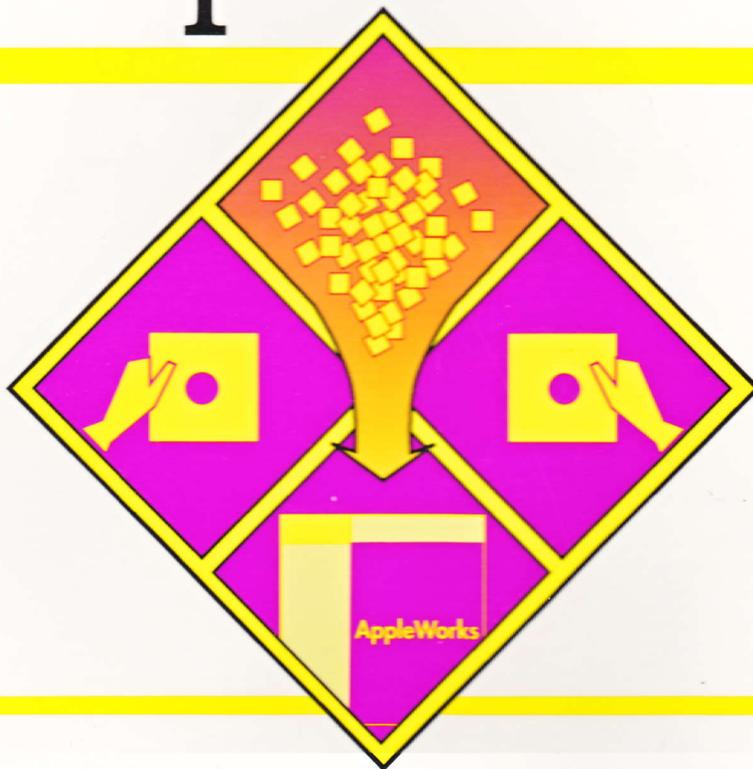


SuperPatch



The best-selling AppleWorks customization program.
Over 300 patches for AppleWorks 2.0, 2.1 and 3.0.



LABS

DIVISION OF QUALITY COMPUTERS

SuperPatch

AppleWorks Customizer
by John Link

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Read Me	AWP File on Disk
	Read this file into AppleWorks for the latest information about SuperPatch

Introduction

What is a patch?

AppleWorks is one of the greatest computer programs ever written. Why change it? It embodies a “magic” of substantial importance which is difficult to define, but which sustains the interest of a million users almost 10 years after its initial release, users who continue to experience great satisfaction from using it as their primary productivity package. Robert Lissner, who wrote AppleWorks, is now an important figure in the history of software, primarily because of the genius of this single program. Yet, for all his mastery of the myriad elements which must be assembled before you can offer a useful package (much less a legendary one, such as AppleWorks), the fact remains that it is impossible for a single set of design decisions to satisfy an audience which exceeds a million people. If half of them like having the overstrike cursor active on boot up, the other half will surely want the insert cursor instead, and so on. That is human nature, and that is why there is a SuperPatch.

So, what is a patch? Originally, the word was used to describe alterations to a program that fixed problems. Yet, in the context of SuperPatch, it usually means adding functionality and appeal. Very seldom does SuperPatch “fix” anything. Instead, SuperPatch modifies certain portions of AppleWorks so they function differently than they did originally. These differences can be cosmetic, such as substituting a different character whenever the cursor is displayed, or very functional, as when a time and date display is added to every screen in AppleWorks. A few—the “defensive” patches come to mind here—disable certain potentially dangerous subroutines, such as the delete files option, so that novices cannot use them. Thus, a “patch” is *any* change to a preexisting piece of software.

The patches installed by SuperPatch are “disk based.” That is, they change the software as it is stored on a disk, so that when it is loaded into memory the change will take effect. Products such as TimeOut work in a similar fashion. UltraMacros is an exception; it patches AppleWorks after it is loaded into memory, which I call “memory based” patching. Memory based patch programs always have the last say when it comes to modifying AppleWorks, because it does not matter to them what is stored on the disk. They make their changes after the program is resident in memory. The advantage of the memory based approach is that your disk copy of AppleWorks is never changed. The disadvantage is that you do not have much

control over what happens. Memory based patching works very well for UltraMacros, but it is not suitable for a program like SuperPatch, which offers more than one hundred individual alterations, which can ultimately be arranged in several thousand different configurations.

Very few software programs are “patchable.” AppleWorks is one of the exceptions because it was written in pure assembly language, using logical structures programmers call “subroutines.” These subunits within AppleWorks execute specific tasks, and can often be understood simply upon inspection as they exist in the memory of the computer.

Most programs released these days are not so pure. They are compiled from “high level” languages, which reduces the time it takes to write them, but also makes them relatively cumbersome and less logical. Primarily, this is because they include “run time libraries” (large portions of code supplied by the compiler) that interact with the programmer’s code in a proprietary fashion. This makes the program’s subroutines difficult to understand, even for an experienced programmer, without access to the original source code.

Robert Lissner added immensely to the intrinsic intelligibility of his masterpiece by offering the general public specific information about the memory locations of key subroutines, and detailed explanations of what each one did. This unprecedented step of opening the secrets of his software to other developers generated a great deal of interest in enhancing his product, which is one of the key reasons so many people continue to use it as their primary productivity software today. Even though Lissner did not participate in creating the version 3.0 upgrade, Claris continued his tradition of providing information to the interested public, by publishing documents that update this information for AppleWorks 3.0. Without the help from Lissner and Claris, programs such as SuperPatch would be much more difficult, if not impossible, to write.

Advantages of customizing

The value of disk based patching programs like SuperPatch is not so much to “improve” AppleWorks in the absolute sense, but to improve it, relative to specific purposes, and a specific user: You. SuperPatch lets you make functional changes as well as adding some “fun” touches that would not be appropriate for a release to the general public, but which are none the less attractive. Thus, as far as SuperPatch goes, you can call what it does “patching” or “customizing.” The point is the same, to make your working copy of AppleWorks more functional and attractive, to you.

Most people prefer to have the maximum number of patches available, so they may pick and choose, narrowing it down to the ones they really like. The down side of having a great number from which to choose is that a program like SuperPatch, with more than 150 patches for each of three versions of AppleWorks, can be confusing at first. For that reason, SuperPatch never presents more than 13 choices at a time, and even then, each choice is accompanied by an up-to-the-minute report of whether or not that patch is currently installed on the target copy of AppleWorks. SuperPatch also takes care of steering you clear of any patch that would not work with your system, and from installing patches that are mutually incompatible. If you use other patch programs, SuperPatch even checks to make sure nothing they changed in AppleWorks will interfere with its current patching. In the rare case where SuperPatch finds a problem, it will prevent you from taking any action which might not work properly.

And so if you are attracted to the idea of custom tailoring AppleWorks to your own needs, preferences, and just plain whims, get ready for a great adventure. SuperPatch is easy, quick, productive, and most of all, it is a lot of fun.

to 3.5 inch drives.

each drive.

Just use a copy of the 3.5 inch disk.

It doesn't matter how many 3.5 inch drives

you have, as long as you have a SuperDisk

drive. The SuperDisk drive will allow you to

use a 3.5 inch disk in a SuperDisk drive.

Just use a copy of the 3.5 inch disk.

Getting Started

When you first use the SuperDisk drive, you will see a message that says "Please insert a SuperDisk disk."

Click on the "OK" button. The SuperDisk drive will then search for a SuperDisk disk.

If you have a SuperDisk disk in the drive, you will see a message that says "SuperDisk disk found."

Click on the "OK" button. The SuperDisk drive will then display the SuperDisk disk's name.

The SuperDisk drive will then display the SuperDisk disk's name and size.

To access these patches, launch the SuperDisk drive.

Click on the "OK" button. The SuperDisk drive will then display the SuperDisk disk's name.

The SuperDisk drive will then display the SuperDisk disk's name and size.

Click on the "OK" button. The SuperDisk drive will then display the SuperDisk disk's name.

The SuperDisk drive will then display the SuperDisk disk's name and size.

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Click on the "OK" button. The SuperDisk drive will then display the SuperDisk disk's name.

The SuperDisk drive will then display the SuperDisk disk's name and size.

Installation and launching

Please, please make a backup copy of your SuperPatch disks before you proceed. SuperPatch must write back to itself during normal operation, which makes it especially important that you not use your original disks as working disks.

5.25 inch disk

Use this method of installation if you have any of the following drive configurations:

5.25 inch drives but no 3.5 inch drive.

One or more 5.25 disk drives and a single 3.5 inch drive.

There are three sides to the 5.25 inch disk version of SuperPatch. /SuperPatchOne is the launch side for most AppleWorks 3.0 and all AppleWorks 2.x patches. If you select the option to patch AppleWorks 2.x, you will receive a prompt to flip SuperPatch over. The second 5.25 inch disk, labelled /SuperPatchTwo, is a self contained program for installing all printer patches, the dictionary relocation and copy patch, a few general patches, and the word processor patches. To access these patches, launch that disk separately.

Boot the front side of /SuperPatchOne (or /SuperPatchTwo) and place your working copy of AppleWorks in another drive. The second drive can be either another 5.25 inch or a 3.5 inch drive. If you have at least one 3.5 inch drive, you should use it for your AppleWorks disk, so that you will not need to flip or change your AppleWorks disk as you install various patches. If you have but one floppy drive, regardless of which size, you should answer "Yes" to the question about single floppy prompting, and SuperPatch will prompt you through the disk swaps and turnings when they become necessary. See the section about "Answering a few Questions" which follows.

If you want to patch AW 3.0, press any key except 2 at the title screen for /SuperPatchOne or /SuperPatchTwo. If you are patching a 2.x version of AppleWorks, use only /SuperPatchOne and press 2, then flip your disk when prompted.

3.5 inch disk

Use this method of installation only if you have the following drive configuration:

Two or more 3.5 inch drives.

This is utterly simple: Just use a copy of the 3.5 inch disk that comes in the package, and launch from it. It does not matter how many 5.25 inch drives you have, because you will not use them. There is no advantage to using a 3.5 inch disk for SuperPatch, unless you have TWO 3.5 inch drives. In fact, with just one 3.5 inch drive, it is harder to use SuperPatch because that drive must serve both your SuperPatch and AppleWorks disks. Use the 5.25 inch approach described above if you have just one 3.5 inch drive. You will be much happier.

Hard drive

Copy all the files, except ProDos, from your 3.5 inch SuperPatch disk to a subdirectory on your hard drive. You can name the subdirectory anything you wish. Be certain that you do not mix files from either 5.25 inch disk with those you take from the 3.5 inch distribution disk. Some have the same file name, but they are none the less different.

When you are finished, launch BASIC.SYSTEM, using EasyDrive, the Finder, ProSel, Applesoft, or any other program launcher that is capable of launching a ProDos program. If you are patching AW 3.0, press any key except 2 at the title screen. If you are patching a 2.x version, press 2.

Answering a few questions

Which version of AppleWorks do you wish to patch?

Before you start a specific patching session, you must indicate which version of AppleWorks you wish to patch: the 2.x (AW 2.0 or 2.1) or 3.0 version. You give SuperPatch this information at its title screen. The key press defaults to AppleWorks 3.0, but you can easily patch AW 2.x, if you press 2 instead of any other key. If you decide you do not want to patch anything, pressing <esc> at the title screen will quit to ProDos, which invokes your program selector, so you can do something else.

If you are uncertain which version of AppleWorks you are using, look at the AppleWorks title screen when you start it up. It will tell you which version it is. Each time you answer the SuperPatch questions, SuperPatch checks to see which version of AppleWorks you are using. If you are using either 2.0 or 2.1, SuperPatch will adjust itself as it goes, to install patches appropriate to the specific version you are using. At this time, there is only one 3.x version, so no adjustments are necessary. However, if you indicate that you wish to patch version 2.x at SuperPatch's title screen, and direct it toward version 3.0, you will get a message that asks you to re-launch SuperPatch. The same thing will happen if you do it vice-versa.

SuperPatch remembers

The first time SuperPatch runs, it asks you a few questions, examines your system to find out more about its resources, then saves this information on its own disk. Each time thereafter, it will present your most recent answers for review, and offer you the chance to proceed without answering them again. This saves considerable trouble. If you decide that you do not wish to use your previous answers, press N and SuperPatch will ask the questions again, and save your new answers to disk.

The questions

Basically, this is a simple process. You do not need to understand why SuperPatch asks them, as long as you answer them accurately. Older versions of SuperPatch asked many more questions than do current versions, which makes this even easier. For those who want to know more about the reasons SuperPatch asks them, I have included explanations. Skip over the explanations if you like.

Do you want the special single floppy prompting?

SuperPatch runs most quickly when you have at least two drives: one for SuperPatch and one for AppleWorks. Since this is usually the case, the vast majority of people should accept the default "No" here. There are *very* few users who should answer "Yes" to this questions. In essence, a "Yes" response means that you are not using a hard disk, you have but one floppy drive, and you use it to hold both your SuperPatch disk AND AppleWorks. When you answer "Yes," SuperPatch will prompt you to insert either your SuperPatch disk, or AppleWorks disk, at appropriate times. You will see plenty of prompts, which, in case of a system with a single 5.25 inch drive, are in addition to the extra prompts related to the 5.25 inch drive itself.

Does AppleWorks reside on an 800k or hard disk?

If you are running AppleWorks from a 5.25 inch disk, some of the files are on the front side and others are on the back. In the case of AW 3.0, there is also a second 5.25 inch disk. If you are using 5.25 inch disks for your working copy of AW, you should answer "No." SuperPatch will then prompt you each time it prepares to patch a new file belonging to AppleWorks, so that you can flip your 5.25 inch disk, if necessary. Note that, even if you have two 5.25 inch drives, this prompting will be necessary. On AppleWorks 3.0, the file SEG.AW appears on three of the four sides of the 5.25 inch version. SuperPatch will customize one copy of this file, but you must copy the patched version of SEG.AW to the other two sides in order for your desktop to operate the same in all modules. I recommend that you patch the SEG.AW on the startup side of AW 3.0.

Does AppleWorks use an ImageWriter II/LQ or compatible?

If you are using an ImageWriter I, be sure to answer "No," as SuperPatch distinguishes between the two printers, and will ask later if you are using an ImageWriter I. If you say "No" to both questions, SuperPatch will lock you out of making patches that only affect ImageWriters. If you say "Yes" to one of them SuperPatch warns you when you are installing a patch that is for an "ImageWriter," but not the one you said you used. Since some users may have both connected, SuperPatch lets you install all ImageWriter patches, but you must suffer through the warnings.

SuperPatch will find out for itself if it is running on a IIGS and whether you are using a slinky or bank-switched memory card (and their sizes). When SuperPatch checks the version of AW you are using, it automatically adjusts for UltraMacros and the presence of SuperPatch's own dictionary copy utility, CopyD.System. It also checks for the existence of a clock. If SuperPatch does not find a ProDos compatible clock, it gives you an opportunity to override the negative finding. This accommodates the possibility that you ran SuperPatch without pre-running the software required by some clocks to make them compatible.

There are more questions to answer if you are patching AW 2.0 or 2.1

If you do not plan to use the older version of AppleWorks, skip over this section, to the one titled "Finding AppleWorks." In AppleWorks 2.x, some of the patches for the ImageWriter II (such as color and mousetext printing) do not work on the I. Say "No" and SuperPatch prevents you from installing patches that do not work on the I. If you use the ImageWriter emulator to print to a LaserWriter, answer "Yes" to the LaserWriter question. SuperPatch adjusts itself automatically, to allow you to install the maximum number of patches which can be used by your printer, and in the case of both an ImageWriter and LaserWriter, adjusts for whichever has the greatest number of features. The LaserWriter does not do color, for instance, but the ImageWriter II does.

