

Bum



mini'app'les

apple computer user group newsletter

APRIL 1980

VOL III No 4

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NEXT MEETING

Wednesday, April 16th, 7:30pm
Minnesota Federal Savings & Loan,
9th Avenue South,
Hopkins,
Minnesota.

ELECTION NIGHT

Come exercise your rights as a citizen of Mini'App'Les and vote for the candidates of your choice. Candidates and the office for which they are running are listed below. Anyone else who feels they might like to try their hand as a board member, please contact a present board member. While it is perfectly legal to nominate persons from the floor during the election, this practice is discouraged in that the offices require a certain dedication of time and effort. We wish to make sure that persons running for office are willing and able to participate to the extent necessary to make the club function smoothly.

Candidates for officers of Mini'App'Les are:-
President Dan Buchler
Vice President Stephen K Johnson
Treasurer Marilyn Thomas
Secretary Mike Young

Because the creation of the position of Vice President requires a change in the By-laws, the item will be put to a vote by the general membership.

As decreed in the By-laws, the President is empowered to appoint members to board positions. The minutes elsewhere in this edition describe new board positions for which we see a need. These are
Education Co-ordinator
Bibliographer (Re-definition)
Program Editor (Re-definition)
In addition we have positions of:-
Librarian
Technical Adviser
Newsletter Editor
These board positions will continue to exist except that we now feel that there is sufficient work to warrant two Librarians.

Bylaw no.5 states that board appointments made by the President automatically expire on April 30th unless renewed between Jan 1st and April 30th. The President hereby announces that all current appointments will expire on April 30th.

In the event that Dan Buchler is elected as President, and barring conflicts due to election of officers or inability to run for reasons not apparent at this writing, the following appointments will be made:

- | | |
|-------------------------------|-------------|
| 1. Bibliographer | C.Boody |
| 2. Communication C. | N.Capes |
| 3. Librarian for Acquisition | K.Madonna |
| 4. Librarian for Organization | T.Pinotti |
| 5. Technical Adviser | J.Henke |
| 6. Newsletter Editor | C.Thiesfeld |
| 7. Program Editor | K.Slingsby |

ELECTION NIGHT (Cont from page 1)

The incumbent president's platform for next year is as follows:

1. To continue the promotion of interchange of ideas for applications, software and hardware among Apple users.
2. To help newcomers to the hobby/business.
3. To promote the use of Personal Computers and Microprocessors.
4. To greatly improve the quality of distributed software on the user bank by the institution of organization and control. This may include the introduction of two classes of software:
 - Approved software which has been checked for quality of operation, documentation, etc.
 - Unapproved software which is available on a sort of as is basis.

This President would also like to see more participation by members in the club activities and perhaps the forming of special interest groups.

NOTES FROM A FLEDGLING BIBLIOGRAPHER

I have been foolish enough to undertake the job of developing a bibliography of articles, books, hardware and software (commercial) for the Apple. I hope each month to comment on a few of the things I have found, and also to develop a searchable database that club members can use to find out about what's available. There is such an incredible explosion of information and materials that I doubt I can ever come close to completeness or develop a system flexible enough to meet everyone's needs, but still some attempt needs to be made so.....

I need your help in two ways: 1) When you run across an article or an advertisement relevant to the Apple take the time to either copy it or jot down the information in some detail and pass it on to me. I'll try to get it into the bibliography and see that the club hears about it. If you subscribe to some particular journal maybe you would like to volunteer to either provide me access to your issues or develop database entries for the journal. 2) I need help devising a set of code words or keys that can be used to classify the information and to search a database for it. I have begun attempting to classify articles this way, and hope I can develop a set of keywords that will do the job. Does anyone have any ideas??? Bring them to the meeting or contact me. Thanks--Chuck Boody.

