Mr. Beyer may be reached at the following address:

B&D Computer Repair
6115 S. Massasoit
Chicago, IL 60638.

His telephone number is (312) 735-9010. ■



The KULA Software Bookshelf

Apple II Magazine Index Announced

[Editor's Note: For the past ten years Michael Ching, a devoted Apple II enthusiast from Hawaii, has been meticulously indexing articles that have appeared in Apple II magazines. A labor of love, Michael makes these indices available to others on disk, at a very reasonable price. Last month, Washington Apple Pi received information about the 1993 update to Michael's "Kula Index."

It might be useful for Apple II members in WAP to know that the club has an "almost complete" library of all back issues of A+, inCider, A+/inCider, A2-Central (originally Open-Apple), Nibble, and GS+ magazines. These magazines can be browsed any time the WAP office is open. The regular office hours are Mon.-Sat. 10AM to 2:30PM, and Tuesday evenings from 7PM to 9PM. It's probably fair to say that WAP's Apple II reference collection surpasses just about any other reference collection in the country. Armed with the Kula Index, and the club's hard copy magazine collection, just about any published Apple II software or hardware review could be tracked down.]

Honolulu, Hawaii, March 1994

—Kula Software has announced the release of the 1993 edition of the Kula Index. As in previous editions, the Index is an AppleWorks database covering articles and reviews from the major Apple II publications for the past year. The publications featured in this edition are A2-Central, inCider/A+, II Alive,

"It might be useful for Apple II members in WAP to know that the club has an "almost complete" library of all back issues of A+, inCider, A+/inCider, A2-Central (originally Open-Apple), Nibble, and GS+ magazines. These magazines can be browsed any time the WAP office is open."

Scarlett, and Shareware Solutions II.

Also being released are separate specific indexes for Nibble, A2-Central, and inCider/A+. Each of these indexes provides coverage of the respective publication through its last printed issue.

Each edition of the Index is priced at \$9.95 and can be ordered directly from Kula Software, 2118 Kula Street, Honolulu, Hawaii 96817, (808)595-8131. This product is compatible with all members of the Apple II family and requires 128K RAM and AppleWorks. Both 5.25" and 3.5" disk formats are available.

[Editor's Note: Kula Software also has a selection of Apple II books for sale. Here is a list of the company's offerings...]

() **APPLEWORKS TIPS AND TECHNIQUES, 2ND EDITION** (Robert Ericson, Sybex).

An indispensable collection of timesaving techniques and practical solutions for intermediate to advanced users of AppleWorks. Special topics include high performance on the Desktop, efficient use of the keyboard, word processing techniques for programmers, extended database capabilities, custom spreadsheet functions, internal and external data transfer, printers and advanced print options, creating and using macros -- with numerous examples. SALE \$14.95 (Reg. \$21.95, 462 pages).

() **APPLEWORKS APPLICATIONS** (Lauren Flast and Robert Flast, Osborne/McGraw-Hill).

Twenty-Five AppleWorks models for business and finance at your fingertips in APPLEWORKS APPLICATIONS. In these pages, you'll find ready-to-run models for balance sheets, income statements, cash flow analyses, monthly sales summaries, payroll databases, plus many other applications. Each model is briefly described and followed by complete program listings that you can quickly key into your Apple. \$9.95 (101 pages).

() **THE APPLE FOR YOUR BASIC KID** (written and illustrated by Tricia Jordan, Softalk Books).

After returning to school and earning a Ph.D. in Early Childhood Development, Tricia Jordan and a friend founded the Computer Workshop, where children from pre-school through age 80 play (and learn) with personal computers. In this large format easy-to-read book, she describes the ins-and-outs of com-



puters in a non-intimidating style. The many delightful illustrations clarify various concepts throughout the book. From turning on the computer to adventure-game programming, from flowcharts and flashcards to computer graphics, **THE APPLE FOR YOUR BASIC KID** offers an enjoyable introduction to programming for kids (and adults). SPECIAL \$6.95 (pub. at \$19.95, 299 pages).

() APPLES FOR TEACHERS -- 101 PROGRAMS FOR THE CLASSROOM (Jim McRae, Tab).

This book is written for the classroom teacher, with little or no computer experience, who is eager to use a computer in classroom. Classroom teachers simply do not have the time to enter long and complex programs into their computers, so most of these programs can be entered in 15 minutes or less. You'll find programs to manage your classroom more efficiently, save time and effort when creating tests and quizzes, and make learning fun for your students with computer assisted instruction. The author, Jim McRae, is a fifth and sixth grade teacher who was selected Teacher of the Year in 1982. SPECIAL \$6.95 (pub. at \$21.95, hard cover, 212 pages).

() APPLE LOGO FOR KIDS (David A. Yule, Tab).

Let "Sam" the turtle teach your children (or you) the painless way to learn the language of Logo. With Sam, they can color, draw circles and arcs, change the sizes of pictures and diagrams and then put it all together to create sunsets, mountains, trees, and much more! Without even knowing it, they'll have learned math and logical reasoning as well as the basics of computer programming. You'll be delighted at how quickly they pick up both basic and advanced techniques with this easy-to-understand guide. Although based on Apple Logo, this manual can be easily adapted for other Logos by using a handy table. SPECIAL \$4.95 (pub. at \$11.50, 213 pages).

() THE APPLE PROGRAMMER'S CHALLENGE (Steven Chen, Tab). Just as crossword puzzles are designed to challenge and stimulate anyone fascinated with words, this unique series of programming puzzles and problems has been designed to intrigue anyone who wants to challenge and improve his or her computer skills. Several types of problems are included: basic mathematical questions, problems which involve logic procedures, and applications programs which demand intuition, reasoning skills, and business acumen. Solutions are given in BASIC, Pascal, and C. SPECIAL \$9.95 (pub. at \$14.95, 228 pages).