If you answer "Yes" to any of the ImageWriter questions, and are patching AW 2.x, SuperPatch asks if you use the Scribe printer also. This is so SP can warn you before it overwrites the Scribe driver in Seg.Pr. If you say "No" to the Scribe question, SuperPatch will not issue any warnings.

Questions similar to those for the ImageWriter are asked about the Epson FX and Star Gemini 10/15x printers. In the case of the FX, you will be asked if you use an MX, because SuperPatch will want to know if it should warn you before it overwrites that printer's driver. (Note: SuperPatch is precise here, it is interested in the MX, not the MX+.)

SuperPatch uses the MX+ area to create a special driver for the Star Gemini printers. I do not believe these printers are manufactured any longer, but many of them remain in service, sometimes as a second printer dedicated to making labels, a task they perform well. The SuperPatch driver is much better suited for the Gemini printers than the "factory fresh" driver for the MX+, which some have used for them. Besides, the SuperPatch driver is "patchable."

SuperPatch also overwrites the RX driver, when it installs the Star Gemini driver, hence the question about whether you use an RX.

If you answer “Yes” to only one of the three printers, SuperPatch will automatically change the screen messages relating to printer codes and help screens, whenever you patch in a new function for one of AppleWorks standard printer operations. For instance, if you substitute the French foreign language character set for subscript, all messages formerly related to subscript will now read “French Beg,” or “French End.” If you are using more than one printer, you will be asked which one you want to be the “dominant” printer, that is, which one should the screen messages be keyed to. You can also elect, in the case of more than one printer, to have no changes to your screen messages for any printer. In any case, SuperPatch will always tell you at the bottom of the patch SEG.PR menus, whether or not it is changing the screen messages.

Is AppleWorks running from a //gs?

This is to determine whether certain IIGS only patches can be installed, such as the clock patch.

Do you use a Beagle Bros macro program?

The question about macro programs is very important, since the answer determines the name of the file SuperPatch will look for, when it sets up your preferences’ storage file. The Beagle macro programs change the file named APLWORKS.SYSTEM to APLWORKS.SYS. If you give SuperPatch the wrong answer to this question it will eventually tell you it can’t find the file it wants to check, and ask if it is online. Answer “No” and follow the prompts, and SuperPatch takes you back to the point where you entered the wrong information. If you are patching AppleWorks 2.x, the macro quiz will default, ultimately, to using UltraMacros only, though SuperPatch still supports SuperMacroWorks (2.x only), either by itself, or in combination with UltraMacros.

If you answer that you are not using a Beagle macro program, SuperPatch asks if you installed PinPoint. A “Yes” answer will enable you to patch and de-patch APLWORKS.SYSTEM, even though Pinpoint has added a 13,568 byte header to it. I know of no other patch program that offers this service, but frankly, it is time you considered abandoning PinPoint, because it is no longer published.

Finding AppleWorks

Some people are frightened by the prospect of using a "pathname." If you think of it as simply the title of the disk you are using, perhaps it will be easier. Anyhow, SuperPatch finds AppleWorks via a pathname. /APPLEWORKS is the pathname used on the Claris distribution disks, both the 3.5 and 5.25 inch versions. Most SuperPatchers will accept the /APPLEWORKS default offered by SuperPatch. What could be easier? Just press return when you see the default.

Other people, especially those with hard drives, will want to enter their own pathname. SuperPatch will provide the leading slash (/), so enter the letters and additional slashes, if required, to lead SuperPatch to the location of your working copy of AppleWorks. You will have a chance to review your response, and reenter if it looks wrong. If SuperPatch ultimately cannot find AppleWorks, it will ask you if AppleWorks is online.

Once SuperPatch finds AppleWorks, it checks which version you are using, informs you of the version number, and then asks that you make sure the SuperPatch disk is online, so that it can record your responses on it. If it is the wrong version number, it will tell you that also, and refuse to go any further with the patch process.

On Disk Documentation

Be sure to look on all sides of the distribution disks for AWP files that contain additional information about SuperPatch. If the information is specifically for AppleWorks 3.0, it will be in a format that only version 3.0 can read. Otherwise, the format will be readable for any version of AppleWorks from 2.0 forward. The key file to read is named READ.ME.

Using SuperPatch

```
[A].....patch Aplworks.System (general)
[B].....patch Seg.Aw (general)
[C].....patch Seg.Wp (word processor)
[D].....patch Seg.Db (data base)
[E].....patch Seg.SS (spreadsheet)
[F].....patch Seg.Rm/Am/00/Xm (general)
[G].....patch Seg.Er (printers/general)
[H].....patch Seg.Pr (printers)
[I].....Twister (change dictionary location)

[2].....enter BASIC
[3].....exit to program selector
[4].....run pre-launch (UM or CopyD)
[5].....run AppleWorks only
[6].....change AppleWorks prefix

Current AppleWorks prefix = /APPLEWORKS/
Current SuperPatch prefix = /SUPERPATCH/

[Main Menu: SuperPatch 8.0 for 800k] Choice ->
```

Figure 1: SuperPatch Main Menu

SuperPatch is easy to operate

SuperPatch is menu driven. The Main Menu selects specific groups of patches, and calls the segment of the program which allows you to install them. Each group of patches is designated according to the name of the file they affect, but that is followed by a short statement describing their nature, such as “general” or “word processor.” See Figure 1 for an illustration of the SuperPatch Main menu, taken from the 3.5 inch disk version.

If you are using the 5.25 inch version of SuperPatch, the menus will contain fewer items (since there are two of them) and the prompt at the bottom of the screen will say "for 140k" instead of "for 800k." In fact, most of the input prompts for the 5.25 inch version will read this way.

At the bottom of each menu, whether it is the Main Menu or one of the others, you will find "number" commands. They always do the same thing when you press them, no matter which menu you are using.

- [1] Returns to the Main Menu. This option is not part of the Main Menu, naturally.
- [2] Enters BASIC without changing the current prefix.
- [3] Invokes the ProDos BYE command, which will cause your currently active program selector to be launched.

```
-----
Patch Status in Aplworks.Sys: AW 3.0 (Page 1)
-----
[A] Install date/time display, any Prodos clock.....installed
[B] Install date/time display, //gs CP format (//gs only).....toggle on
[C] Overstrike instead of insert cursor on boot-up.....installed
[D] Change date separator to '.' or '-'.....normal
[E] Customize insert and/or overstrike cursors.....changed
[F] Disable error tone entirely.....installed
[G] Substitute //gs SysBeep for error tone (//gs only).....n/a
[H] Change error tone for any Apple //.....n/a
[I] Change blink rate of cursors.....changed
[J] Continuous display of desktop space.....normal
[K] Mouse marks instead of text arrows in all menus.....Companion
[L] No return after presing number of menu selection.....normal
[M] Allow use of slot 1/2 printers with slot 1/2 psuedo disks...normal
-----
[1] Main Menu [2] Basic [3] Exit [4] Run PL [5] Run Aw [<] Pg 3 [>] Pg 2

[SuperPatch 8.0 for 800k] Enter choice ->
```

Figure 2: Typical SuperPatch Sub-menu

- [4] SuperPatch will run your AppleWorks “pre-launch.” If you are using CopyD, our new dictionary copy utility, SuperPatch launches it. In turn, CopyD will launch UltraMacros (if you are using it) or AppleWorks. If you are not using CopyD, but are using UltraMacros, 4 launches UM. In case you are using neither, 4 will launch AppleWorks.
- [5] By pressing 5, you will always launch AppleWorks itself, without any pre-launch, even if you are using both of them.

After you select a group of patches, SuperPatch installs or de-installs changes to AppleWorks via toggles presented by its menus. SuperPatch never presents more than 13 patches at a time. Pressing the letter next to a patch description invokes the toggle. If the patch area is currently “normal,” SuperPatch “installs” the patch. If the patch has been “installed,” SuperPatch changes the code in the patch area to “normal.” And vice-versa as many times as you wish. See Figure 2 to get an idea of how a typical sub-menu appears on your screen.

SuperPatch is careful

SuperPatch will only change areas it “understands” well enough to proceed confidently with making changes, refusing to alter those which it reads as “unknown.” Depending upon how likely problems might occur, SuperPatch checks from one to six bytes before it decides whether it knows what it is doing. SuperPatch does its checking just before showing you a menu of patches, so that you know the exact present status of AppleWorks to help you decide which patch to add or subtract. This is especially important because of other patch programs which many AppleWorkers use in addition to SuperPatch. There are potential conflicts introduced by some of the patches they install, especially if they fail to completely restore the patch area to normalcy. All versions of SuperPatch from 7.0 forward use machine language to perform this check, so that it executes five times faster than before, but it still does take some time. I firmly believe the time is well spent, because it helps avoid problems that can be difficult to track down later. In most cases, you will see either “normal” or “installed” as the patch status in the right side column of the menu.

When a particular patch is not relevant to the version of AppleWorks being patched, or your particular setup, as determined by your answers to the initial questions and the resources in your system, SuperPatch will return “n/a” (not applicable) as the patch status. When a patch cannot be deinstalled, but can be changed, SuperPatch will return “toggle on.” (There is one

exception to this, which occurs only when you have used certain Beagle Bros enhancements for AppleWorks 3.0. Look at the end of this section for the details.)

The examination of your working copy of AppleWorks is useful in itself, since many of us forget exactly which patches we installed on this or that copy. However, its main purpose is to ensure that patches will not be installed in a location that is unsuitable. If your copy of AppleWorks has areas patched differently than the way SuperPatch installs patches, it is quite possible that SuperPatch will decide they are “unknown,” and not respond to the toggle that would normally change such an area. These “unknowns” do not affect the function of other patch toggles, which remain fully operational. The solution, in such a case, would be to start over with a fresh copy of AppleWorks, or to continue to use whatever method you have been using to manage customizing those areas.

The patches to change cursor characters, blink rates, and desktop sizing work in a similar fashion, but because there are more possibilities than “normal” and “patched,” SuperPatch uses separate sub-menus that appear when you select them. Examples include BeeperWorks, CursorWorks, BlinkerWorks, and SlinkyWorks.

Beagle Bros offers several enhancements to AppleWorks, some of which affect the patches offered by SuperPatch. The three most likely to have an effect are Companion, Outliner, and UltraMacros, in that order. There are routines built into SuperPatch which adjust for UltraMacros, so that is never a problem. Early versions of SuperPatch simply returned “unknown” when one of these products had changed AppleWorks in a way that would interfere with SuperPatch. Now SuperPatch will say “Companion” or “Outliner” when this happens and will not allow you to install the patch. However, at least you will know the reason. If you want my version of the patch, generally speaking, you must de-install the Companion version, or use an unmodified copy of AppleWorks.

Unfortunately, there are patches Companion makes to AppleWorks that it does not fully de-install, in which the residue would interfere with SuperPatch. In that case, you will still see “Companion” as the patch status even though you de-installed the patch with Companion. You will need to use a clean copy of AppleWorks before SuperPatch will let you install that specific patch. There are some cases of de-installation in Companion in which abnormal areas are created in AppleWorks that could cause problems for AppleWorks itself. SuperPatch checks for them each time it examines AppleWorks, and if it finds one, offers to restore

normalcy. If you do not allow SuperPatch to restore such areas, SuperPatch will not let you patch that segment, since I don't want you to think any problems you might encounter later were caused by SuperPatch.

SuperPatch helps technical support

SuperPatch manages its own error trapping. If the error is a missing disk or your disk is write protected, you will get a chance to fix it, and SuperPatch will continue. In the unlikely event there is some other problem, your screen will show a statement describing the error code and offending line number, along with a brief summary of some of the more common error codes. Be sure to write this information down, so that you can convey it to Tech Support at Quality Computers when you inquire about your problem. The phone number for technical support is (313) 774-7740. All owners of SuperPatch are entitled to this support, no matter which dealer supplied the product. Please return your registration card, to be certain you qualify for upgrade offers, as well as technical support.

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Patching AppleWorks 3.0

Overview

How to navigate patching AppleWorks 3.0

Once you select an item from the SuperPatch Main Menu, you enter a sub-menu for patching a specific section of AppleWorks. SuperPatch titles these sections according to the filenames they patch, but you will see subtitles as well, which give you a plain English indicator of the general nature of the patches installed by the sub-menu. It is not necessary to know anything about the significance of the filenames, and if you are running AppleWorks from a 3.5 inch floppy or hard disk, it is not even necessary to know where the files are located.

On the other hand, 5.25 inch disk users should consult the AppleWorks manual. It contains all the information you will need to locate specific files on the 5.25 inch version of AppleWorks 3.0. If you have not changed the standard locations of the files AppleWorks uses, you can expect to find them as follows:

Startup disk: APLWORKS.SYSTEM, SEG.AW, SEG.PR, SEG.ER, SEG.00, SEG.XM
 SEG.RM, SEG.AM
WP/DB disk: SEG.WP, SEG.DB, SEG.AW (second copy)
SS disk: SEG.SS, SEG.AW (third copy)

If you are using AppleWorks 2.0 or 2.1 from 5.25 inch disks, all the files SuperPatch works on will be on the startup side of the disk, except SEG.M0 and SEG.M1, which are on the back.

The documentation for SuperPatch is organized just like the SuperPatch Main Menu. Patches for *Aplworks.System* (Page 1) and Patches for *Aplworks.System* (Page 2) describe the patches for APLWORKS.SYSTEM, Patches for *Seg.Aw* (Page 1) and Patches for *Seg.Aw* (Page 2) for SEG.AW, and so on. Information for each patch is presented with a heading, printed in italics, which is the same as the information on the sub-menu which selects that particular patch.

Those who run SuperPatch from a 5.25 inch disk should remember that to access all patches, you must run both Disk 1 and Disk 2.

The order of patch installation

In a nutshell, you should install any enhancement to AppleWorks that mentions anything about the order of patches before you use SuperPatch. This is not because it matters to SuperPatch, but because it matters to the other enhancement. An example of such an enhancement is the expander for AppleWorks 3.0 from Applied Engineering, which you must install first. With exception of UltraMacros, SuperPatch does not notice what you have added to AppleWorks. Since UltraMacros changes the name of the file APLWORKS.SYSTEM you must either install UltraMacros before you use SuperPatch, or re-answer SuperPatch's questions after UltraMacros is installed.

Part of the convenience of SuperPatch is that it will patch your working copy of AppleWorks. Therefore, it will normally be the last patch program you use with AppleWorks. You can use it as many times as you like, without fear that you are patching in an incorrect order. SuperPatch does not mind what stage of customization your copy of AppleWorks has reached, as long as it can find the areas it patches.

To summarize: Install any enhancement that requires special consideration before you use SuperPatch; it is also better, but not necessary, to install UltraMacros before you use SuperPatch. Otherwise, it does not matter to SuperPatch. Pretty simple, eh?

Error Messages

Certain segments of SuperPatch use high memory, and check first to make sure it is clear. If it is not, you will get a special error message telling you to consult the manual. The only circumstance that would normally cause this would be if you are using a version of Basic.System which has had many additional commands added to it, or are using an ampersand utility which occupies high memory. Use the copy of Basic.System that comes with SuperPatch, detach your ampersand commands, and you should not have any more problems.

Details of specific patches

Those who run SuperPatch from 5.25 inch disks should note that the following patch sets are found on /SuperPatchOne:

Aplworks.System	(general)
Seg.Aw	(general)
Seg.Db	(data base)
Seg.Ss	(spread sheet)
Twister	(change dictionary location)

/SuperPatchTwo contains the rest:

Seg.00/Rm/Xm/Am	(general)
Seg.Er	(printers/general)
Seg.Pr	(printers)
Seg.Wp	(word processor)

Patches for Aplworks.System (Page 1)

[A] Install date/time display, any ProDos clock...