MINUTES OF MARCH 22 BOARD MEETING

After a brief discussion of the by-laws and the current set up of officers and board members for the benefit of those present who were not board members, Dan Buchler turned the discussion toward needed changes and suggestions for improving the club's responsiveness to members. These actions were taken:

1. It was moved seconded and passed to create a position of Vice-President of the club as an elective position. This person to have among his duties that of arranging programs for the meetings.

2. The need for these appointive positions was identified:

1. A person charged with helping educate the members--exact position to be defined later.

2. A Bibliographer charged with developing some sort of useful listing of Journal articles, Hardware, and Commercial Software for the Apple, and communicating such materials in various ways to the club members.

3. A Program Editor charged with cleaning-up, documenting, and otherwise improving the contents of the club library.

4. A Data Communications person charged with keeping up with the trends and new developments in connecting the Apple to the outside world, and reporting his findings to the membership.

3. A need to survey members for background in computing, special interests, equipment and the like was noted. Steve Johnson will undertake the task and report the results to the club.

4. A slate of candidates for elective and appointive offices was discussed, and agreed upon. See the listing elsewhere in the newsletter.

APPLE ORCHARD

This publication was distributed to those who attended the last meeting and who had prepaid in Nov. It is good. I hope you will all join me in congratulating the editor, Val Golding, in doing a fine job. We will bring the issues again to the April meeting for those of you who were unable to attend the March meeting and who have prepaid. We will mail the item to out-of-towners but we do expect payment of postage.

UNINVITED COMMENT--Chuck Boody

I wonder how many of you feel as I do that we, as a club, have not been as active as we should be in pushing forward the development of new uses and/or materials for the Apple? I get four or five different newsletters, each of which contains some sort of original input from the club members. If we were to take out of our newsletter the materials Dan Buchler has written there would be little if anything left that was original. It seems to me that all of us (and this certainly includes me, have been guilty of using the club and the newsletter as a means to acquire the materials and information developed by others and have given little time and effort toward contributing ourselves. Surely all of us must realize that without a willingness by all to take the time to share their learnings the fountain of freely accessible information will dry up.

We have a good "text-writer" program (developed by Dan of course!) that can be used to write articles at your Apple. The resulting articles can be sent on disk or tape to Dan or Chuck T., both of whom will welcome them with great joy. And, should you prefer long-hand that is acceptable too. We need original materials for the userbank too. Those materials make possible swaps with other clubs to everyone's benefit.

I've made a sort of April Fools Day Resolution to try to send some sort of information into the club each month in the form of a newsletter item or a program. I won't always succeed, but if some of the rest of you will join me we will soon have a fine newsletter, and a huge bank of programs. (And I dare say that most of the contributions will be better than my own will be!!)

SOFTWARE FLASH

The following is an extract from a report that appeared in a recent newsletter of the San Francisco Apple Corps and was mentioned at last meeting and reported in Minutes.

The International Apple Corps has just released its first software disk. You can now obtain a disk containing the programs listed in the Apple Orchard March/April 1980. Val Golding, the editor announced that a statement to that effect was missing from referenced publication. The disk is available for \$12, or, if Mini'App'les makes a group purchase of 5 or more, the price will be \$10.00 each. The International Apple Corps realizes that we could purchase one copy and make subsequent copies for our membership. But if they, the IAC, are to succeed in the future, they need sources of

income for operating expenses. Relatively inexpensive software of this type is one of the planned methods of raising money.

Therefore, we Mini'App'Les will comply with their request. If you want a copy, send \$10 to our treasurer.

MINUTES MARCH 19 MEETING

Meeting called to order by D. Bucher at 7:40 with c.100 in attendance. Minutes approved as printed.

OLD BUSINESS

1. Apple Orchard materials are here and will be distributed at this meeting.

2. Membership cards and an up to date listing of the materials in the user bank (prepared by Terry Pinotti--THANKS!!) are also here and will be distributed.

3. Mike Young is now Executive Director of the Personal Computing Society which is dealing with uses of the personal computer for the handicapped. Any interested persons should contact him.

NEW BUSINESS

1. April is election month, and a call was made for all interested in helping the club as officers or board members to contact Dan.