() SMART APPLES: 31 ARTIFICIAL INTELLIGENCE EXPERI-

MENTS (Delton T. Horn, Tab).

This book provides a quick introduction to intelligence research and covers the milestones in AI development. You'll encounter such intriguing topics as the Turing Test, game theory, computer-generated stories, and computer creativity. BASIC program listings are included that demonstrate artificial intelligence concepts. These programs will turn your computer into a tough competitor for games, a musician, a witty conversationalist, a poet, a composer and a writer. SPECIAL \$9.95 (publ. at \$12.95, 192 pages).

() 1001 THINGS TO DO WITH YOUR APPLE (Mark R. Sawusch and Tan A. Summers, Tab).

A gold mine of exciting ideas for applications ranging from household recordkeeping and budgeting to investment analysis and business management -- from game playing and hobby use to scientific, educational, and technical applications. This is a book that not only includes a treasure trove of ideas for getting more from your computer, it provides you with actual programs, flowcharts, diagrams, and step-by-step instructions for using your Apple in practical and just-for-fun ways. SALE \$9.95 (publ. at \$11.95, 242 pages). ■



On the Trail of the Apple ///

by David Ottalini
Apple /// SIG Co-Chairman

First of All

I WANT TO ADD my thanks to everyone who helped move our WAP office from Bethesda to the new location behind White Flint Mall. Volunteers are what make this group the best computer club around! The new facility will offer us a number of improvements—ample parking, larger facilities for meetings, the library, computer museum and office space. Best of all, this comes at a considerably reduced monthly cost, which will help ensure the health of the club and allow it (with time) to improve the services we can offer our members.

Keeping Me Honest

Our good friend Tom Linders, out California Way, is very much on top of all things Apple /// even if he IS retired. He does, in fact, keep me honest—a good thing sometimes when I give advice that could use a little fine tuning. Here's what he offered in a recent post via the Internet:

- While the ///+ keyboard looks like the Apple //e keyboard, it has a much different key vs XY matrix output. As a result the Keyboard encoder chip is not the same as the plain old ///.
- IF you must spray TV Tuner cleaner into the Apple /// keys,

use black and white tuner cleaner as it is/was about 75 cents a can cheaper and is identical to the color stuff. I prefer Isopropyl Alcohol 99% pure myself.

- The ///+ power supply is identical to the /// except that there is a remote sensor on the +5 volt output. It does not appear to have any more power. In fact it would be nice if it had even less power.
- There is a 22 ohm resistor on the 5 volt memory boards. Many people say that this resistor is there to supply a bit of extra power to the 5 volt output from the 12 volt output. Don't you believe it. The resistor is there to make the 12 volt supply think it still has the 12 volt loads from the old 128k memory boards. The 12 volt power supply is, in reality, made up of two power supplies, a five volt supply to ground and a seven volt supply sitting on top of the five volt supply to make the twelve volt supply.
- One thing I have done on a few Apple ///s is to clip a 12 volt fan across the resistor and it really cools the old /// & ///+ off. Try it, you'll like it.

“Volunteers are what make this group the best computer club around! The new facility will offer us a number of improvements—ample parking, larger facilities for meetings, the library, computer museum and office space.”

Where Do I Find??

Always a question on the mind of SaraSaur and other Apple Family Computerphiles. WAP is, of course, the best source for Apple /// material (we have some 250 PD disks, offer software on the TCS and more than a thousand files on ///s Company WAP-301-593-0024). But there are other sources as well (see the end of my column each month).

IF you have never seen my shareware offering - ThreeWorks - there is a tremendous resource of information about the /// and where to find things. Then there's Jim Nichol - who posts from time to time a great list of resources that all Apple family owners can take advantage of. See the separate listing, to which I have (as I normally do!) added a few things.



Apple // (& ///) Vendor List

by Jim Nichol

The company's primary business is:

S = Software (Commercial or Shareware)

H = Hardware and Accessories (New)