This is the first clock patch offered for AppleWorks which depends only upon the computer having a clock that works with ProDos. Some clocks are totally compatible with ProDos, and require no special attention. If your clock is not on of these, it may come with special software that either patches ProDos on your disk, or runs as a pre-boot that patches ProDos in memory. The NoSlot Clock is an example of a clock that patches ProDos on disk. Some Applied Engineering clocks use a pre-boot that patches ProDos in memory. Other AE clocks are totally compatible, and require no special attention. If yours requires a patch of some sort before it will work with ProDos, and you do not make the patch, neither AW 3.0 nor the SuperPatch ProDos clock will recognize it.

The SuperPatch clock displays both the time and date. The format of the display follows the preferences for date and time formats you establish in AppleWorks itself. The numbers for

the date are normally separated by slashes, but you can change that to a dash or period with Patch [D] in this menu. You cannot have the date fully spelled out, and if that is your current selection within AppleWorks, SuperPatch translates the spelled out display into numbers, and follows only your preference regarding whether to display the month or day first. The time display follows your AppleWorks selection exactly.

All SuperPatch clocks place the date and time in the center of the top line on the screen, where AppleWorks normally identifies where you are working in capital letters. When SuperPatch installs a clock for the first time, it will ask if you would like to make the patch "perfect" by doing additional work on the files SEG.00/XM/RM/AM. If you tell it to go ahead, SuperPatch will alter them so they no longer display any information in the SuperPatch clock location. This makes for a smoother transition from screen to screen. All four files must be available to SuperPatch, or it will not be able to complete its work.

Unless you are using UltraMacros, SuperPatch shortens two screen messages to help make room for the code which executes its clocks. The first message normally reads "WARNING. Desktop is full. Action not completed." After either SuperPatch clock is installed, it will read "FULL." It is displayed only when you have attempted to do something in AppleWorks which would require more memory than is available, and is accompanied by a press space bar prompt to continue. The other message normally reads "Place the such-and-such disk in a drive and press Return." The clock patches shorten this to "Insert+cr: such-and-such." Those who run AW from 5.25 inch disks see this message whenever AppleWorks requires a different disk. If you are using an 800K disk, you would not normally see this message unless AW was unable to find its dictionaries. The UltraMacros versions of the SuperPatch clocks do not change either of these messages.

If you have a IIGS, you can toggle back and forth between the ProDos and IIGS clocks. The clock that is currently installed will read "installed" and the one that can be toggled in will read "toggle on." To de-install all clocks, press the key for the clock that reads "installed" and SuperPatch will restore normal code, including the messages in the middle of the screen.

If you are using UltraMacros, SuperPatch replaces the UltraMacros clock with its clock, by patching the file Ultra.System. These clocks do not change any of the screen messages. The SuperPatch clock can then be turned on and off with the standard commands located in the Macro Options module provided with UltraMacros.

[B] Install date/time display, //gs CP format...

Remember that the SuperPatch menu selection will return "n/a" for this patch unless you are using a IIGS. If you have not installed either SP clock, it will return "normal." If you have

installed the ProDos clock, it will return "toggle on," to tell you that you can substitute it for the ProDos clock. And, if it is currently implemented, it will return "installed."

The IIGS clock follows the format you set with your control panel, instead of the format you set with AppleWorks. You can install it in place of the clock that comes with UltraMacros too, and you can toggle between it and the ProDos clock there as well. Those who prefer extremely slow blink rates for their cursors may find that the seconds tick erratically. To resolve this, increase the speed of your cursor's blinking.

[C] Overstrike instead of insert cursor on boot-up...

A simple one byte patch that changes the default cursor. No big deal, but convenient for those who like it the other way.

[D] Change date separator to '.' or '-'...

For those who use AppleWorks with languages other than English. Many of these languages express the current date as 29.10.89 instead of 29/10/89. The dash is an alternative that I happen to like. If you install this patch you will notice that all your date displays will reflect the patch, including the bootup sequence and file displays, as well as the date portion of the SuperPatch clock.

[E] Customize insert and/or overstrike cursors...

This will invoke CursorWorks, where you can choose any mousetext character for either cursor. CursorWorks shows you the normal cursor, the cursor currently established in AW, and when you select something else after pressing either A or B, the proposed cursor. If you press A or B additional times, it shows the latest proposed cursor. You can establish the normal cursors by pressing R, or leave without changes by pressing Q. To install your proposed selection press S. It is difficult to tell the difference between the normal overstrike character, which is an inverse space, and the mousetext inverse space, so the normal inverse space is always followed by an "(a)" for "ASCII" and the mousetext space by an "(m)" for "mousetext." The mousetext cursor looks better if you have substituted a mousetext character for your carriage return in the WP. The normal overstrike will flash an inverse M when it is over a bent-arrow carriage return, for instance, and can be a distraction. The mousetext space alternates between itself and nothing, which closely resembles the normal overstrike cursor in AppleWorks.

[F] Disable error tone entirely...

Especially for lovers of silence. No more beeps when you make mistakes. Once you install this patch, the other two sound patch options will read "n/a" until you de-install it.

[G] Substitute //gs SysBeep for error tone...

Some people have installed elaborate sounds that replace the standard IIGS "bonk." If these sounds are properly written, they should work fine with this patch, so that you can have a Tarzan yell or the call of a loon, each and every time you make a mistake in AppleWorks. Or if you like the control panel version of the error tone, you can have that. Once this patch is installed, it renders BeeperWorks unavailable, since they both patch the same locations. When you de-install the SysBeep patch, it establishes the normal values for the regular beep and reports "normal" for that patch, and re-enables it.

[H] Change error tone for any Apple //...

BeeperWorks for AW 3.0 allows you to compare the current error tone in AppleWorks with each proposed error tone. Press C to hear the current, or P to hear the proposed. (Naturally, if you haven't proposed a new tone, you will hear nothing when you press P.) Because the two parameters that control the sound are interdependent, there is no single method of changing it. So experiment with different values, trying each one until you get a tone you like.

[I] Change blink rate of cursors...

BlinkerWorks is for people who do not use UltraMacros. (UM has its own method of managing the speed of the cursor blinks. If you are using UltraMacros, this patch always returns "n/a" and SuperPatch does not let you enter BlinkerWorks.)

[J] Continuous display of desktop space...

AppleWorks normally displays the "G-?" prompt in the lower right hand corner of the screen. This patch causes AppleWorks to display the amount of space available on the desktop instead. Help is still available by issuing the standard command.

If you are using UltraMacros, SuperPatch analyzes the patch status of certain patch areas in AppleWorks, and compares then with your system resources. Then it suggests which version of the patch you should try first. SuperPatch should get it correct in at least 99 out of 100 cases. If you deliberately ignore the sage recommendation from SuperPatch, and install the wrong patch, AppleWorks will crash during launch. In that case, return to SuperPatch and select one of the other alternatives. There are only four to choose from, and eventually you will get it right.

Once an UltraMacros compatible version of the continuous K display has been installed, SuperPatch returns "gs inst" if you are using the IIGS version, "b-s inst" if you are using the bank switched memory version, "slyk inst" if you are using the slinky card version, and "128k inst" if your machine uses the standard memory version. Do not be alarmed when you see

these on your screen. You do not need to de-install this patch if you de-install UltraMacros, or if you run Aplworks.Sys without running Ultra.System first. However, if you someday change memory card type, that is, go from a bank switched to a slinky card, or from 128k to more than 128k, you should de-install the patch for your old memory configuration, and install the appropriate version.

[K] Mouse marks instead of text arrows in all menus...

This is a nice little patch that offers several substitutions for those who want to change the look of their menu screens and file selection screens.

[L] No return after pressing number of menu selection...

Once installed, this potent patch allows you to select a menu item by merely pressing the number next to any item, but it does not change the function of the inverse bar/arrow key/return procedure. This patch will not respond to a single key press if ten or more choices are active. Instead it waits to see if there is a second. You may press <rtm> to confirm that the first number is the one you want, or press a second. In the latter case, your patched AppleWorks will not wait for a return. ***UltraMacros users beware!*** This patch can cause some of your macros to malfunction. You can either recompile your macros under the assumption that it is no longer necessary to issue a return after a number command has been generated (see the UM manual for instructions), or you can de-install this patch.

Patches for Aplworks.System (Page 2)

[M] Allow use of slot 1/2 printers with slot 1/2 pseudo disks...

This is the AW 3.0 version of a patch which has been used with earlier versions of AppleWorks. It disables the routine in AppleWorks that checks for the existence of a disk driver in all slots, and when found, disallows printing from the respective slot which uses it.

[N] Toggle various 'Type number, or use arrows' messages...

This patch offers several alternatives to the standard prompt display. The first choice is very similar to the normal display, only shorter. It is the message installed by two other patches that force AppleWorks to read the clock and post the current date in the report date buffer for the DB and SS, but in this menu, you can install it even if you do not wish to use the other two patches. SuperPatch offers several versions, each of which involves increasingly more mousetext.

Be warned that adding non-standard mousetext to any AppleWorks screen affects the way some printers work with the Apple-H screen dump feature. The ImageWriter II, for instance,

will interpret the mousetext up arrow as a form feed. If you are having problems, install the pure text version, then add mousetext until you experience the problem, then back off one from that prompt. De-installation is not allowed, so that patches to SEG.DB and SEG.SS which use part of this message are not destroyed, but toggling between the several alternative messages is supported.

[O] Change vertical element in menus...

Primarily for those who use non-English keyboards and screen displays.

[P] Change the horizontal element in the DB top screen display...

Pure decoration, but some will find it important, I am sure. Myself, I like the vertical line mousetext character, which makes for an interesting display in the DB, as well as on the boot up screen.

[Q] Change horizontal element in the DB and SS bottom screen display...

Works just like Patch [P], but changes the bottom line, and affects the SS as well as boot up and DB screens.

[R] Prevent AW from knowing it is running on a //gs...

In effect, this patch tells AppleWorks to load onto a slinky card instead of the memory expansion card in a IIGS. If the IIGS does not contain an active slinky card, AppleWorks will assume it is running on a 128K IIe. This patch would be useful to anyone with a RamFactor or Apple memory card in their IIGS, from which they normally run AppleWorks, since it keeps AppleWorks on the slinky card, rather than loading itself into IIGS memory.

[S] Limit desktop expansion into slinky type RAM cards...

Originally this was a patch to SuperPatch written by Steven Weyhrich, who based it on a letter written to *Open-Apple* by Steve Stephenson, and who adapted Stephenson's idea for AW 2.0 to AW 2.1. With Steve Weyhrich's kind permission, I rewrote his routine as SlinkyWorks for SuperPatch 5.0, and introduced automatic searching and analyzing of the slinky card in subsequent versions. (If your system does not include a slinky card, this patch returns "n/a.")

Since SlinkyWorks knows how large your card is, it tells you approximately how much room will remain on your card, after AppleWorks loads. The figures for desktop size are somewhat dependent on variables outside the control of SuperPatch. For instance, if you use TimeOut, but do not load any modules into memory, your desktop will be a "k" or two smaller than SP's estimate. If you load a lot of stuff into memory, the desktop will be that much smaller again. But SuperPatch will give you a pretty good idea of how things will be apportioned, each time you propose a different sized desktop.

[T] Defeat automatic form feed in Ⓞ-H screen dumps...

Some people like the way AW 3.0 adds a form feed, others like the way earlier versions of AW did not add a form feed, but waited until the page was full before ejecting it. This patch will let you have it either way.

[U] and [V] (thermometer patches)...

The first disables the thermometer during boot up, the second disables it at all times. I provide these because several customers requested them.

[W] Limit desktop expansion into bank switched RAMcards...

This patch limits the size of the desktop used by AppleWorks on your bank-switched memory card. It does not affect, however, the software that formats the unused section of the card. All such software comes with its own modification routines, and you *must* use those modifications to alter the formatting software, if you wish to take full advantage of Patch [W]. See the manual that came with your memory card for more information. If your machine does not have at least 8 banks of bank switched memory, this patch returns "n/a."

The headings on the screen are condensed. "Max AE Ramdisk" indicates the largest Ramdisk that you can use if it is created with the Ramdisk software provided by Applied Engineering. "Max CM Ramdisk" is similar, except that it applies to Ramdisks created with CheckMate's software. "Min PS Lock" refers to the minimum number of banks that you must tell the ProSel configuration program to lock out, if its Ramdisk is to co-exist with this copy of AppleWorks.

"AW Lock" contains the entry for the number of banks AppleWorks will not be able to use. You do not need to worry about this, as SuperPatch will use this number to alter AppleWorks when you decide to install the patch. It is there so you have a reference from which to make proposals for other configurations.

There are three rows of information. The first row tells you what a "normal" copy of AppleWorks would do with your particular card, assuming you have set up AppleWorks to completely pre-load. The third row is where the action takes place. If you have not made any proposals to change the value, all entries are designated "n/c." Once you enter a new value, the third row displays the estimated desktop size, the maximum size you can make the Applied Engineering and Checkmate Ramdisks, the number of banks you must lock out for the ProSel Ramdisk, and finally, the number of banks that the proposed value will lock out from use by AppleWorks.

Press "A" to get the prompt for proposing a change. You must make all proposals in terms of "banks," that is, you must tell SuperPatch how many banks you wish to lock out. Each time

you lock out a bank, your desktop will be reduced by 46K, because AppleWorks does not use the "language card" area of each 64K bank, and needs about 2K of room for memory management overhead.

SuperPatch limits your choices to those that will work with your particular card, and the prompt will display the range available, which is from zero to two less than the total banks in your card. Once SuperPatch has a proposal, the "n/c" entries in the "Proposed" row will change to whatever SP calculates as the consequences of your proposed change. You can re-propose as many times as you like, to see what the different effects will be.

Pressing "Q" returns you to the Aplworks.System menu without changing AW. Press "R" to restore normal values as the proposed values. Press "S" to save the proposed values to AppleWorks.

When you save your proposed change to AppleWorks, write down all the information in the row titled "Proposed" before you quit Bank Sizer. Use it with the partitioning software that came with your memory card to reduce the size of your Ramdisk, so that AppleWorks will not overwrite it.

[X] Change 'Do you really etc' to 'Really?'...

A humorous touch. I use it and love it.

*[Y] Change 'Type entry etc' to 'Enter any d*** thing you want'...*

Inspired by one of our former presidents, SuperPatch allows you to mask or unmask the expletive. The patch status reflects your choice. Do not install this patch if you are using the mouse feature in UltraMacros. There is no way to make the two compatible at the present moment. SuperPatch now warns you about this before it installs the patch. On the other hand, many who use UltraMacros do not use the mouse, and thus can use this patch safely if they like it.

[Z] Change vertical element in startup screen box...

Cosmetic, to help users with foreign language displays.

Patches for Aplworks.System (Page 3)

[a] Customize 'Preloading AppleWorks' message...

You can enter anything you like here, up to 21 characters, including commas, exclamation points, etc. Be creative, and feel free to change the message from time to time, as it is one most

folks see each time they boot up AW. Myself, I have just the word processor preloaded at launch, so my preload message says "Loading WP." Pretty dull, I guess, but it helps me remember how I have that set up.

Patches for Seg.Aw (Page 1)

[A] Change <cr> character to mouse text in WP...

The standard carriage return character in my mind has always been the bent-arrow, so I worked out that patch for the 2.x versions of AppleWorks. Now here it is for AppleWorks 3.0, only you can use any mousetext character, not just the bent-arrow.

[B] Change 'Carefully saving' message...

This patch was originally another patch to SuperPatch created by Garth Shultz, of Extra Custom Printer fame. Later versions of SuperPatch added routines so you can say just about anything you want, as long as the message is not longer than the original. My copy of AppleWorks says "La di da ..."—not very relevant to saving a file, but I like it.