P = Parts for Apple // & /// Repair, and Used Hardware - some do repairs

M = Magazine or Newsletter publisher for Apple //'s

***** = Apple /// support

-
- * H, P—**Alltech Electronics** (800) 995-7773 or (619) 721-7733
 - P—**Arminius Pubs. and Products** (609) 662-3420
 - S—**AV Systems, Inc.** (805) 569-1618, Adrian Vance, Compuserve 70415,1420
 - *, P —**B&D Computer Repair** (312) 735-9010, Larry Beyer, Fixes hard drives
 - S, M—**Big Red Computer Club** (Scarlett) (402) 379-4680
 - S —**Caloke Industries**, Dept. SK, PO Box 18477,, Raytown, MO 64133
 - S, H—**Charlie's Appleseeds** (619) 566-1297
 - S—**Christella Enterprise**, Box 82205, Rochester, MI 48308, catalog \$2
 - P—**CreativeSolutions** (513) 429-5759
 - S—**Educational Resources** (800) 624-2926 or (708) 888-8300
 - S, H—**Fas-Track**, 7030 Huntley Rd Bldg C, Columbus, OH 43229, (800) 927-3936
 - S, M—**GS+ Magazine**, PO Box 15366, Chattanooga, TN 36415-0366
 - S, M—**Kingwood Micro Software** (Texas II) (210) 490-6373, Beverly Cadieux
 - S—**Laureate Learning Systems** (800) 562-6801 Special Ed talking software
 - S—**MECC**, 6160 Summit Dr. North, Minneapolis, MN 55430, (800) 685-MECC
 - H, P—**Memory Plus Distributors** (602) 429202, Fred Cortazzo
 - S—**Merit Audio Visual**, Ben Weintraub (800) 753-6488
 - *, S, M—**National Appleworks Users Group** (Appleworks Forum) (313) 454-1115
 - *, S, H—**On Three** (805)-822-8580 or (617)-731-0662
 - S —**Orange Cherry Software** (800) 672-6002
 - S, H—**Other World Computing** (800) 275-4576 (formerly LRO)
 - *, P—**Pre-Owned Electronics** (800) 274-5343
 - S, H, M—**Quality Computers** (800) 777-3642, Scott Hebel, Compuserve 72133,3245
 - S, H, M —**Resource Central** (913) 469-6502 - official Apple s'ware & docs source
 - H—**Sequential Systems** (800) 759-4549
 - S, M—**Shareware Solutions II**, Joe Kohn, Compuserve 76702,565
 - *, P—**Shreve Systems** (800) 227-3971
 - *, H, P —**Sleepy Hollow Corp.** (The Lisa Shop) (916)-668-5637
 - S, M—**Softdisk Publishing**, 606 Common, Shreveport, LA 71101, (800) 831-2694
 - *, P—**Sun Remarketing** (800) 821-3221
 - S, M—**Uintah Basin Apple Users Group**, Bob Stewart, Compuserve 72143,1377
 - *, S, M—**Washington Apple Pi** (of Course!) (301)-984-0300



More Parts..

Sometimes you just can't get enough of them. Take the good OI' DB-9 connector used on the // and // I-Netters wanted to know where to find them. Craig Larson (craigl@pro-algonquin.mn.org) had the answer:

I have received a number of requests in Email recently for a source of DB-19 connectors for making Apple II cables. They are readily available through JDR Microdevices, 1850 South 10th St, San Jose, California 95112-4108. The phone number there is 1-800-538-5000. The male plug is part number DB19P, 69 cents each or 50 cents each in quantities of 25 and up. The female plug is part number DB19S, 75 cents each or 55 cents each in quantities of 25 and up. These are the solder cup design with pins in all 19 holes. There are no hoods available in the 19 pin size.

Craig, by the way, is the Sysop of the Electronics Shop BBS—(612)-789-2149. And while he primarily supports the Apple //, I have talked with him a tad about the ///, especially about power supplies. IF anything comes of it, I'll give you an update along the Trail.

I Meet the Nicest People

One of them has been Joe Schneider of Chesapeake, Ohio, who has been using Apples ///s for many, many years. Joe owns and operates a funeral home and has developed a complete system to handle all of his business needs on Apple ///s. In fact, at one time, he was seriously going to market it to other funeral directors, but the lack of a good, inexpensive hard drive foiled his plans.

In any case, he continues to operate his business today on this //s and says neither a Mac NOR a PC can do what his SARA can do as easily or as quickly. I wonder if he's been talking with Paul Campbell? Joe HAS become a WAP member (Thankyou!) and hopefully has

become a BOS3 owner by the time you read this. I've asked him to write us an article about his experiences with the ///—so watch for it sometime in the next few months.

Public Domain Library Restructuring

I'm happy to tell you I have made some progress with this project - and in fact, you may actually see the results this month or next. As I began working on it, I decided it would NOT make sense to release the updated files until AFTER the WAP Office had moved. The office staff and volunteers had enough on their hands AND, since each disk includes the WAP office address, it made little sense to release the disks and then have to go back to update them one more time. Since by the time you read this we SHOULD be in our new office, I hope to have given John Ruffatto the first in our series:

—**Accounting** : Same category, but some updated files

—**Apple Software** : A home for former commercial software or updates to commercial software that I would rather not put somewhere else.

—**Bloom Software** : Dr. Bloom's great series of disks finally have a home of their own.

—**Business Basic** : A home for BB, its programs and utilities.

I may well have gotten further than this— watch the Journal for more details over the next few months. As always, I appreciate your help and comments about our PD disks—ESPECIALLY if you get one that doesn't work as advertised in some manner.

Finally

Your /// SIG really needs your help to make our current Software Development Fund Project work. Now is the time to ask Santa for that early gift by pre-purchasing your edition of Bob Consorti's new

Communications Manager or BOS3 (in stock). Call the WAP Office for details on how to do this (they take plastic), but if every member were to pre-purchase a copy, we'd have enough to not only make our final payment to Bob, but also to help us with funding for our next project.

Apple /// Resources

—Bob Consorti

(75300.1543@COMPUSERVE.COM)

* Repairs/Software/Hardware

179-B Kent St.

Brookline, MA. 02148

(617)-731-0662

—On Three c/o Joe Consorti

* Software

1174 Hickory Ave.

Tehachapi, CA. 93561

(805)-822-8580

—Sun Remarketing

* Software/Hardware/Repairs

PO Box 4059

Logan, UT. 84321

(800)-821-3221

—Sleepy Hollow Corp.

* Repairs

PO Box 969

Woodland, Ca. 95695

(916)-668-5637

(Note: WAP gets a rebate on repairs done by these folks!)

—WM Enterprises

* Repairs/Software/Hardware

1932-D Lincoln Drive, Annapolis,

MD. 21403, (301)-268-4242

—Tom Linders

(Linders007@AOL.Com)

* Repairs and Hardware

12604 Wardell Ct., Saratoga, CA.

95070, 408-741-10011

—Apple /// Internet Listserver :

APPLE3-

L@WVNM.WVNET.EDU or -

:LISTSERV@WVNM.WVNET.EDU

—Electronics Shop BBS

* Repair Info (Apple //)

(612)-789-2149

—Apple User Group Connection

800-538-9696 ext. 500

—Apple User Assistance

800-767-2775 (they answer Apple

/// calls) ■



Disk Cleaning and Speed Adjustments

by Tom Linders

I. Disk Cleaning

SOME PEOPLE SAY to clean the disk drive heads with some sort of disk cleaner every two or three days. Some others say to do it once every six months to two years. If you are writing the great American novel, then follow the advice of the former, otherwise, do as the later says.

The next thing is, what to clean the disk drive heads with. The only thing I know of that is reliable is alcohol. The question is what kind? There are three general kinds of alcohol:

- Rubbing
- Denatured
- Isopropyl

Of these three kinds the best is the third kind, isopropyl. Rubbing alcohol has too much (30%) water, and you are not usually aware of the denaturing agent (the thing that makes you sick if you drink it) in denatured alcohol. In the later alcohol the denaturing agent may be JP-4, MEK, etc. I use Isopropyl, 99% pure, that I buy from Longs for \$1.23/pint.

Also, remember, if the disk drive head is very dirty, make sure that the head load pad is also checked to make sure it is clean.

If you are having trouble with a disk drive, bring it to me (after a phone call) and I'll check it out for you. The only charge is my cost for the parts involved, which is usually not very much.

II. Disk Speed Checks

There are several ways to check the disk speed. The best way I know of is to remove the bottom of your

Disk][or Disk][and check the speed with a strobe light. The best strobe I know of is a neon bulb with 50 or 60k ohm resistors in each leg of the little bulb. Not having a bulb, just use a regular lamp (a fluorescent one is better).

The bottom of the disk hub has a strobe wheel with two tracks, one for 50 Hertz and one for 60 Hertz. In Europe use the 50 Hertz track and in America use the 60 Hertz track. The speed is good enough when the little bars move less than one space in ten seconds.

The disk drive speed should be set to 300 R P M or one revolution in 200 milliseconds (200 milliseconds = 0.2 seconds = 1/5 second). There are many commercial programs that check this out by just booting a disk and (sometimes) inserting a blank disk. In order to check disk drive speed the disk usually writes to the disk (but not always).

The above programs work just great if you have an American Spec Apple computer. An American spec Apple Computer has a master crystal frequency of 14,318,180 Hertz. The European computers have a master crystal frequency of 14,250,450 Hertz. Not much of a difference, but enough to make any speed tests rather inaccurate. I shall discuss three programs, Apple Diagnostics, EDD, and Copy][+.

1. Apple Diagnostics—This program gives a count of plus minus about 100. For the European model Apple computers to have their drive speed set accurately the count should read +13 +/- 2 counts. For

the American Apple computers the counter should read about -3 +/- 2 counts. The reason for the negative setting is that the drift is usually in the positive direction.

2. EDD—This program sets the disk drive speed in two ways, one for making program copies, and the other for just everyday use. For the American machine, just set the both drives to original for everyday use, and set as directed for copying. For a European model, set the drive speed the same way as for the American models, except set the count about +3 to +4 counts (to the right) from the indicated nominal.

3. Copy][+—This program presents the speed as a measurement of the period of rotation of the drive. Remember, period is the inverse of speed. For this program the American model should have the speed set to 200 +/- 0.1 milliseconds (ms) and for the European machines, try 199.1 +/- 0.1 milliseconds. Remember, you need to use a version equal to or lower than 4.4 in an Apple ///.

An easy way to set the speed is to have a hole drilled into the side of the disk drive so that disassembly is not necessary every time you want to check the drive speed.

The same thing applies as applies in cleaning, if you have a problem give me a call and bring your drive to me. Actually the whole computer is better as sometimes the problem is not with the drive but with the brains behind the drive.

III. General Interest

For you Apple][or //e owners (not //c), I still have a pair of those controller card connectors that will not allow you to plug the disk cables in wrong. You could be avoiding a disaster if you spend a couple of bucks.

Questions? Contact:

Thomas E. Linders
112604 Wardell Ct
Saratoga, CA 95070
408-741-1001 ■



Setting Your Clock on the Apple ///

by Tom Linders

SETTING THE CLOCK on your Apple/// is as easy as one, two, ... eleven:

1. Remove the lid and any cards in the four expansion slots.
2. Remove the eleven screws that hold the mother board to the frame and remove the mother board.
3. Keep the computer on it's back with the keyboard end toward you, making sure that there is something under the keyboard to support it.
4. Put a counter on the penultimate pin (number 11) on the 1 to 12 row, of the clock chip using the chassis as return.
5. The counter should count 32768 Hz. If it doesn't, adjust the tiny variable capacitor adjacent to the clock chip. The total adjustment range is about three Hz.
6. My clock's oscillator was set to run at about 32765 Hz. One Hz off means an error of about 2.6 sec per day.
7. While you are inside the computer this would be a good time to brush off all the dust from all the chips inside the computer as well as pushing down on all the chips to make sure that they are all in their sockets.
8. One last thing, make sure that the battery pack for the clock is pretty close to 3.0 (or 4.5 for a three battery pack) volts. If it isn't, it's time to replace the batteries.
9. Put the eleven screws back in, and set the time by booting your favorite program (like System Utilities) (or even Word Juggler).