[C] Customize the 'Add files' menu...

I am not really sure how many people actually use this patch, but if you create new files for the desktop more often than you retrieve files from the disk, it might be just what you need.

[D] ⌘-<rtn> selects point/shoot, simple <rtn> selects type-in... AppleWorks 3.0 changes the way you select new directories, after you choose the "ProDOS Directory" option and press return. All previous releases would prompt you to type in a new pathname at the bottom of the screen, if you selected it and pressed a simple return. In AW 3.0, you will find yourself in the point and shoot routine if you press a simple return. I like "point and shoot" for those occasions when I need it, but normally I know exactly which directory I want, and am too old to change the habits I developed under the early versions of AppleWorks. To get the old-fashioned type-in routine, you have to remember to press open-apple with return, a feat that I seem unable to master.

So the point of this patch is to leave the old command the way it was, and to install the new point and shoot directory selection as the one you get when you issue the new command. It is easier for me, anyway, to associate a new command with a new routine. Make your own choice. The patch does not change the function of the routines themselves, only the command you issue to invoke them.

[E, F, G, and H] Various changes to mousetext...

Decorative patches that are viewed as more intuitive by some, and more appealing by others, or both.

[I] Disable all sorting in file displays (use disk order)...

If you routinely access directories with many entries, this patch will greatly speed up the presentation of the list of files in the AppleWorks file selection menus. It will also present files in the order you see them when you view the contents of a directory with most standard utilities, and could be useful if you like to have a uniform approach to this task.

[J] Change the order of sorted file displays...

You can't install this patch if you have disabled sorting entirely, via Patch [I] above, because they are incompatible. I imagine more people will prefer this one, since it preserves alphabetical order, and presents AW files first in the list, but lets you decide on some other order than the standard WP, DB, SS.

[K] Install SuperPatch blister quit...

When AppleWorks quits, it checks all the files remaining on the desktop. If they are large, as in a database with more than 10,000 records, the checkout can take as long as five minutes! And if you have changed any of them since you last saved them, AppleWorks presents you with a number of questions regarding each file, which you must answer one way or the other, before you can exit AW. Blister quit bypasses all that, but does ask you once, do you really want to do this? If you say "Yes," you are out of there, no checking, no quizzing, no delay, even if large files are on the desktop. To warn you that blister quit is in effect, the file card for the quit menu will say "Blister quit" instead of the normal "Quit."

[L] Install SuperPatch *double* blister quit...

Internally, this works exactly like the blister quit above, except AppleWorks will not ask even once if you really want to do this. After you select number 6 on the Main Menu, and press return, you are gone. To warn you that double blister quit is in effect, the quit option on the Main Menu reads "Bye!" instead of "Quit."

Patches for Seg.Aw (Page 2)

[M] Customize 'You made changes/You created this file' menus...

The sub-menu for this toggle describes all the possibilities, and if one of them suits your needs, install it.

[N] Install no report header as default printer option in SS...

There is a patch for Seg.Db that is similar. Some AppleWorks users seldom use report headers, and therefore would like the default value setup to reflect their normal preference. With this patch installed, you can still tell AW that you want the header, using the normal commands. It only changes the default setting, but allows you to toggle back and forth in that menu as many times as you wish before you actually print.

[O] Lock out changes to the standard settings...

Several school teachers asked for this patch. Since I teach for a living, I know what they are up against, and was happy to respond. When you install it, the option for changing the standard settings simply disappears from the menu. No key press will invoke it. It is gone until you de-install the patch. This patch may also be useful to those with a number of family members who use AppleWorks, and are having trouble keeping their settings consistent. Be sure you have things the way you want them, before you install the patch.

[P] Lock out quit option on the main menu (forever AppleWorks!)...

Quite a drastic patch. Once you install it, you will not be able to exit AppleWorks, except by powering down the machine! I provide it mainly for teachers, who might want the students to work only with AppleWorks for an entire period. Otherwise, there isn't much reason to install it, and many reasons not to.

[Q] Install custom 'Desktop Index' message...

The patch offers several different versions of this message, each of which includes mousetext, and each of which changes the "Desktop Index" message to "Files on Desktop." To customize the line that appears just below this message, use the patch that follows.

[R] Customize dividing line in 'Desktop Index' message...

I was surprised to find that many of the characters I could not imagine looking good in this context, actually did look good when I previewed them in the "proposed" feature of this section of SuperPatch. Keep trying different ones, until you get the one you like the best.

[S] Change 'no files on DT' to 'Tragically empty'...

Adds humor to your desktop index when you invoke it and there is nothing for it to display.

[T] Change 'More' to mousetext down arrows...

I like this so I include it for others who might like it. However, remember that some printers will do funny things when they encounter mousetext in the process of executing an ⌘-H command.

[U and V] Change Tab and space between tabs...

Both patches change the way the zoom-in displays “hidden” formatting characters in the word processor. [U] changes the TAB character from the caret to the pipe, so that you can distinguish it from other formatting characters. [V] changes the “invisible” spaces between the TAB character and the first letter of the tabbed information to a dash, so that you will know those spaces cannot be accessed while the TAB is in effect.

[W] Customize top horizontal element in Main Menu...

[X] Customize bottom horizontal element in Main Menu...

These two work like all the other patches of this type. Enter any mousetext character which appeals to you, preview it in the screen display for this patch, then press “S” to save it to AppleWorks.

[Y] Install closed filecard display...

[Z] Install closed ⌘-Q menu display...

Contributed by David Kilzer, these are subtle, but very elegant cosmetic patches. Some beta testers installed them, but did not notice the difference until they compared the patched display with the normal one. Once they understood the difference, all of them preferred David’s version, which uses mousetext to close all the gaps found in the normal display.

Patches for Seg.Aw (Page 3)

[a] Disable create subdirectory option...

[b] Disable delete files option...

Several teachers asked about these, so here they are. Install one, and whenever anyone invokes the option, they get a message to press spacebar to continue, and when they press it, nothing else happens.

[c] Install new ‘Use arrows to choose files...’ message...

[d] Install new ‘Use arrows to move through list’ message...

[e] Install new ‘Use arrows to move through list, then press return’ msg...

Each of these three give you some mouse text in place of words.

[f] Have zoom on after loading a WP file...

[g] Have zoom on after loading a DB file...

[h] Have zoom on after loading a SS file...

I really like these, and they save a few keystrokes. They come in handy at times.

[i] Change default zoom status when creating a DB to on...

This applies to creating a DB from TXT or DIF files. Zoom (single record layout) is automatically turned on when you create a DB from scratch. This patch makes the process of using TXT or DIF files work like the scratch method.

[j] Change default zoom status when creating a WP to on...

Same idea as Patch [i].

[k] Allow full use of slinky cards > 2048K...

RamFactor owners with more than 2048K of memory on their cards have noticed that AW 3.0 does not let them use the full power of the card. If they copy AppleWorks or any other program to the card, AppleWorks crashes during the launch. The only solution, before now, was to leave the card empty, although AppleWorks would use only the first two megabytes for its desktop.

What this patch actually does is cause AppleWorks NOT to delete its work file, called SYS.DESKTOP, when you quit the program. The fact that SYS.DESKTOP remains on the RamFactor does not interfere with AppleWorks use of the card a second time, even if you subsequently decide to limit the size of the desktop. In that case, AppleWorks simply recreates SYS.DESKTOP as a smaller file. Otherwise, it uses the one you left there.

How does this patch help, then? To understand the answer, you must realize the AppleWorks can use only the first 2 megs of a slinky card, and that, on large slinky cards, if AppleWorks finds anything but SYS.DESKTOP using the first blocks on the slinky card, it becomes confused, and crashes into itself. So, when this patch causes AppleWorks to NOT delete SYS.DESKTOP, it in effect reserves those first blocks for AppleWorks in a form that AppleWorks can accept.

To use this patch effectively, you must first launch AppleWorks one time, then exit it, so that SYS.DESKTOP is created, but not deleted (remember that this patch eliminates the normal deletion upon exit). You may then copy anything you like to the RamFactor, including AppleWorks itself and its dictionaries (the spell checker will run 2.5 times quicker if you do this, and AppleWorks will launch much faster too). When you relaunch AppleWorks a second time, it should not crash. You may use an image backup of your RamFactor, such as is provided in EasyDrive, RamUp, and ProSel-8, to use for restoring your RamFactor "all at once" each time you reboot. Do not use a "file by file" type backup, such as is found in Apple's Backup II or ProSel-16.

Or, better yet, make the backup (that is always a good idea) but do not power down your computer, just turn off the monitor when you are not using it. Computer service people tell me this is easier on your system than turning it off and on, as the most likely time for something to go wrong is when you power up a system. You make your own decision here, but certainly, leaving the system on means you will not need to restore the software on your RamFactor, except when there is a power failure.

[l] Change 'Getting errors' to 'Try using RepairWorks to read'...

Hopefully, you will never see either version of this message.

[m] Disable access to new disks and backing out of folders...

This is for school teachers who do not want their students changing data disks or directories. It still lets them progress deeper into the original directory, but once they have progressed, they cannot back out, even to the original level. You must set things up the way you want them in AppleWorks itself before installing this patch.

Patches for Seg.Aw (Page 4)

[A] Disable disk formatting option...

Simple enough. It does what it says it does. The disk formatting option in AppleWorks is not that powerful, since any disk it formats will not boot, and it will not handle hard drives. On the other hand, if a valuable floppy is accidentally reformatted, it does not matter whether it will boot or not.

Patches for Seg.Wp

[A] Don't mark as changed a file that has been merely printed...

When you calculate page breaks, AppleWorks sets its file changed flag. This patch prevents that from happening, so that if the only thing you do with a file after it is loaded is print it, or calculate page breaks, the file will not be flagged as changed when you quit AppleWorks, or examine the saved status from the saved menu.

[B] Correct TAB and ⌘-TAB Help entries...

This patch courtesy of David Kilzer, who wrote a patch to patch SuperPatch, and then gave me permission to include it in the final release. It changes the help screen messages in the word processor to reflect what these commands actually do. Here is what you get when you install this patch:

TAB	Go to next tab stop	{normal}
TAB	Print tab character	{patched}
⌘-TAB	Go to previous tab stop	{normal}
⌘-TAB	Go to next tab stop	{patched}

[C] Customize bottom line in WP display...

This allows you to use mousetext instead of dotted lines to define the active window in the word processor.

[D] Customize Page Break lines...

When you calculate page breaks in the word processor, AppleWorks normally uses dotted lines to show you where they occur. With this patch installed, you may use any mousetext character in place of the dashes.

[E] Rearrange menu which selects spelling mode...

Myself, I usually want to know the spelling for a single word, not the whole document, so I change the default to "Word" with this patch. The sub-menu this choice invokes will list all the alternatives.

[F] Rearrange menu for acting on unknown words...

The usual reason AppleWorks flags one of my words as unknown is that I did not know how to spell it in the first place. Thus, I set my copy of AppleWorks to default to "Get suggestions" with this patch. The sub-menu shows all the other alternatives, as well. Choose the one you prefer.

[G] Rearrange menu for replacing misspelled words...

There are only two choices, pick the one that suits you best.

[H] Delete 'Get suggestions' from unknown menu...

[I] Delete 'Get suggest' and 'Add to dict' from unknown menu...

School teachers have asked about these. If you want students to think about misspelled words instead of wait for AppleWorks to think for them, [H] may be just what you need to accomplish this. Use Patch [I] if you want to prevent them from adding misspelled words to your custom dictionary as well.

Patches for Seg.Db

[A] Customize column underline character in DB reports...

A patch for those who like something a little different. Whatever you choose will be reflected when you print to the screen and to your printer.

[B] Eliminate query when adding new records in the DB...

The same patch for AppleWorks 2.x, only adapted to AppleWorks 3.0. After you install it, AppleWorks will not ask any questions when you are adding records at the end of the file.

[C] Automatic date insertion in DB printouts from the first...

Normally, AppleWorks presents a blank line for the current date, the first time you print a report. This patch forces a clock read every time you print a report, and then places the date information into the buffer that AppleWorks uses to print this information at the top of a report header. It honors whatever preference for date displays you have set as your standard settings for AW 3.0. The patch forces a clock read every time you print a report, so if you print the first copy before midnight, and the second after, the second copy will contain the new date. The patch does not interfere with your ability to overwrite the date with anything you prefer, it simply offers the current date as the default information. If you do not have a clock, it cannot force a clock read (naturally) but it will place the date you typed in at bootup into the report date buffer.

Since this patch uses the tail end of the "Type number..." screen prompt, that message is automatically shortened to "Use number or arrows, press return" so that there is room for this new feature in the permanent part of AppleWorks. There are several consequences to this. For SuperPatchers who run AppleWorks from 5.25 inch disks, they will be asked to insert the side with Aplworks.System, since that is the file which contains this message. For all users, once this patch is installed, you will not be able to restore the normal message, even if you de-install this patch. That is because SuperPatch offers a similar patch for printing SS reports, and both patches use the same area in Aplworks.System. You can, however, toggle between various versions of the "Use number..." message in Patch [N] of the Aplworks.System patch menu.

[D] Install no report header as default printer option in DB...

Works exactly the same as the patch in Seg.Aw for the spreadsheet. Once it is installed, you will have a new default value, but the patch does not prevent you from selecting the report header, if you wish.

[E] Replace phantom dash in blank entries with mousetext...

Normally, AppleWorks displays a dash anywhere in a record that does not contain an actual entry. Because Patch [G] lets you use the dash as an entry, it is helpful to have mousetext signify the “empty” status.

[F] Recognize single space as legal record entry...

Older versions of AppleWorks used to let you have this opportunity. I can find no reason that it was disallowed from 2.x onward. However, if using this patch causes problems, you can always de-install it.

[G] Recognize single dash as legal record entry...

Normally, a single dash was not permitted because it is used to designate a blank record. If you install this patch, but have not used Patch [E], you will receive a prompt to use Patch [E], so you will not become confused by your new patches.

[H] Customize remaining horizontal displays... This changes all displays in the DB. Unfortunately, the display you see when you first enter the DB is gradually replaced, as you invoke various commands. Therefore, you ought to coordinate the character you use here with the one you use in Patches [P] (topline) and [Q] (bottomline) from `Aplworks.System`. Otherwise, as the replacement process proceeds, you will get strange results.

[I] Customize middle lines in some displays...

Works like [H] above, changing the line of dashes which separates the commands from the data base records.

[J] Change vertical element in C-N display...

For those who use a foreign language display, or who just like to be different.

Patches for Seg.Ss

[A] Customize column overflow character...

There are several options to choose from, pick the one you like.

[B] Blank cells instead of 'NA' in SS...

If you have constructed spreadsheets which used either an “N” or an “A” in screen messages, by leaving a certain cell blank, after you install this patch, those characters will be gone, having been replaced by a space instead.

[C] Automatic date insertion in SS printouts from the first...

See the information above for Patch [C] in Seg.Db for a description of all that is involved in this patch. It is exactly the same, except that it works in the spreadsheet.

[D] Customize top horizontal display...

Very neat patch contributed by David Kilzer. I use the ellipses (three dots), but you can select any which pleases you.

[E] Customize vertical display...

Useful to those who use a foreign language display, or those who, like myself, simply prefer the displaced right look of the mousetext right-pipe.

Patches for Seg.00/Rm/Am/Xm

Before you can successfully enter this menu, the files SEG.00, SEG. RM, SEG.AM, and SEG.XM must each be present on your disk.

[A] Reverse all 'No/Yes' queries to 'Yes/No'...

One of the most popular patches offered by SuperPatch. Installing it does not eliminate your option to reconsider what you are doing, but for those who usually know what they want to do before they decide to do it, the intended action can be invoked by simply pressing return, without using the right arrow key, or pressing Y first. You can also press Y and then return. If you use UltraMacros, be sure your macros do not assume that No is always first.

[B] Clear all screen messages from the SuperPatch clock area...

If you did not have all four files ready to patch when you installed one of the SuperPatch clocks, this patch allows you to do it later.

[C] Install custom 'Files:' message...

Another patch to SuperPatch made by David Kilzer, included at his request and my pleasure.

Patches for Seg.Er (Page 1)

Please note: Seg.Er contains the current information about your printers. Any change you make to it will take effect the next time you launch AppleWorks. However, when you install SuperTalk, my special driver for use with a LaserWriter, you must also download the new

version of IWEM before you use your newly patched copy of AppleWorks. SuperPatch tells you about this whenever you install one of the SuperTalk patches.

[A] Zero out all printer information in Seg.Er...

This patch removes all printer information from your environmental record. AW 3.0 does not come with a “factory fresh” Seg.Er that is empty. Instead, it contains one printer, the ImageWriter I. Although many people still use this printer (I am one, and I can tell you they last forever), there are many others who don’t. Claris has warned us there may be problems if it is removed, and then another printer, especially an Epson printer, is added. Apparently, AppleWorks does not remove all the residue from the ImageWriter I. I can assure you that this patch removes every trace of every printer.

Thus, this patch can help those having problems with deleting printers in AW 3.0. It can also help those who use the new feature in AW 3.0 which allows the user to alter the printer codes for any printer feature in any printer. (Previously, this was allowed only for the custom printer.) If you change a number of things, and can no longer remember what is what, use this patch to “start over.”

To summarize, if you do not use an ImageWriter I, running this patch will let you start with a clean copy of Seg.Er. You may then add up to three printers of your choice, without fear that residue from the driver for the ImageWriter I will cause problems with any of new printers. This patch will not prevent AppleWorks from making mistakes if you delete one of your new printers, however, and must be regarded as a helpful workaround, not a cure.

SuperPatch also offers options to install certain printer drivers directly into Seg.Er. If you attempt to de-install them from the same menu item which you used to add them in the first place, SuperPatch tells you to use this patch for that task instead.

[B, C, D, E] Zero out residue from up to three printers...

In addition to the function to completely zero out all printer information in Seg.Er, SuperPatch analyzes Seg.Er, and will report (Patch [B]) which printers you have installed, which one you use for your ⌘-H printer, and whether there is residue present (Patches [C, D, E]) from previously installed, then de-installed printers. For each case of residue found, SuperPatch will remove just the residue from that printer, so that you can now “tidy up” Seg.Er, and eliminate the possibility of any residue “confusing” any new printer you might add in the future. This is handy, and certainly easier than starting over, if you feel there might be conflicts.

[F] Zero out Special Codes...

This patch allows you to eliminate the screen messages from Special Codes you no longer use. It does not delete them from any printer driver you may have added them to; use Patch [A] to eliminate such drivers.

Patches for Seg.Er (Page 2)

[G] Activate 'ExpertMode' throughout AppleWorks...

I can't recommend this patch personally. (Perhaps I am not expert enough to handle it.) This patch changes a Boolean toggle switch in Seg.Er which activates a "feature" that appears to be built into AppleWorks 3.0, so that you will never be asked if you really want to do anything—it will simply be done. Thus, this patch is very dangerous, especially when deleting files. I suggest that you use a combination of swapping Yes/no and one of the blister quits, if you want to eliminate extraneous queries. But, no doubt, there are many with more expertise than I, and they will use it.

[H] Activate 'DontSaveER' throughout AppleWorks...

This activates another Boolean toggle in Seg.Er, one that enables AppleWorks to run on a write-protected disk. The penalty you pay for this privilege is that if you make a change to any setting, it will not be recorded. This patch could be useful for some teachers who do not want their students changing things, but it assumes the students will not change the write protection setting on their disks, an assumption that may not hold true in many cases. If you are using one of the older "hard coded" ROM disks to launch AppleWorks, this patch would be useful, since that hardware does not allow writing back to itself. On the other hand, most ROM disks since then (such as the RamKeeper and MemorySaver), have allowed writing back, so not many will need it.

[I] Make //gs Enter Key move cursor down in spread sheet...

Spread sheet users may find this useful. After installing it, when you enter a value in a cell, and confirm it by pressing the Enter Key, the cursor will automatically move down to the next cell.

[J] Install SuperTalk printer driver (Times version)...

One of the most sophisticated patches in the SuperPatch package. Unfortunately, it requires a PostScript printer and AppleTalk to use, and not many AppleWorks users have these resources.

To access the patch, you must have answered "Yes" to the question about using a LaserWriter when you first launched SuperPatch. The patch installs a printer driver into AppleWorks, and also copies a special "SuperTalk" PostScript program to the */system/drivers directory of your GS/OS boot disk, under the filename of IWEM. This will cause the LaserWriter CDev to download SuperTalk into the LaserWriter, instead of the standard PostScript program for emulating an ImageWriter. The IIGS instruction manual tells you how to use the LaserWriter CDev over an AppleTalk network, and generally, how it works. Read those instructions carefully if you have not worked with your LaserWriter much. On the other hand, if you are accustomed to using the standard version of IWEM, there is not much functional difference between using it and using SuperTalk. Install the patch and proceed as you always have. Thus, I will focus here on the features of SuperTalk itself.

What SuperTalk is not: SuperTalk is definitely not an ImageWriter emulator. The ImageWriter and the standard ImageWriter emulator have many features not found in SuperTalk, especially in the area of graphics. SuperTalk ignores graphic commands entirely, or may do something very odd, if the offending command happens to coincide with one that it uses with AppleWorks! Instead, SuperTalk maximizes what you can do inside AppleWorks, sometimes at the expense of what you can do outside AppleWorks. None the less, SuperTalk will emulate an ImageWriter in some functions, so that utility software, such as ProSel, Orca M, and even AppleSoft basic will be able to print standard text to your LaserWriter under ProDos-8. It prints each page significantly quicker than the standard IWEM as well.

Some features: SuperTalk prints every character per inch in monospaced mode, from 4 cpi through 24 cpi. The smaller sizes allow printing a tremendous amount of information on a standard sized page in both the spread sheet and database. 4, 5, 6, and 7 cpi are printed in 18 point type (use double spaced 8 lines per inch to allow the appropriate space between lines); 8, 9, 10, 11, and 12 cpi in 12 point type. The rest are printed in 9 point type, which is just about right for 8 lines per inch. SuperTalk also offers italics and slashed zeros. It uses about half as much memory as the standard IWEM, allowing more memory for complicated jobs sent to the printer by GS/OS programs, and any Macintosh computer which may also share the printer through your network.

The best feature, though, is that proportional character widths are resolved to the nearest 1/7 millionth of an inch. This is why it takes nearly two minutes to download SuperTalk to a LaserWriter Plus (it should go much quicker with an NTX). The "brain" (CPU) of the printer is asked to calculate and resolve every character in four different fonts to this standard, and then save them in the printer's memory as special fonts for use with SuperTalk's proportional

tables installed in AppleWorks. The time you lose in downloading the PostScript program is made up for by the faster printing speed per page offered by SuperTalk, once the download is completed.

This precision makes for very accurate right and left justification in the word processor. However, there are problems in the TAB function in AppleWorks that SuperTalk does not correct. The best workaround is to never use TABs when you are using a proportional font. Even something as simple as beginning a paragraph with a TAB can cause AppleWorks to calculate funny looking page breaks when they occur in the middle of a paragraph that begins with a TAB. Print the files included on the distribution disk named "ParagraphsLW" and "ProportionalLW" to see just how good proportional output can be with AppleWorks and a laser printer.

There are also problems when you use too many bold faced characters in a line. About one-third of them are slightly wider than their plain faced cousins, so lines with a great deal of bold facing can look off. When centering long bold faced titles and headers, add a couple of spaces at the end, which will trick AppleWorks into centering them truly. It is not necessary to use this work around when the title is short.

SuperTalk adjusts AppleWorks on the assumption that most text will be plain faced. It is not possible to have it both ways, or I would. Fortunately, the space character in plain and bold typeface is the same exact size, and because about one-sixth of every line is composed with spaces, the problem is not very noticeable.

To get a better idea of what all this means, print the document "AllFontsLW" (you will find it on the SuperPatch distribution disk) on your LaserWriter after you install this patch and have download the new IWEM to your printer. Issue an ⌘-Z command to view the control codes which tell the LaserWriter to print each font. (You will learn more from this exercise than anything else!) Characters per inch, underline, and bold facing are selected by the standard commands in AppleWorks. Italics are selected with Special Code 1 (which automatically issues an Escape #); they are de-selected by Special Code 2 (Escape %). You can have monospaced zeros slashed by selecting Special Code 3 (Escape Z), and turn them off with Special Code 4 (Escape []). You can enter the command for slashed zeros directly into a database or spread sheet report as a special code.

If you have other software that allows you to enter escape codes for controlling a printer, you can use SuperTalk by entering the following (do not enter the space between the Esc and second code):

4 cpi = Esc :	5 cpi = Esc &	6 cpi = Esc ‘
7 cpi = Esc (8 cpi = Esc)	9 cpi = Esc n
10 cpi = Esc N	11 cpi = Esc *	12 cpi = Esc E
13 cpi = Esc e	14 cpi = Esc +	15 cpi = Esc q
16 cpi = Esc ,	17 cpi = Esc Q	18 cpi = Esc -
19 cpi = Esc .	20 cpi = Esc /	21 cpi = Esc 0
22 cpi = Esc 7	23 cpi = Esc 8	24 cpi = Esc 9
Bold on = Esc !	Bold off = Esc “	Superscript on = Esc x
Super/subscript off = Esc z	Subscript on = Esc y	Underline on = Esc X
Underline off = Esc Y	6 lines per inch = Esc A	8 lines per inch = Esc B
10.75 point prop = Esc P	12.00 point prop = Esc p	Italic on = Esc #
Italic off = Esc %	Slashed zeros on = Esc Z	Slashed zeros off = Esc [

Here is how SuperPatch installs SuperTalk: SuperPatch first removes of any trace of all former printers from Seg.Er, then installs a printer named “SuperTalk 2.0t” in the slot number you specify as part of the installation process. The “t” is to remind you that you will be using the Times font for your proportional typeface in AppleWorks, and to distinguish it from the Helvetica version described in Patch [K]. The appropriate copy of IWEM will also be automatically installed on your GS/OS boot disk (remember you must download it into your printer before SuperTalk will work properly).

[K] Install SuperTalk printer driver (Helvetica version)...

The only difference between this and the previous patch is that Helvetica is the proportional font, instead of Times. You should notice that when one version is “installed” the other will report itself as “toggle on.” If you press the key associated with “installed” you will be told that you can remove the patch with Patch [A] on Page 1 (the zero everything out patch). But when you issue the command associated with “toggle on” that version of SuperTalk will be installed, both inside AppleWorks, and outside, in the form of a new version of IWEM copied to your GS/OS boot disk. You must download the new SuperTalk before proportional fonts will work properly, but monospaced work the same in both versions.

[L] Install DeskJet 500 printer drivers (portrait and landscape)...

This patch also eliminates all previous printers in Seg.Er, installing two forms of the DeskJet 500. Proportional type is well supported in the portrait mode but not in landscape. Read your printer manual for more information about the differences between these modes, and how to hook up your printer to your computer. SuperPatch assumes you are using a standard serial connection, just like AppleWorks does when it adds a printer to your active list. If you have

elected to use the parallel port on the DeskJet, follow the instructions included with your parallel card for setting up the interface codes inside AppleWorks.

My software driver is set to reset your printer to whatever dipswitch configuration you are using, once you leave AppleWorks. However, while you are *inside* AppleWorks, the software does take charge of many aspects of the printer's operation. This is especially necessary because SuperPatch offers both portrait and landscape orientation modes.

"Perforation skip" is built into the DeskJet to enable it to work properly with certain older MS-DOS word processors. The printer comes with the dipswitches set to enable this feature, but my software driver disables it while you are in AppleWorks. There is no need for it with an Apple II, and if it is on, you lose the top half inch of your page.

There is another feature that comes disabled which you may want to enable. It is controlled by dipswitch B-1, which, if moved to the "up" position, will cause the DeskJet to "squeeze" its line spacing somewhat, so that a "normal" 66 lines can be printed on a page, even though the DeskJet does not print to the bottom half inch under any circumstance. The DeskJet manual calls this feature "Text Scale Enable." I would have invoked it through my driver, except that you would want to disable it whenever you are printing labels, to make sure the spacing remains consistent all the way to the bottom of the page, and you need a way to change it. Therefore, you are better off handling this feature manually. If you decide against throwing B-1 into the "up" position, be sure you tell AppleWorks that all pages are 10.5 inches in length. You must do that for every document, whether word processor, data base, or spread sheet, unless you use ample bottom margins. The penalty if you don't use adequate margins or throw the switch is that some pages will print with just one or two lines on them.

Basically, these drivers support just about everything the DeskJet 500 can do with its ROM based fonts. The following features are supported in portrait mode:

- Built in CG Times proportional font, both 12 and 6 points
- Built in Courier font, 5, 10, 16.67, and 20 cpi, in 6 and 12 points
- Built in Letter Gothic font, 12 and 24 cpi, in 6 and 12 points
- Italics (Special Code 1 for on, Special Code 2 for off)
- Underline, Double underline (Special Code 3 for on, Special Code 4 for off)
- Boldface, Superscript, Subscript
- 6 point typeface (Special Code 5 for on, Special Code 6 for off)

Note: There are problems in the TAB function when you use proportional type in AppleWorks that SuperPatch does not correct. The best workaround is to never use TABs when you are

using a proportional font. Even something as simple as beginning a paragraph with a TAB can cause AppleWorks to calculate funny looking page breaks when they occur in the middle of a paragraph that begins with a TAB. This limitation does not seem to apply when you are using mono spacing.

Further, my driver will perform full justification, but the method it employs is the same as the one AppleWorks uses when printing to an Epson FX. Frankly, the results are not very good. Just like the Epson, you will get uneven alignment on the right side, and a smattering of spaces here and there between words throughout the line, until AppleWorks gets as close as it can to the correct line length. There is a limitation in AppleWorks which prevents it from calculating horizontal print head motion for any printer with a resolution of greater than 255 dots per inch. Because the DeskJet's resolution is greater than that, the Epson method of full justification was the only one I could use. I recommend that you avoid full justification when using proportional type. There are no problems with monospaced characters.

The following features are supported in landscape mode (the reason for the decrease in supported features in landscape mode is that the DeskJet 500 does not support the deleted ones when it prints in landscape):

- Built in Courier font, 10, 16.67, and 20 cpi, in 6, 12, and 24 points
- Italics (Special Code 1 for on, Special Code 2 for off)
- Double high characters (Special Code 3 for on, Special Code 4 for off)
- Boldface, Superscript, Subscript
- 6 point typeface (Special Code 5 for on, Special Code 6 for off)

In either mode, to get half-high super and subscripts, use the Special Codes for 6 points on and off, in combination with the normal codes (found in the printer option menu) for super and subscripts. For full heights, use only the normal codes.

The Special Codes SuperPatch installs are easy to understand and can be viewed in detail by placing the cursor over them in the supplied test documents. However, the "Double Begin" and "Double End" codes work differently, depending upon whether you are using portrait or landscape mode. In portrait mode, "Double" refers to double underlines. In landscape, it invokes "double high" (or 24 point) characters, since underline is not supported in any form in landscape, just as portrait mode does not support 24 point characters.

The best way to understand all these features is to print the documents "AllDJPortrait" and "ParaDJPortrait" in portrait mode. Then print "ParaDJLandscape" and "AllDJLandscape" in

landscape mode. Note the various control codes embedded in the documents by issuing an ⌘-Z zoom in command.