Questions? Address Them To:

Thomas E. Linders
12604 Wardell Ct
Saratoga, CA 95070
408-741-1001 ■

Macintosh Disketeria

by Dave Weikert

New Disks

WE HAVE ELEVEN disks this month including an update of the Disketeria Catalog and ten new Fun and Games disks.

Disketeria Catalog Update

I updated our Disketeria Catalog again this month. The catalog—in Easy View viewer format—permits fast browsing of the contents of our Disketeria collection. You can search for specific file names or disk numbers. The three Easy View windows make it easy to see the overall organization of the Disketeria collection as well as see the detailed descriptions of the contents of each folder or archive. The catalog disk costs \$4; you can trade in an older version of the Disketeria Catalog disk for the current version for \$1 (plus postage if by mail).

Fun & Games Series

Just in time for the holidays, there are now ten new disks in Fun and Games series. And these are all on 1.44 Mb disks. This was necessary since many of the programs—even when compressed—were larger than would fit on 800 K formatted disks. This new collection is primarily action and arcade although there is a smattering of adventure, board, card and strategy games.

Individual disks are available for \$4.00 each, \$3.50 for five or more and \$25 for the ten disk collection.

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.

“Just in time
for the holidays,
there are now
ten new disks in
Fun and Games
series.”

DISK #00.01 — C 1 MAC DISKETERIA CATALOG

•• Extract Me First.sea ••

When this file is copied over to a hard disk and double clicked, it will automatically extract the following two folders:

Washington Apple Pi.f: By Dave Weikert. Just double click the ••Double Click Me•• file to read our Program Notes and information about Washington Apple Pi, Ltd. and our Mac Disketeria. This opens the Easy View viewer. You may have to select Word Wrap under the Style



menu to facilitate viewing. You may also open the Mac Disketeria text file with your favorite word processor.

Easy View 2.50 f: By M. Akif Eyler. An application for intelligent browsing of collections of structured text files, large or small. It allows very fast access by recognizing the internal structure. Easy View Introduction and Easy View Notes are in text format. Easy View - Read Me is in Easy View format.

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 #22.11 — G 11 **FUN AND GAMES**

All Ages Bingo 1.01 f.sea By Jim Allison. A multimedia rendition of traditional Bingo which can be played and enjoyed by all ages. Requires: System 6.0.7 or later, with a 13 inch or larger color monitor. *Shareware - \$18.*

Arashi 1.1.1 f.sea By Juri Munkki. A 3D vector graphics arcade game. You are a 'crawler' moving around the top edge of a tube or sheet. You must evade your enemies; the Flippers, Pulsars, Fuseballs, Spikers and Tankers. Requires at least 256 colors.

HangMan 1.4.1 f.sea By Ola Montan. This computer game plays the famous game of "Hang man." It can speak different languages; in version 1.4 it talks Swedish, Spanish, Irish and English. More languages can be added. *DropMeANoteWare.*

DISK #22.12 — G 12 **FUN AND GAMES**

Battleship 2.0.2.sea: By John Lindal. A classic board game of battleship complete with sounds and game options; you get a key to unlock the protected features when you pay your shareware fee. *Shareware - \$5.*

Chiral 1.0.0 Installer. By Trevor Powell and Andrew Welch (Ambrosia

Software). A fusion between the scientific concept of atomic bonding and the addictive game play of Tetris. Points are scored by positioning atoms on the screen, building molecules out of the atoms provided. The number matching concept is similar to dominoes: an atom with four dots needs to be aligned with four other atoms. Requires: at least 256 colors and System 6. *Shareware - \$15.*

DISK #22.13 — G 13 **FUN AND GAMES**

Asterax 1.0.1 f.sea By Michael Hanson and Anne Fullerton. A single- or multi-player arcade game for Macintosh computers, growing out of the classic arcade game Asteroids, but with new strategic elements. Asterax makes use of many Macintosh features, including multiple screen sizes and 4-channel sound! Requires System 7.0 or later, 68020 or better (including PPC), 4 MB free RAM and a color monitor. *Shareware - \$10.*

Cyclone 1.1.1 f.sea By Mike Kelly and Jon ?. A knockoff of the old arcade game Starcastle. Plenty of shoot-em-up action and sound. Requires color Mac with 68020 or faster CPU. *Shareware - \$10.*

DISK #22.14 — F/G 14 **FUN & GAMES**

Galactic Empire 2.03.sea: By Cary Torkelson. Rebuild a dying Galactic Empire by conquering the 19 independent planets. You may configure your fleet, collect taxes from conquered worlds and spy on planets with satellites prior to configuring your fleet for attack. Supports color or B/W Macs under System 6.0.4 and later. *Shareware - \$15.*

Infotron, v 1.0 f.sea: By David Peck, Nathan Cook and Brooke Nelson (Montgomery Blair High School, Silver Spring, MD). A graphic based multi-level adventure with an original score. Murphy is a bright red gumball on a mission to save all the gumballs inside of his dispenser from the evil computer, battling against power-surges, falling data stacks, and nasty scissors. Requires a color Mac with 25 MHz 68030 or faster CPU and at least 2 MB free memory (3 MB for full music and sound). *Shareware - \$10.*

DISK #22.15 — F/G 15 **FUN & GAMES**

Maniac 2.0 f.sea: By Alex Metcalf. An arcade game with the chase of PacMan together with the word play of Hangman! Requires a 68020 or better CPU, System 7.0 or later, 640x480 screen (or larger), 256 colors/grays (or more), and 2.7 MB of free memory. *Shareware - \$15.*

Mille Bornes 1.2.1 f.sea By Greg Abbas. Very lush, nice version of the classic card game, Mille Bornes, or 1000 miles, in which you try and win a car race while simultaneously sabotaging your opponent. Requires a color monitor. *Shareware - \$10.*

DISK #22.16 — F/G 16 **FUN & GAMES**

Blackjack Deluxe 1.7.3 f.sea: By Ed Trice. A great introduction to card counting! Better looking cards, a configurable shoe (1-16 decks), a new analysis mode that allows you to set up a situation and perform millions trials rapidly to determine the best strategy, a built-in cheat mode, variable levels of advice during game play, an ability to modify the casino's rules and more. Runs on Mac Plus and later. *Shareware - \$25.*

Five Dice 2.1 f.sea: By Tim Bobo (Image Works Plus Software). A Yahtzee-type game, rich in color and sound. You can play single, double, or triple five dice with one to three players.

Gopher Golf 1.2.0 f.sea: By Bob Mancarella. A miniature golf game and course editor. Play one of the five included courses or create your own with the editor. Watch out for that pesky gopher. You never know where he'll pop up next. Runs in B/W or up to 256 colors on monitors 9" and larger. Requires System 6.0.5 or later. Limited functionality until Shareware fee is paid. *Shareware - \$15.*

DISK #22.17 — F/G 17 **FUN & GAMES**

Canfield 5.1 f.sea: By Michael A. Casteel, cards by Dave Elward. A solitaire card game. You hear the first few bars of Scott Joplin's Entertainer when play is started. Works with B/W or color and most System software. *Shareware - \$10.*

Gobbler 1.3.1 f.sea By Les Blatt. A



snake-eats-mushroom game, starring a snake named Hedda, a variety of stones, some delicious-looking mushrooms, and, occasionally, some bonus chests. Gobbler plays in color if you are using a Macintosh with a color monitor. **Shareware - \$10.**

Maelstrom 1.4.1 Installer By Andrew Welch/Ambrosia Software. Deadly meteors fly at you from all sides, indestructible balls try to drain your shields, and just when you thought escape was in reach the deadly Shenobi fighter will take you on, one-on-one. This is perhaps *the* classic Mac arcade game. Requires color-capable Macintosh with a 256 color monitor (any size) and System 6.0.7 or above. **Shareware - \$15.**

Pentris 1.1 f.sea By Patrick Fournier. A Tetris variant using goofy five-block clusters instead of four. The game has many background pictures to see as you clear away rows, and it hosts a "be politically correct" checkbox which might just as happily be on as off. For System 7.0 and later and Color QuickDraw. **Shareware - \$15.**

**DISK #22.18 — F/G 18
FUN & GAMES**

FiveStones 2.3 f.sea: By Xin Xu. A traditional Chinese board game. In the game, two players (black and white) put their own stones in turn on a board with 15x15 or 19x19 lines. Once on the board, the stones can not be moved or overlaid or removed. The winner is the first person who has on the board five or more consecutive stones of his/her

kind along lines or diagonally. Plays both human and computer opponents. **Shareware - \$10.**

Missions of the Reliant! 1.1 f.sea By Michael Rubin. An arcade adventure game that bears some resemblance to "STTING:Rescue" and "NetTrek" but has a personality all its own, complete with strategy and action aplenty. Requires a 256 color Mac with 13 inch or larger monitor, System 7.0 or later and at least 3 MB free memory. **Shareware - \$15.**

Polyominoes 5.0 f.sea: By Kevin Gong. A strategy board game in which you try to put the last piece on the board. The pieces can be flipped or rotated in any manner. Requires System 6.0 or later. For color or gray B/W. **Shareware - \$8.**

Solitaire Till Dawn 2.0 f.sea: By Rick Holzgraffe. A superb solitaire implementation with 24 different variations of the game. Included are excellent User and Game Guides; the Game Guide includes information about difficulty of play and other names for the variants. **Shareware - \$20.**

**DISK #22.19 — F/G 19
FUN & GAMES**

omega 0.75 f.sea: By Yoshibumi Fukuda. A rogue-like multi-dungeon game which runs on Apple Macintosh series. Requires 2 MB RAM for the application and System 6.0.7 or later.

Rescue! 2.0.3 f.sea: By Tom Spreen. The multi-window, color-capable action adventure inspired by the Star

Trek: The Next Generation universe! It's a fast-action rescue mission set in space which requires both strategy and arcade-style reactions. Requires System 6.0.7 or later with 2.1 MB of free RAM. Runs on any Mac but for maximum enjoyment and visual effects you need color and a 68030 or later CPU. **Shareware - \$10.**

SpaceInvaders 1.1 f.sea By Simone Bettini. A fast action, shoot-em-up, destroy the dreadful space invaders arcade game. There are more different types of weapons to defend against than anyone could stand. Requires System 6.0.7 or later and operates in color or B/W. **Shareware - \$10.**

**DISK #22.20 — F/G 20
FUN & GAMES**

Egyptian Solitaire 1.0 f.sea: By Mike and Shari Houser. A simple and addictive solitaire game. The cards are shuffled and 28 cards are dealt face-up and overlapping in the shape of a pyramid. **Shareware - \$5.**

Wolfenstein 3D™ f.sea: By MacPlay. In this action adventure game you must escape from the Nazi prison keep known as Wolfenstein so you can notify the allies of enemy plans. Arguably the most superb game ever to hit the DOS free/shareware gaming world, this Mac port includes the first three levels. Requires System 6.0.7 or later and color Mac with 25 MHz 68030 or faster CPU and at least 2.2 MB free memory (6 MB for full music and sound). **Shareware - \$15 gets you the full 30-level game. ■**

Please write disk numbers on a separate sheet of paper and include them with your order.