Because AppleWorks assumes an 8.0 inch platen width at the beginning of every document you create, you must expand the platen width when you are in landscape mode. The DeskJet automatically adds a half inch to the left hand margin in landscape mode, so the mathematically correct platen width is 9.8 inches, which deletes a half inch from the right side as well. (The DeskJet has a maximum platen width of 10.3 inches. Further, in landscape mode you should tell AppleWorks that the page length is 8.0 inches. Again, this must be done for every document you plan to print in landscape mode.)

The final anomaly concerns 17 cpi. The DeskJet does not support exactly 17 cpi, and AppleWorks does not allow for fractions. Using 16.67 cpi therefore involves a small compromise in order to make its left margin begin at the same location as all other settings. With the compromise in effect, the right margin will be slightly smaller than it should be, usually by 1/10th of an inch. You will notice in the test documents that the platen width is shortened by 1/10th to accommodate this.

Like the SuperTalk drivers, both versions of the DeskJet 500 will appear in AppleWorks the next time you launch it. Unlike SuperTalk, there is nothing else you need to do before you begin using them.

Patches for Seg.Pr

Seg.Pr serves as a resource file. It contains the definitions of all the printer drivers used by AppleWorks, including both ImageWriters. Anytime you add a printer to your list of printers, the basic definition of how that printer will operate is read in from Seg.Pr. If you change something in Seg.Pr, that change will not take effect until you add the changed printer to your active printer list from within AppleWorks. So if you patch Seg.Pr for slashed zeros in the ImageWriter I or II, for instance, you must first remove your current ImageWriter, then re-install it as an active printer, for the new definition to take effect. Think of Seg.Pr as a static dictionary that is only used when you add a printer, and is changed only when you alter it with SuperPatch.

[A] Install SuperPatch Diablo driver...

Several descriptions of AW 3.0 which appeared in the press before its release mentioned that it would contain a printer driver for the Diablo emulation mode of the LaserWriter. But the printer installation menu on the release disks do not contain any explicit reference to the

Diablo driver. *A2-Central* published a note which said that the Juki 6000 series would work, but my tests of the Juki 6000 drivers revealed that they have serious problems, especially with the lines per inch and sub and superscript commands. So I wrote my own driver for the Diablo. If you install it, it will replace the Juki 6000 driver, which also serves as the Brother HR driver. Because the Diablo driver will not work properly with those printers, SuperPatch also changes the screen messages you see when you add a printer. The "Brother HR series" becomes "SuperPatch Diablo" and "Juki 6100, 6200, 6300, 6500" becomes "SuperPatch Diablo for LW." They are both the same driver, and have been thoroughly tested with the LaserWriter Diablo emulation mode. Several people have reported that they work fine with a real Diablo, though this patch does not allow you to access the proportional space mode that is available on some models. Here are Diablo 630 features which the SuperPatch driver supports:

4 characters per inch
5 characters per inch
6 characters per inch
8 characters per inch
10 characters per inch
12 characters per inch

15 characters per inch
Boldface (outline version) on and off
Superscript on and off
Subscript on and off
Underline on and off

All of them are invoked by using the normal commands from AppleWorks in the various printer options menus. You can justify text to both the right and left margins in any cpi, but it will look best in 10 characters per inch.

Proportional type is not supported, nor is 8 vertical lines per inch. The LaserWriter implementation of the Diablo emulator does not permit the changing of daisy wheels, so all output will be in 12 point monospaced Courier typeface, which is perfectly appropriate for use in 10 characters per inch. The additional cpi settings are obtained by changing the spacing between characters in the 12 point type, so anything less than 10 cpi spreads the letters, and anything greater jams them together. The most useful cpi settings are 8, 10, and 12, but try them all and see what you think.

Important: If you install the SuperPatch Diablo for use with a LaserWriter, you must also install the proper serial card init codes! If you remember from the earlier discussion, Seg.Pr is a series of definitions. None of the drivers in Seg.Pr allow for the inclusion of definitions for initializing serial cards. In fact, the default definition (Control-I 80N) is assumed when AppleWorks reads the record for a printer and finds that NO initialization code has been specified. While my Diablo Driver may work fine with a real Diablo 630 via the Control-I

80N, you must install the following sequence of 14 codes for it work properly with the LaserWriter version, or you will not be able to print documents longer than 5,000 characters properly!

Control-I Return Control-I 255N Return
Control-I Return XE Return

Press ⌘-Return to install them, and you will be ready to print. If you experience dropped characters, recheck the interface settings to make sure they look like this. If they are correct, then the problem is probably your cable. You can call Quality Computers and they will provide a cable that works correctly. Ask for an ImageWriter I DB-25 serial cable.

Note: The Diablo emulator on the LaserWriter can be invoked only through the serial port of the printer, and then only when the other switches are set correctly. You must consult the manual that came with your LaserWriter to set this up, as these settings vary with the different models. There are several advantages when you use the Diablo emulation mode. It is very fast, and after the first page is printed, most other pages are printed at the rate of one every eight seconds. Secondly, it will work with just about any program which supports a serial interface, such as the Merlin assemblers, APW assembler, most utilities which offer print outs, etc. On the other hand, the SuperTalk drivers described above offer much more attractive output.

[B] Install slashed zeros for the ImageWriter *I*...

Note: AW 3.0 furnishes completely different definitions for the ImageWriter I and II printers. This patch changes the definition of the ImageWriter I, only. Your redefined ImageWriter will appear on the printer selection menu as "SlashWriter I." For this to affect your use of your ImageWriter I, you must remove the current ImageWriter I from your list of printers, and install the SlashWriter I. I recommend that you use the "zero out" patch in the SuperPatch Seg.Er menu to ensure that all traces of the ImageWriter I are gone. If you do that, you will not need to "remove" the ImageWriter I when you return to AppleWorks. Simply add an ImageWriter I as you normally would, and the slashed zeros will be in effect. Please remember that the init codes which this patch establishes are used only by the word processor module. If you want your zeros to be slashed in the other modules, print at least one character from the WP first, to tell your ImageWriter that you want slashed zeros.

[C] Install slashed zeros for the ImageWriter *II*...

Note Again: AW 3.0 furnishes completely different definitions for the ImageWriter I and II printers. This patch changes the definition of the ImageWriter II, only. As described above, once you install this patch, the redefined ImageWriter II will appear as "SlashWriter II." For this to affect your use of your ImageWriter II, you must remove the current ImageWriter II

from your list of printers, and install the SlashWriter II. You should use the “zero out” patch in the SuperPatch Seg.Er menu to ensure that all traces of the ImageWriter I and/or ImageWriter II are gone. If you do that, you will not need to “remove” the ImageWriter II when you return to AppleWorks. Simply add an ImageWriter II as you normally would, and the slashed zeros will be in effect. Read the last two sentences under Patch [B] for information on how this patch can be used to affect printing under the data base and spread sheet.

[D] and [E] install software reset...

One for each flavor of ImageWriter. Installing them will cause your ImageWriter to reset itself to the defaults you set with your dipswitches, instead of remaining in the 10 cpi AppleWorks normally uses. These patches are especially useful if you use the patches for slashed zeros, uni-directional printing, or half-height printing, and do not want your ImageWriter to continue printing this way after you exit the word processor. On the other hand, if you do want these changes to persist, do not install the full software reset.

[F] and [G] install uni-directional printing...

Uni-directional printing is somewhat more accurate, especially when printing tabbed columns.

[H] Install half-height character set...

Half-height printing for the ImageWriter II/LQ only. Do not confuse this with half-height sub and superscripts. What Patch [H] does is make *all* your characters half-height. It would be useful in conjunction with 8 lines per inch, and a condensed font, such as 15 or 17 cpi, so that you can place a lot of information on a single page. Most people would probably want to use the full software reset Patch [E] on the same printer definition, so that when such a printer is installed, the constant half-high output would not persist after exiting AppleWorks.

Twister

[A] Change location of dictionaries...

If you are using Outliner 3.0, SuperPatch returns “Outliner” for the status of this patch, and locks you out, since once you issue an ⌘+ command under Outliner, this patch is destroyed, and you cannot access your dictionaries.

Those with ROM disks, battery backed ram disks, or who use 5.25 inch floppies can benefit from this patch. Normally, AppleWorks expects to find its dictionaries on the same disk that launched it. This patch tells AppleWorks to look at the new pathname you specify for them.

Owners of 5.25 inch drive systems with multiple drives can then leave the dictionaries on line at all times, on /DICTIONARY, for instance, if they install this patch (otherwise, everything has to be named /APPLEWORKS, and you can have just one such disk on line at a time when accessing a dictionary). Anyone with a ram drive of some sort will find that AppleWorks checks spelling 250 percent faster when the dictionaries are accessed from such a location.

If you have told SuperPatch that you are running AppleWorks from a large capacity disk (800k floppy or hard disk) and you install this patch, SuperPatch offers to install CopyD.System on your working copy of AppleWorks. There is no harm in declining, as the patch is self contained, and does not depend on outside help. AppleWorks, however, will not perform any spell checking unless it actually finds the dictionaries in the new location. That is where CopyD.System can help, especially if you have told AppleWorks to look for the dictionaries on some type of ram disk.

After SuperPatch establishes CopyD.System on your AppleWorks disk, CopyD.System must run before AppleWorks to make sure your dictionaries are moved to the correct location. If CopyD.System finds they are already there, it will not copy them again. In all cases, CopyD.System will run AppleWorks after it is finished with its job. To help accomplish this, SuperPatch renames Aplworks.System to Aplworks.Sys. Thus, ProDos will run CopyD.System as the first .System file. (This renaming does not take place if you are using UltraMacros, because UltraMacros does the same thing, when it is installed.) Here are specific hardware and software combinations, with instructions for each. Pick the one that suits your system.

IIGS, no UltraMacros: Assuming you are using a IIGS, and not using UltraMacros, there is little else to do after SuperPatch installs CopyD.System. Just make sure you have a ram disk of at least 256k specified on the control panel, launch CopyD.System if you are using a hard drive, or just boot your AppleWorks floppy disk, and everything will work fine. (If you are using a floppy disk, the renaming of Aplworks.System to Aplworks.Sys ensures that CopyD.System is the first file launched when you boot the disk.)

UltraMacros, hard drive, and any Apple II: If you are using UltraMacros, but running from a hard drive, there still isn't much to do (assuming you already have things working correctly), except to tell your program selector to run CopyD.System instead of Ultra.System when you launch AppleWorks. CopyD.System will take care of launching Ultra.System for you after it has copied the dictionaries.

If you are using a bank-switched memory expansion card with a Iie or Iic, you must use Bank Sizer to reduce the number of banks AppleWorks uses for its desktop by at least 4 (see page

25). You must also follow the instructions in your memory card manual for creating a version of your ram card's formatter that will set up a ram disk with that same number of banks enabled.

UltraMacros, floppy drive, and Apple IIGS: In this case, you must make certain that CopyD.System is the first .System file in the directory of your boot disk. The easiest way to do this is with as good utility such as ProSel, which will sort any directory reliably. (ProSel is the only one I can recommend.) Otherwise, it takes a little time, but is not hard to do. Follow these steps:

1. Format a 3.5 inch floppy, naming it /AW, with your system utilities.
2. Copy ProDos from your AppleWorks disk to /AW.
3. Copy CopyD.System from your AppleWorks disk to /AW.
4. Copy all the other files from your AppleWorks disk to /AW.
5. Rename /AW to anything you like; usually this will be /APPLEWORKS, but it does not matter. In fact, there is no need to rename it at all.

Iie or Iic, bank-switched memory expansion card, and floppy drive: However, if your system includes a bank-switched memory expansion card, such as RamWorks, you must be sure that the software which initializes your memory card is run before CopyD.System, or there will not be a target ram disk for it to copy the dictionaries to. Further, you should use the Bank Sizer option in SuperPatch to lock out at least 4 banks of memory from use by AppleWorks, so there will be room for the dictionaries (see page 28). You must also consult the manual for your memory card to find out how to set up a ram disk of exactly the same size as the number of banks you lock out using Bank Sizer.

If you are also using UltraMacros, follow the basic procedure outlined for UltraMacros/floppy drive/IIGS, except make certain that your newly altered ram disk software is the first .System file on the disk, and CopyD.System is the second. Follow these steps:

1. Use Bank Sizer to lock out at least 4 banks from use by AppleWorks.
2. Format a 3.5 inch floppy, naming it /AW, with your system utilities.
3. Copy ProDos from your AppleWorks disk to /AW.
4. Copy your reduced sized ram disk software to /AW.
5. Copy CopyD.System from your AppleWorks disk to /AW.
6. Copy all the other files from your AppleWorks disk to /AW.
7. Rename /AW to anything you like; usually this will be /APPLEWORKS, but it does not matter. In fact, there is no need to rename it at all.

Ile or Iic, slinky type memory expansion card, and floppy drive: Use SlinkyWorks in SuperPatch to reduce the size of your AppleWorks desktop by at least 256k, so that it will have room to load after CopyD.System has finished copying its dictionaries.

If you are also using UltraMacros, the basic procedure is similar to that outlined for UltraMacros/floppy drive/IIGS, except that you must make certain that CopyD.System is the first .System file on the disk. Follow these steps:

1. Use SlinkyWorks to reduce the size of the AppleWorks desktop by 256k.
2. Format a 3.5 inch floppy, naming it /AW, with your system utilities.
3. Copy ProDos from your AppleWorks disk to /AW.
4. Copy CopyD.System from your AppleWorks disk to /AW.
5. Copy all the other files from your AppleWorks disk to /AW.
6. Rename /AW to anything you like; usually **this will be /APPLEWORKS**, but it does not matter. In fact, there is no need to rename **it at all**.

Patching AppleWorks 2.x

Details of specific patches

How to navigate patching AppleWorks 2.x

Please read the Overview of Section 3, regarding AppleWorks 3.0, if you have not done so already. Making your way through SuperPatch for AppleWorks 2.x is exactly the same, except that some of the filenames are different. There are over 180 patches in total for the 2.x series of AppleWorks releases.

Patches for Aplworks.System (Page 1)

[A] No spacebar on boot-up (2.0 & 2.1)...

Claris included the “no space bar” patch as part of the release version of AppleWorks 3.0. It greatly accelerates entry into AppleWorks when you are running it from an 800K or larger disk.

[B] No return after date (2.0 & 2.1)...

If you have a ProDos clock this patch eliminates the need for you to press return.

[C] Overstrike instead of insert cursor on boot-up (2.0 & 2.1)...

[D] Enter control-@ into printer codes (2.0 only)...

If you are using AppleWorks 2.1, SuperPatch will return “n/a” for this option, since version 2.1 allows these characters to be entered.

[E] Customize insert and/or overstrike cursors (2.0 & 2.1)...

Press this letter and you will go to CursorWorks, that grand land of having your cursors look any way you want them to look.

[F] Eliminate NDA loading bug (2.0 only)...

If you are using AppleWorks 2.1 SuperPatch returns “n/a” for this option, because Claris squashed the bug in that version.

[G] Eliminate expansion card preloading (2.0 & 2.1)...

If you run AppleWorks from a large disk, this patch will decrease the time it takes to launch.

[H] Change error tone to beep (2.0 & 2.1)...

You can have a friendlier beep if you want.

[I] Cursor blink rate (2.0 & 2.1)...

If you are using a Beagle Bros macro program SuperPatch returns this option as “n/a.” Otherwise, it takes you to BlinkerWorks, where the instructions for how to change your blink rate are built into the menu.

[J] Continuous display of desktop space (2.0 & 2.1)...

At certain times AppleWorks displays “⌘-? for Help” in the lower right corner. This patch will cause it to always display the space left on the desktop there, instead.

[K] Check mark instead of arrow when menu item selected (2.0 & 2.1)...