HyperCard upgrade requires HyperCard proof of purchase; any of original disks, first page of manual, receipt of previous HypCard upgrade disk.

Mail this form with your check to: Disk Library, Washington Apple Pi <i>at New Address</i>			Are you a member of Washington Apple Pi, Ltd.? Y/N <input type="checkbox"/> If yes, member number _____ All payments must be in U.S. funds drawn against U.S. Banking institutions. Non-members add \$3.00 per disk to listed prices.		
# of disks	Member Price	Extended	Name _____		
Singles			Box Number, Apt., Suite _____		
___ 4 or less @	\$4.00	_____	Street Address _____		
___ 5 or more @	\$3.50	_____	City _____	State _____	Zip _____
___ sets (marked above)	\$(above) +postage \$1.00/disk,	_____	Day tele. _____ Evening tele. _____		
maximum \$5.00		_____			
___ Disk catalogs		_____			
+ \$1.50 postage	\$4.50	_____			
TOTAL AMOUNT DUE		\$ _____			

Macintosh Library Order Form

Pi Library

- ___ 0.01 - C 01 Catalog
- ___ 0.02 - C 02 Sampler

Anti-Virus Utilities

- ___ 1.01G - AV 1
- ___ 1.02L - AV 2
- ___ 1.03L - AV 3

Desk Accessories

- ___ 7 disk set; \$21
- ___ 2.01E - DAs 1
- ___ 2.02E - DAs 2
- ___ 2.03E - DAs 3
- ___ 2.04E - DAs 4
- ___ 2.05E - DAs 5
- ___ 2.06E - DAs 6
- ___ 2.07E - DAs 7

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

- ___ 6.01B - PS 1
- ___ 6.02B - PS 2
- ___ 6.03B - PS 3
- ___ 6.04B - PS 4
- ___ 6.05B - PS 5
- ___ 6.06B - PS 6
- ___ 6.07B - PS 7
- ___ 6.08B - PS 8
- ___ 6.09B - PS 9
- ___ 6.10B - PS 10
- ___ 6.11B - PS 11
- ___ 6.12B - PS 12
- ___ 6.13B - PS 13
- ___ 6.14B - PS 14
- ___ 6.15B - PS 15
- ___ 6.16B - PS 16
- ___ 6.17B - PS 17
- ___ 6.18B - PS 18
- ___ 6.19B - PS 19

TrueType Fonts

- ___ 7.01A - TT 1
- ___ 7.02A - TT 2
- ___ 7.03A - TT 3
- ___ 7.04A - TT 4
- ___ 7.05A - TT 5
- ___ 7.06A - TT 6
- ___ 7.07A - TT 7
- ___ 7.08A - TT 8
- ___ 7.09A - TT 9
- ___ 7.10A - TT 10
- ___ 7.11A - TT 11
- ___ 7.12A - TT 12
- ___ 7.13A - TT 13

Graphics

- ___ 11 disk set; \$33

- ___ 8.01A - G 1
- ___ 8.02A - G 2
- ___ 8.03A - G 3
- ___ 8.04A - G 4
- ___ 8.05A - G 5
- ___ 8.06A - G 6
- ___ 8.07A - G 7
- ___ 8.08A - G 8
- ___ 8.09A - G 9
- ___ 8.10A - G 10
- ___ 8.11A - G 11

INITs & cdevs

- ___ 9.01C - I/C 1
- ___ 9.02C - I/C 2
- ___ 9.03C - I/C 3
- ___ 9.04C - I/C 4
- ___ 9.05C - I/C 5
- ___ 9.06C - I/C 6
- ___ 9.07C - I/C 7
- ___ 9.08C - I/C 8
- ___ 9.09C - I/C 9
- ___ 9.10C - I/C 10
- ___ 9.11C - I/C 11
- ___ 9.12C - I/C 12
- ___ 9.13C - I/C 13
- ___ 9.14C - I/C 14
- ___ 9.15C - I/C 15
- ___ 9.16C - I/C 16

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

- ___ 6 disk set; \$18
- ___ 13.01C - T 1
- ___ 13.02C - T 2
- ___ 13.03C - T 3
- ___ 13.04C - T 4
- ___ 13.05C - T 5
- ___ 13.06C - T 6

Programmer/Hacker

- ___ 14.01A - PH 1
- ___ 14.02A - PH 2

Miscellaneous Utils

- ___ 15.01C - MU 1

- ___ 15.02C - MU 2
- ___ 15.03C - MU 3
- ___ 15.04C - MU 4
- ___ 15.05C - MU 5
- ___ 15.06C - MU 6
- ___ 15.07C - MU 7
- ___ 15.08C - MU 8
- ___ 15.09C - MU 9
- ___ 15.10C - MU 10
- ___ 15.11C - MU 11
- ___ 15.12C - MU 12
- ___ 15.13C - MU 13
- ___ 15.14C - MU 14
- ___ 15.15C - MU 15

System Utilities

- ___ 16.01E - SU 1
- ___ 16.02E - SU 2
- ___ 16.03E - SU 3
- ___ 16.04E - SU 4
- ___ 16.05E - SU 5
- ___ 16.06E - SU 6
- ___ 16.07E - SU 7
- ___ 16.08E - SU 8
- ___ 16.09E - SU 9
- ___ 16.10E - SU 10
- ___ 16.11E - SU 11
- ___ 16.12E - SU 12
- ___ 16.13E - SU 13
- ___ 16.14E - SU 14
- ___ 16.15E - SU 15

Word Processing Utils

- ___ 7 disk set; \$21
- ___ 17.01C - WP 1
- ___ 17.02C - WP 2
- ___ 17.03C - WP 3
- ___ 17.04C - WP 4
- ___ 17.05C - WP 5
- ___ 17.06C - WP 6
- ___ 17.07C - WP 7

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
- ___ 22.04 - F/G 4
- ___ 22.05 - F/G 5
- ___ 22.06 - F/G 6
- ___ 22.07 - F/G 7
- ___ 22.08 - F/G 8
- ___ 22.09 - F/G 9
- ___ 22.10 - F/G 10
- ___ 22.11 - F/G 11 (‡)
- ___ 22.12 - F/G 12 (‡)
- ___ 22.13 - F/G 13 (‡)
- ___ 22.14 - F/G 14 (‡)
- ___ 22.15 - F/G 15 (‡)
- ___ 22.16 - F/G 16 (‡)
- ___ 22.17 - F/G 17 (‡)
- ___ 22.18 - F/G 18 (‡)
- ___ 22.19 - F/G 19 (‡)
- ___ 22.20 - F/G 20 (‡)

Update Series

- ___ 26.01/02A - Photoshop, 2 disks; \$8
- ___ 26.03A - Photoshop Plug Ins, 1 disk; \$4
- ___ 26.04A - Desktop Publishing, 1 disk; \$4
- ___ 26.05A - QuarkXPress, 1 disk; \$4
- ___ 26.07A - HP DeskWriter, 1 disk; \$4
- ___ 26.08/09B - Denaba Canvas, 2 disks; \$8
- ___ 26.10A - Word Processor 1, 1 disk; \$4
- ___ 26.11B - Word Processor 2, 1 disk; \$4
- ___ 26.12A - Database, 1 disk; \$4
- ___ 26.13B - ClarisWorks/Quicken, 1 disk; \$4
- ___ 26.14A - Word, 1 disk; \$4
- ___ 26.15A - Word Enhancements, 1 disk; \$4
- ___ 26.16A - Excel Enhancements, 1 disk; \$4
- ___ 26.17A - Anti-Virus, 1 disk; \$4
- ___ 26.18A - After Dark & Modules, 1 disk; \$4
- ___ 26.18-23A - After Dark Set, 6 disk; \$15
- ___ 26.25-28A - CP MacTools, 4 disk; \$12
- ___ 26.29A - Now Utilities, 1 disk; \$4
- ___ 26.30C - Miscel. Utilities, 1 disk; \$4
- ___ 26.31/32A - Stuffit Deluxe, 2 disks; \$8
- ___ 26.33A - DrawPro, Impact, Frontier, 1 disk; \$4

Online Bible

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- ___ Set 1, 6 disks; \$15
- ___ Set 2, 7 disks; \$15
- ___ Set 3, 6 disks; \$15
- ___ Set 4, 5 disks; \$15

Disketeria ValuPaks (†)

- ___ Best of Pi, 15 disks; \$30
- ___ PS Fonts 1, 14 disks; \$30
- ___ PS Fonts 2, 5 disks; \$10
- ___ TT Fonts 1, 9 disks; \$20
- ___ TT Fonts 2, 4 disks; \$10
- ___ Sys Extensions 1, 6 disks; \$15

- ___ Sys Extensions 2, 10 disks; \$30
- ___ Calc/Clk Utils 1, 5 disks; \$15
- ___ Pers Mgt Utils 2, 5 disks; \$15
- ___ Misc Utils 3, 5 disks; \$15
- ___ Sys Utils 1, 5 disks; \$15
- ___ Sys Utils 2, 5 disks; \$15
- ___ Sys Utils 3, 5 disks; \$15
- ___ Fun/Games 1, 10 disks; \$25
- ___ Fun/Games 2, 10 disks; \$25 (‡)
- ___ LW 8.1.1 & PPDs - 4 disks; \$10

Apple System Software

- ___ 6.0.5 - 4 disks; \$12
- ___ 6.0.8 - 4 disks; \$12
- ___ 7.0 - 8 disks; \$20
- ___ 7.0.1 - 6 disks; \$20 (‡)
- ___ 7/7.0.1 Tune-Up \$3
- ___ 7.1 Sys Updater 3.0 - 2 disks; \$6 (‡)
- ___ 7.1 Sys Updater 3.0 (800K); \$3
- ___ Sys Util Update 1.0.1 \$3 (‡)
- ___ QuickTime 1.6.2; \$3 (‡)
- ___ LaserWrtr 8.1.1 - \$3 (‡)
- ___ LaserWrtr 8.0; \$6
- ___ Network Installer \$3
- ___ TrueType; \$6
- ___ Basic Con Set 1.1.1; \$3
- ___ Express Modem; \$3 (‡)
- ___ CD ROM Setup; \$3
- ___ Comm 1 (CTB); \$3
- ___ LW PPDs - 3 disks; \$9
- ___ AShare 4 Tune-Up; \$3
- ___ AtEase Updater 2.01 \$3
- ___ StyleWriter II; \$12
- ___ Iie Installer; \$3
- ___ Mon Energy Star; \$3
- ___ LW Pro Tune-Up; \$3
- ___ HyperCard Update
 - ___ 1.2.5 - 3 disk set; \$9
 - ___ 2.0 - 5 disk set; \$15
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- (‡) on 1.44 Meg diskette

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—**Mac Accelerators & Other
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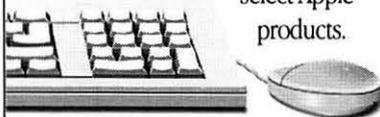
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