Cosmetic (and appealing) change from the old fashioned “-->” to the new-fashioned (but no more informative) mousetext check mark. There is a similar patch for Seg.M1—see [K] in that section. Install both for a consistent look.

[L] No return after pressing number of menu selected (2.0 & 2.1)...

A potent patch which leaves the movement and function of the inverse cursor bar selector “normal” but causes any press of a number to instantly execute the command associated with that number. If the menu contains more than nine items, the patch will display a # and wait for either a carriage return to confirm that the first number entered was the one you wanted, or a second number, in which case it will act without a carriage return.

Patches for Aplworks.System (Page 2)

[M] Limit Desktop expansion into slinky-type RAMcards (2.0 & 2.1)...

On a Iie or Iic, AppleWorks grabs all the room on the RAMdisk. This patch, will prevent that, leaving room on the RAMdisk for storing and saving other files.

[N] Disable all error tones (including //gs SysBeep) (2.0 & 2.1)...

[O] Replace AW error tone with //gs SysBeep (2.0 & 2.1)...

I am not a fan of installing custom SysBeeps on the IIGS, mainly because early ones generated crashes at unexpected places. But the built in SysBeep works fine.

[P] Print time in upper right corner of the //gs screen (2.0 & 2.1)...

This patch was the first clock ever offered for AppleWorks that did not depend upon adding specific hardware to the IIGS. It was released with SuperPatch 5.0 in June of 1989. The time and date appear instead of the rightmost 21 characters on the second line of any AppleWorks screen. You can change the clock display to any of five formats through the control panel. Use this clock only if you are running AppleWorks from a IIGS, and have not used any expansion software on it.

Patches for Seg.M1 (Page 1)

[A] Print up to 255 copies in the WP, DB, and SS (2.0 & 2.1)...

Expands the possibilities from the factory fresh limit of nine.

[B, C, D, E] Various printer patches (2.0 & 2.1)...

These patches all operate in the same manner. Useful mainly to those who change the original meaning of these printer codes. Will cause underlines to sometime print inside the left hand margin.

[F] Allow up to 116 files in a subdirectory (2.0 only)...

If you are using AppleWorks 2.1 SuperPatch returns a "n/a" for this option. Claris fixed the problem, accommodating up to 138 in AppleWorks 2.1.

[G] Change <cr> character to bent arrow in WP (2.0 & 2.1)...

Cosmetic patch which many, myself included, prefer over the rubout character.

[H] Prevent extra <cr> when printing ASCII files (2.0 & 2.1)...

This is a case of paying something to get something. The patch disables the Mail Merge function, and the patched copy of AppleWorks will always write TXT files without any extra carriage returns.

[I] Eliminate extra space in TXT files > 61 characters (2.0 & 2.1)...

Eliminates the annoying break when AW loads in a TXT file with decorative divisions or headers longer than 61 characters. If you use this patch, issue an "unjustified" command at the top of the file after it is loaded, which will cause all the necessary word wraps to be made.

[J] Change arrows to checkmarks in file selection menus (2.0 & 2.1)...

Cosmetic completion of other similar patch made to APLWORKS.SYSTEM..

[K] Double underline column titles in DB reports (2.0 & 2.1)...

Changes screen and printed output. Nice touch.

[L] Change column overflow in SS to '#' or '!' (2.0 & 2.1)...

Cosmetic change which can be useful, especially in framing cell contents in printouts.

Patches for Seg.M1 (Page 2)

[M] Blank cells instead of 'NA' in SS (2.0 & 2.1)...

Cosmetic change.

[N] Change 'Carefully' to 'Carelessly' (2.0 & 2.1)...

Garth Shultz's favorite patch, by way of various Beagle Bros manuals, and adapted to SuperPatch by Garth himself. Adds a wonderful touch of humor.

[O] Don't mark file changed if it has been merely printed (2.0 & 2.1)...

This patch also has the same effect on files which have merely undergone a page calculation (⌘-K), but no "real" changes.

[P] Customize the 'Add files' menu (2.0 & 2.1)...

This patch will allow you to set any of the options on that menu as the default, which you can select by merely pressing return when the menu appears instead of searching for the number.

[Q] Customize the 'You made changes menu' (2.0 & 2.1)...

This is a good patch if you exit AppleWorks "by hand." Anytime you made a change to a file, but did not save it, and AppleWorks asks if you want to throw it out, you can make the default, 'Throw it out.' Saves some key pressing.

[R] Automatic date insertion in DB reports (2.0 & 2.1)...

AppleWorks does not normally present today's date the first time you elect to print a DB report. Instead you get a prompt and a blank. What this patch does is ensure that the date will be automatically presented the very first time you select printing the report.

[S] Automatic date insertion in SS printouts (2.0 & 2.1)...

This is the same type of patch as [R] except that it is for the spreadsheet.

Patch for Seg.M0

[A] Eliminate query when adding new records to DB (2.0 & 2.1)...

After installing this one you just go on adding data without interruption.

Patch for Seg.00/Rm/Xm

[A] Reverse all No/yes queries to Yes/no (2.0 & 2.1)...

This is a very useful patch, because most of the time when AppleWorks asks if you want to do something, you DO want to do it.

Patches for Seg.Pr: ImageWriter

Apple Computer's ImageWriter is the most popular printer among AppleWorkers. Because many of the most interesting features of these printers are not used by a "normal" AppleWorks, I developed my own driver, so that SuperPatchers who use this wonderful printer can access all its features from AppleWorks. SuperPatch will also change the printer code screen and screen prompts to correspond with the features you select, if the ImageWriter is your main printer.

Installing the SuperPatch ImageWriter driver will permanently add the 13 character per inch feature of your ImageWriter to AppleWorks. It will also enable you to use color printing, half-height super and subscripting, the foreign language character sets, half-height text, downloaded character sets, mousetext, slashed zeros, unidirectional printing, and a normalized printer reset which honors the dip switch settings you have established for your needs (ever notice how once you use AW, the ImageWriter always prints 10 cpi, even if your dipswitches are set for 12 cpi?). When you first elect to patch Seg.Pr, SuperPatch checks for the presence of its special driver, and if found presents the patch menu. If it is not found, SuperPatch offers to install it. If you refuse, you will go back to the main work menu.

If the ImageWriter is your dominant printer, SuperPatch will change screen messages related to printer functions so that when you change underlining to invoke the French character set, the code will read "French Beg" instead of "Underline Beg."

[A] Unidirectional printing (change init string) (2.0 & 2.1)...

This does just what it says.

[B] Slashed zeros (add to init string) (2.0 & 2.1)...

Straightforward, install it and your zeros will be slashed, and much easier to distinguish from the "O" character, but only in the word processor. If you print a small document in the word processor first, and have not installed the full software reset patch, all subsequent printing will also use slashed zeros.

[C, D, E, F] various printer code substitutions (2.0 & 2.1)...

The various possibilities are:

For the ImageWriter I, II and LaserWriter:

Downloaded font on/off

Foreign language on/off

(British, German, French, Swedish, Italian, Spanish, Danish)

For the ImageWriter II and LaserWriter:

1/2 high subscripts

1/2 high superscripts

1/2 high level text

Mousetext

For the ImageWriter II only:

Color (yellow, red, blue, orange, green, purple)

[G] Full software printer reset (normal/na means reset=init) (2.0/2.1)...

This defeats all other inits after you are finished printing a document in the word processor.

Patches for Seg.Pr: Epson FX

There are many printers on the market which emulate the Epson FX. Standard AppleWorks does not take advantage of the italics feature found in these printers, nor does it use their foreign language fonts. These printers also have a special mode, related to boldface, called "emphasized." My SuperPatch driver enables you to use these features with AppleWorks, and will change the printer code screen and screen prompts to correspond with the features you select.

Installing the SuperPatch Epson FX driver will enable you to use the foreign language character sets, italics, unidirectional printing, and the special emphasized mode found in Epson printers, and compatibles.

[A] Unidirectional printing (change init string) (2.0 & 2.1)...

This does just what it says.

[B, C, D, E] various printer code substitutions (2.0 & 2.1)...

The various possibilities are:

Foreign language on/off

(British, German, French, Swedish, Italian, Spanish, Danish, Japanese)

Italics

Emphasized

Boldface

Emphasized + boldface (double boldface)

Patches for Seg.Pr: Star Gemini 10/15x

The Star Gemini 10/15x series of printers are close cousins of the Epson FX series, but not close enough to use the FX driver found in AppleWorks, nor the Epson FX driver provided by SuperPatch. Installing the SuperPatch Star Gemini driver will enable you to use the foreign language character sets, italics, unidirectional printing, and the special emphasized mode found in this printer.

[A] Unidirectional printing (change init string) (2.0 & 2.1)...

The printer will print from left to right only.

[B, C, D, E] various printer code substitutions (2.0 & 2.1)...

The various possibilities are:

Foreign language on/off

(British, German, French, Swedish, Italian, Spanish, Danish)

Italics

Emphasized (affects only 5 and 10 cpi, does not "harm" other cpi settings)

Boldface

Emphasized + boldface (double boldface)

Some Thoughts

Some 300

Why I Used BASIC

At one time, in a fit of masochism, I decided to eventually rewrite SuperPatch in machine language. Machine language is not only macho, it is also more compact. As I added more patches, the compactness of machine language became more appealing. But really, what appealed to me most was the “advancedness” of machine language. You haven’t arrived as a programmer until you write something in ML, just like you cannot be accepted in certain social circles until you say things in French. If I had stuck with my decision, SuperPatch would be much smaller than it is now, both in the space it takes up on the disk, and in the number of modifications it makes to AppleWorks. Obviously one reason for the hypothetical compactness would be the compactness of ML itself. Another would have been that instead of developing new patches, much of my time would have been devoted to writing code that could handle all the things that BASIC does for SuperPatch. Fewer patches mean less code, no matter what language is used.

What came from my excursion into “advancedness” was the realization that BASIC is as advanced as any other computer language. The “B” in BASIC could easily stand for “Better” or even “Best,” instead of “Beginners” in its full name: Beginners All-purpose Symbolic Instruction Code. BASIC is more “all-purpose” than any other language for the Apple II, and seems perfectly suited to a program like SuperPatch. What most SuperPatchers want is a reliable and easily understood method of applying their modifications to AppleWorks. BASIC is very reliable, and the time I might have spent “reinventing the wheel” to reproduce its many commands in machine language of my own, went into making SuperPatch easier to understand and more thorough in its ability to cope with more of the potential software and hardware configurations used by AppleWorkers. And, obviously, I used the extra time to research more patches, which now exceed 150 for each supported version of AppleWorks: 2.0, 2.1, and 3.0.

Clearly, the SuperPatch interface does not offer many “bells and whistles.” You have to press letter keys instead of moving an inverse menu bar up and down the list of patches. Inverse menu bars can work in BASIC, but they are too sluggish for my taste, and eat up memory and disk space rapidly. Because there are so many patches in SuperPatch, it seems quicker and

less confusing to press letter keys on menus presented 13 patches at a time, than to scroll an inverse bar through a list of 150 patches. None the less, SuperPatch does use machine language for certain operations. For instance, it performs its examination of your working copy of AppleWorks using specialized machine language it temporarily adds to Basic.System for this purpose. These routines execute five times faster than the standard "BLOAD" command. Likewise, when SuperPatch copies one of its files to either your GS/OS boot disk, or your working copy of AppleWorks, it uses machine language to help execute the process. And, of course, all the patches it applies are machine language, including CopyD.System (the pre-launch program for copying your dictionaries to a new location), which is over 3,000 bytes long. This considered, BASIC is still the primary language of SuperPatch.

I wrote later versions of SuperPatch with a profoundly original programming tool created by Morgan Davis, which he named MD-Basic. It resembles a compiler, but it does not create "stand alone" machine language nor does it attach any run-time libraries to the code it generates. Instead, it creates plain-jane standard interpreted Applesoft which can run on any Apple II, which any user can list, and which has little or no claim for being "macho." I know of no other "compiler" like it for any computer. Ordinary compilers hide the programming logic of the software and often seem bent on helping the programmer hide the fact that a high level language was even used in the first place. Morgan was the first to realize these were not automatically desirable traits, and that regardless, interpreted BASIC is often the best language for certain tasks. SuperPatch is all the better for it.

While MD-Basic does not change Applesoft itself (thankfully), it provides many important enhancements to the writing of Applesoft programs. For me, the most significant is its capacity to accept unlimited commenting in the source code without adding a single byte to the final output. Some of my source code uses more than 500k of desktop space because of extensive built in documentation that helps me remember what I was attempting to accomplish. It also allows subroutines to be referenced by labels that make sense in English, instead of line numbers. The icing on the cake is that MD-Basic lets you use any text editor you want. Naturally, I do SuperPatch with AppleWorks, my favorite text editor of all time.

Using BASIC opens SuperPatch itself to examination, even though MD-Basic eliminates the need for REMarks and allows for copious subroutines, both of which make the code more difficult to understand. None the less, those of you who are interested can still follow the program logic by listing the code, dense as it is. You can also customize SuperPatch to suit yourself, if you want. This kind of openness is simply not possible with machine language, unless you do what Lissner did, and publish extensive notes. Even then, BASIC, because of

its nature as an interpreted language, remains more open than any other, and therefore more subject to the user's modification. I hope that some of you will find something of value as you look through the listings. They are not "easy," but the fundamental intelligibility of BASIC remains.

The Beauty of AppleWorks

A thing is beautiful when the whole is better and more effective than the sum of its parts. Beauty is the unexplained “extra” that cannot be understood by understanding the parts. For example, when a poem is translated into another language, all the “parts” are translated, but the effect of the whole often gets lost. That is because the parts are presented only as parts, correctly translated on a one to one basis, but separated from the wholeness found in the original poem.

The beauty of AppleWorks is not in the profundity of its code, its plenitude of features, nor even its famous file card interface. Clearly, AppleWorks as a whole yields more satisfaction to the user than one would expect by listing all its features, even though the list is long. AppleWorks is most satisfying when it is up and running, being used, working with the computerist. The list of features it possesses and the list of features that it does not possess both fade when you use the program. When AppleWorks comes to life in your computer, it manifests that something extra which gets lost when poetry is translated, which I call beauty. Were AppleWorks not so beautiful in its functioning, I doubt the file card interface would have caught on. It is a case of AppleWorks putting the file card idea across, not vice-versa. A quick look at all the file card type programs available today illustrates my point. Some are OK, others are awkward, but none of them satisfy like the original. The file card is but one of the parts Lissner used when he fashioned his masterpiece, and it gains its greatest stature when it is seen in the context of the whole of AppleWorks.

AppleWorks endures strongly in an environment that generally abhors anything more than a year old. Computerists thirst for the new, the innovative, and will spend considerable amounts of money in pursuit of exciting and flashy programs, especially when they are first introduced. Yet when innovation is sharply defined, toughly defined, it refers to the enduring substance of originality, as opposed to a quick grab for market share. Something is really original when it changes the scene, and the change sticks. Changes don't stick unless they remain useful and satisfying, no matter how long you use them, no matter how familiar they become, no matter, even, if we get bored with them at times. If sticking is the test of greatness, then AppleWorks has passed it many times over. Getting bored with great things is part of

our nature, and does not always imply shortcomings in the objects which bore us. AppleWorks remains innovative in the toughest sense of the word, and seems more original and fresh every time I use it, especially after I try other programs, though I am as susceptible to allure of the new and flashy as anyone else. Certainly, AppleWorks is one of the greatest products ever offered to the civilized world. It has enriched the lives and work of millions of people.

These considerations do not exhaust the reasons AppleWorks lives on. Also important is the communal participation in the development of his product that Lissner enabled and nourished. The history of AppleWorks has been unique in this regard. No other major software product has been so generously opened up to investigation by those who are not confidants of the author. Nowhere can you find anything like the bulletin board Lissner operated, which allowed anyone access to the gut level code of his masterpiece. You didn't have to sign a non-disclosure agreement, you didn't have to be a "developer," or have a connection with a company that developed enhancements for AppleWorks. You just had to be interested enough to call. In the today's world of patent attorneys, non-disclosure agreements, lawsuits, and other symptoms of educated society's ills and insecurities, Lissner displayed a noticeably unique confidence that his software was so good that he could share it without fear that it would be diminished by the participation of others. Lissner's disclosures lead to unprecedented third party involvement in his product's development, as well as unprecedented loyalty among its users. There may never again be another situation like it in the software industry.

The fundamental mistake made by Pinpoint Publishing was when they decided to violate the integrity of AppleWorks with their add-on toolbox, which was not bad code, but did not integrate well enough with AppleWorks. It was too slow to keep pace with the blinding speed of Lissner's hand tuned machine language, and its graphically oriented presentations digressed from the beautiful way in which Lissner used text to present his screens to the user. Pinpoint had an ambition to add their program to every application in the Apple II world, an ambition which ultimately resulted in their program not being useful enough for any of them.

On the other hand, Beagle's programmers instinctively understood that AppleWorks as a whole was better than AppleWorks as a collection of parts. Randy Brandt's macro language extended AppleWorks without interrupting AppleWorks. Alan Bird's TimeOut system of adding modules to AppleWorks remains inside the wholeness of AppleWorks, and is as quick as AppleWorks itself. It uses many of the routines within AppleWorks to present its services to the user with minimum disturbance to the look and feel of AppleWorks. And so PinPoint fell by the wayside as users got involved with the Beagle Bros alternative, which by focusing

only upon AppleWorks, gained the freedom to offer a plenitude of useful extensions to a fundamentally great product running on a fundamentally great computer. By limiting their ambition, the Beagle programmers were able to offer more, much more, than anyone had ever imagined could be done with the Apple II. It is an instance where imposing a limit paradoxically generated tremendous freedom.

Bob Lissner's genius emerges from his sense of community and his instinctive understanding that opening his product would help it, just as his genius emerges so forcefully from AppleWorks itself. His sharing of AppleWorks with the Apple II community goes against the grain of all conventional wisdom in the software industry, which accepts as a working premise that you must keep your secrets to yourself, or your competition will use them to get ahead of you. By sharing his secrets, Lissner not only kept his lead, he increased it. Those who have enhanced AppleWorks, programmers from Beagle Bros, Applied Engineering, CheckMate, myself, and others, all served our apprenticeships under Master Lissner. As a result, each person finally acquired stature of his or her own, though no one has reached the level of the Master himself.

Everyone associated with AppleWorks has benefited from the enhancement process, especially the end user. The outcome is an even more powerful product than before, one that will undoubtedly add to the pleasure and usefulness of our Apple IIs for years to come.

Acknowledgements

Just as you cannot write software that does not contain bugs, it is not possible to acknowledge support without forgetting someone who should be mentioned. Such is the way of human shortcomings. To fail to acknowledge seems the greater error, however, when I have received so much encouragement, support, and outright assistance from so many. My wife Victoria, who tolerates (somewhat) my long hours at the keyboard; my friend Garth Shultz, who personally tested the many variations of printer patches on all supported printers and who takes such delight in routing out my many bugs; Joe Gleason of Q-Labs for his interest in making SuperPatch a better product than it was; Warren Williams, President of the National AppleWorks User Group, whose insight into the needs and interests of the AppleWorks user community is without equal; David Kilzer who sent me so many accurate and to the point bug reports; Tom Weishaar, whose *A2-Central* is a constant source of important information; Elisa Nakata, the original product manager for AppleWorks 3.0, who sent me a beta copy of Spike so I could get started early on SuperPatch 6.0; Steve Carlton, the current product manager for AppleWorks and AppleWorks GS, for continued support and interest in SuperPatch; Randy Brandt and Alan Bird who shared patching information; Stephen Weyhrich, Joe Bradley, Wally Bradford, Rick Oshlo, Mark Munz and many others who published patches or personally communicated suggestions: To all these wonderful people I extend my thanks. Nor can I forget Carl Sperber, the resident designer at Q-Labs, who has graciously seen to it that all of the SuperPatch manuals have made it through the throes of final printing, including this, the third edition.

The person to whom all of us owe the most, however, is Robert Lissner himself. He remains the real force behind AppleWorks. If he had not shared his extraordinary gift for creating great software, many of the wonderful things that have happened with the Apple II would have ever occurred.

Solving Problems

Amblon 2

Support

Naturally, we want your experience with SuperPatch to be as pleasant as possible. We made a big effort to create a software package that will enable anyone to install sophisticated patches to AppleWorks without the need for special knowledge or the use of disk utilities known as "sector editors." The interface between SuperPatch and the user is simple and direct. The manual is full of details that help explain the different patches. Hopefully it is also interesting enough to keep your attention, even when the subject at hand happens to be dry. Even if I did not succeed in holding your attention, you no doubt realize that the solution to the problem which brings you to this section of the manual may in fact be described elsewhere in the manual. However, people are people, and I often plunge into a new piece of software first myself, and read later. The "Quick Fixes" found in this section can help you resolve the most likely problems. Sometime though, you really ought to read this document in its entirety. It isn't all that long.

If you can't resolve your problem by consulting "Quick Fixes," the Technical Support department at Quality Computers will help you. All registered owners are eligible for this support. To qualify, you must return your registration card to Quality Computers. You may then call Technical Support at (313) 774-7740, and knowledgeable technicians will assist you.

You may also contact me at my Proline address of jlink@pro-xy.cts.com through any networked Proline bulletin board, or from the Internet. You can also call pro-xy direct at (616) 381-1726, type "REGISTER" to get an account, and leave e-mail for jlink. I have an account with America Online, where my screen name is Link007. I will respond to questions about SuperPatch in any of these contexts.

Quick Fixes

Many of the problems that users experience with SuperPatch can be handled without going to the trouble of calling Technical Support. I will list some of them here. Each problem is followed by its solution.

SuperPatch keeps saying my version of AppleWorks is “unrecognized.”

While SuperPatch can distinguish between the various versions of AppleWorks from 2.0 on, it is up to you to give it a little guidance. Boot up AppleWorks as you normally would, and look carefully at the initial screen. It will tell you which version of AppleWorks you are using. If it says 1.x, then you should update to a later version of AW, since SuperPatch does not work on anything earlier than 2.0. If you see 2.0 or 2.1, then be sure you are pressing 2 at the first SuperPatch menu, since that is the only command which will invoke the correct modules for the 2.x version of AppleWorks. Those who use Pinpoint must be certain to answer the question about it correctly, because once Pinpoint has been installed, the identification bytes SuperPatch looks for are moved far away from their normal location. If you see 3.0 on the first AW screen, then press any key except 2 or <esc> at the first SuperPatch screen.

If these solutions do not work, you must consider whether you have factory fresh copy of AW. SuperPatch uses the official identification bytes for AW. It is possible some enhancement software other than Pinpoint would change either the identification bytes or their location. Examples might be software that enables AppleWorks to run on a][+, or printer enhancement software. If you suspect this might be the case, run SuperPatch on an unenhanced, factory fresh copy of AW. If SuperPatch recognizes the unenhanced version, you will need to install your modifications before you add the enhancement software. If none of these suggestions resolve the problem, call Technical Support.

I installed SuperPatch on my hard disk according to instructions, but every time I attempt to launch it, I get the message “PATH NOT FOUND, BREAK IN 390.”

The reason for this message is that your prefix must be set to the SuperPatch prefix before you launch STARTUP. If you launch SuperPatch from a floppy disk, Basic.System will take care of this for you. Things can be more complicated for hard disk users. Some program

selectors set the prefix for you automatically, others need to be told to do it. The IIGS Finder and EasyDrive are examples of selectors that do it automatically. ProSel and Applesoft BASIC are examples of selectors that do not. Read the ProSel manual for instructions on how to set the prefix before launch. If you are launching from BASIC, simply issue a prefix command (eg. prefix /hard/superpatch) before you type “run startup.”

I installed the patch to limit expansion into the RAMcard on AW 2.1, but my patched copy still uses all the space on my ram drive.

You probably have a “bank-switched” memory card. The changes SlinkyWorks installs on AW 2.x do not affect AW when it is loaded onto this type of card. See page 57 for more information.

I installed the patch that eliminates the need for a carriage return after pressing a number in menus, but sometimes it doesn't work.

The patch is designed to work this way in cases where there are more than nine items to choose from. It has to wait to see if the first number you pressed will be followed by a second ($1 + 0 = 10$). It will act without waiting for a carriage return after you enter the second number. However, it acts on the first number you enter only if the menu contains nine or fewer items, as is true most of the time.

I installed the SuperPatch clock, but I still can't get the correct time.

The most likely source of your problem is that your clock is not automatically recognized by ProDos, even though it is “compatible.” Such clocks require that ProDos be patched either on disk or in memory. Therefore, you must use the software that came with your clock to either patch the copy of ProDos on your AppleWorks disk, or to install the pre-boot that will patch ProDos in memory, so that your clock can function with AppleWorks and SuperPatch's clocks. Take a close look at the instructions which came with the clock.

I installed the SuperPatch clock, but the time appears in the lower right corner of the screen, instead of the top middle, like the manual says it should.

You have probably installed the Applied Engineering expander patches for AppleWorks 3.0. SuperPatch uses Claris's published “hook” (appropriately named DoClock) for diverting the key press loop to its clock display code. It appears that AE intercepts the key press loop at a different location, which takes precedence over the standard “DoClock” location. Thus, the SuperPatch clock is present, but it never gets executed. If you need the extra lines in the word processor, or extra records in the data base, or extra cells in the spread sheet, or the ability to segment files written to 5.25 inch floppies, all of which the AE expander offers, you will not be able to see the SuperPatch clock. On the other hand, if you can live without these features,

start over with a fresh copy of AppleWorks, and you will be able to see the SuperPatch clock. You should also realize that the AE expander is not compatible with many TimeOut enhancements. But there are many people with large data base files that contain more records than the 16,000 allowed by AppleWorks 3.0, which they started with copies of AppleWorks that had been expanded by earlier versions of the AE expansion software, and the only way to maintain these files is with the new AE expanded version of AppleWorks 3.0.

I installed some printer patches from SuperPatch, and every now and then I get an error tone when I am printing.

The patch which installs the Spanish character set for the Epson FX and Star Gemini 10/15 printers causes this. Part of the code sent to your printer to invoke this feature includes a Control-G, which causes the bell to ring. There is no “error” *per se*, but neither is there any way to prevent the bell from ringing when the Control-G is sent through the output hooks.

I would like to install all the patches in SuperPatch, but I can’t get some of them to install.

The ones that won’t work are usually listed as “unknown” or “n/a” on the menus. The “n/a” means “not applicable.” SuperPatch returns this designation if your responses to its questions indicate that the patch would not work on your setup, or if you have installed another patch which is not compatible with the patch designated “n/a.” This manual contains numerous references to these situations, and you should look in the sections that describe the patch areas which are returning “n/a” for more information.

When SuperPatch returns “unknown” it means that SuperPatch did not find the code it expected to find in the patch area. If *all* your menu entries return “unknown,” you should call Technical Support for help. In the more likely instance that only a few menu items return “unknown,” the cause is probably that you have installed a patch in that area that did not come from SuperPatch. If you restore normal code to the area by whatever method you used to change it originally, SuperPatch should return “normal,” and accept your commands to patch.

I see a few patches described as “Companion” in the patch menus, and SuperPatch will not install them.

The “Getting Started” section of this manual describes this phenomenon in more detail. Rest assured, all is well. The “Companion” designation is merely SuperPatch’s way of telling you the reason a patch cannot be installed is either the presence of a patch from the Beagle Bros Companion that would interfere, or that residue remains from a Companion patch which would cause SuperPatch to malfunction.

Everything works fine when I use SuperPatch, but when I run AppleWorks afterwards, it crashes.

The most likely cause is that you have installed the wrong version of the “Display continuous K” patch for AppleWorks 3.0. SuperPatch analyzes your situation for you if you are using UltraMacros, and suggests which version of the patch to install, but it is not absolutely correct every time, or perhaps you did not install the version of the patch SuperPatch recommended. You should de-install the continuous display of available K patch. If AppleWorks then runs fine, you will know to try another version of the patch. There are only four, so you will eventually get the correct one, even if you must try them all.

I don't know what happened, the mouse just goes crazy sometimes, and I think it started after I installed some patches from SuperPatch.

You are probably right, that it was something from SuperPatch. The patch which changes a screen message to “Enter any d*** thing you want” will cause AppleWorks to respond erratically to mouse clicks. The mouse, as you may recall, is a feature provided by UltraMacros, not AppleWorks *per se*. UltraMacros looks at a screen character in the lower left part of the screen to decide whether you are in a menu or a document. If it does not see a certain character, it responds as if you are in a menu. The asterisk is a character that makes UltraMacros think you are in a menu, and therefore everytime you click the mouse it issues a carriage return (for confirming a menu selection), which will cause your document to become filled with blank lines. If you are using UltraMacros, SuperPatch warns you that this patch is not compatible with the mouse. Perhaps you installed it anyway because, at the time, you did not intend to use the mouse. Now that you are, you must de-install that patch. It is Patch [Y] in the “Patch Aplworks.Sys (general)” menu. Launch SuperPatch and use it to de-install the patch, and your mouse will work fine.

On the other hand, if you like the “Enter any d*** thing you want” patch too much to give it up, use the UltraMacros utilities to disable the mouse, and there will be no more conflicts. Alternatively, you can refrain from using the mouse when in a document, reserving it only for selecting items from menus, and that too will work.

SuperPatch

SPECIAL FEATURES

- Over 150 useful and entertaining patches for AppleWorks 3.0.
- Over 150 patches for AppleWorks 2.0 and 2.1.
- Menu-driven simplicity.
- Also de-installs.
- Compatible with most existing AppleWorks patches.
- Complete documentation.
- 30-day money back guarantee.

REQUIREMENTS

SuperPatch requires no special knowledge and is easy-to-use. All you need is an Apple IIc, IIe or IIGS computer, and AppleWorks 2.0, 2.1 or 3.0.

TECHNICAL SUPPORT

Call Q Labs Technical Support at (313) 774-7740. They will answer your questions and get you started with SuperPatch. Q Labs Technical Support is open Mon.-Fri. 10 AM to 5:30 PM.



LABS

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SOME OF THE PATCHES AVAILABLE WITH SUPERPATCH

- Install date/time display, ProDOS or IIGS clock
- Reverse all No/Yes questions to Yes/No
- Force continuous display of desktop space
- Customize both cursors (32 options)
- Automatic date insertion in DB and SS reports
- Install DeskJet 500 printer, including proportional fonts, and landscape mode.
- Relocate dictionaries to RAM drive for faster access
- Install blister quit, eliminate redundant questions
- Force default zoom setting to ON for the WP, DB, and SS
- Prevent AppleWorks from using entire RAM disk
- Install "Get Suggestions" as the default for handling misspelled words
- Substitute mousetext in dozens of screen displays
- Change function of Enter key in SS
- Install LaserWriter, DeskJet, and Diablo 630 printers
- Slashed zeros for the ImageWriter
- Customize error tone
- Eliminate query when adding new records to a DB
- Rearrange order of disk catalog displays
- Defeat automatic form feed in OA-H screen dumps
- Substitute many humorous messages for the standard versions
- Install up to 5 "defensive" patches that protect your settings
- Allow full use of standard memory expansion cards larger than 2048K
- Change default spell check from "Document" to "Word"
- Change blink rate of cursors
- Eliminate need to press return after selecting a menu choice
- Plus dozens more!