2. Plans for coming meetings are being held up until the election of officers this coming month.

3. Report was made by two club members of their visit to the West Coast Computer Faire.

4. The programs listed in the Apple Orchard can be had on disk for \$12.00 by contacting:

International Apple Corps
c/o Software Disk
P.O. 976
Daly City CA 04017

There is some discount for bulk orders, and the club will discuss ordering at the next meeting after members have had a chance to look at the materials.

4. Those with Bunker-Ramo printers should contact Dan Buchler--he has a limited supply of ribbons.

Meeting adjourned at 8:15 for display and "show and tell" on printers.

MINI'APP'LES is a non profit organization for Apple II owners living in the Twin Cities area. Membership is \$10 per annum. Please send checks to the Treasurer at address shown on cover page.

USER BANK

New software has been added to each copy of the user bank (Computerland, Bloomington; Computerland Hopkins & Zim Computers). This software includes the various programs discussed in recent editions of the newsletter. Some of these are:-

Disk Use (R.C.Meyer)
Sector Scan (R.C.Meyer)
Hi-Res Blackjack (R.C.Meyer)
Page List
Disk Copy (Lawrence Hall of Science)
Disk Map
Full Edit 1/30 (D.Buchler)

This is only a partial list.

A full CATALOG will be included if available in time for press.

You may note that Hi-Res BlackJack is included above. Dick Meyer of Owatonna did it again and came up with a quality software packet. This program does not represent an original idea - there are lots of versions of BlackJack around, but it does represent a fantastic piece of Hi-Res graphics. He makes use of the logic of Apple Computer Software Bank Lores BlackJack and operates essentially the same way. The program is an accurate simulation of a Blackjack game between a single player (you) and the dealer (the computer). It allows responses to the ACTION? query of HIT, DOUBLE, X(split) and STAND when permissible. A null response is accepted as a "stand".

The significant differences in this implementation from the original simulation are the use of the high-resolution graphics, strategy teaching, card suit display, and card shuffling. Strategy instruction is selected or eliminated by a yes or no response to an initial inquiry; if active it will show the proper response if an incorrect response is given to each initial hand. Card shuffling takes place whenever the dealer feels that too few cards remain in the deck to play another hand.

The High-resolution graphics is based upon the Hi-Res shapes published in the Nov-Dec Call Apple by Jim Hilger. That software is the basis of the machine-code subprogram CARD.GRAPHICS.

Editor's note:

The above was extracted from the except documentation provided by Dick Meyer with his software. We hope to use this software as a model for future submissions of quality software. The only two criticisms of this package heard to date are:(1) The dealer allows the player unlimited credit (negative stake)!

(2) Some Los Vegas rules assume 'Blackjack' if you hold 5 cards totaling less than 21. This rule is not implemented.

THE TRIALS of C.W.T.

I was so excited by my latest purchase that I couldn't wait to get it home to try it out. Now what could be that exciting? A new program or maybe a book on graphics. How about a Super clock. No those are all great but to have the most exciting new language PASCAL. that's something to get worked up about. Finally after the long drive from downtown, I open the package. It reminds me of those old school days when I had so many books to carry back and forth but never seemed to read them. Here was this big box filled with books. Oh yea, and a funny looking board and a couple floppy disks. Well you might think a smart fellow like me would know just what to do with all of this. Right, start reading and reading and reading! Finally after all the cautions I got to the plug in point. Then the daring spot "turn it on". It works just like they said it would. Now what, keep reading and reading. Mommy can I go out and play now. Sorry charlie do your homework first. Well I learned my lessons (well maybe the first assignment any way) so now I could play. CATALOG (but now it's called a directory) to find out what on those flippy disks I paid so much for. Ok System.pascal, system.filer, system.library, (maybe this is a school) system.editor (that's me), system.compiler, and ofcourse system.apple, we must impress the teacher. Sounds like a lot, well there's more where that came from. Grafdemo, Turtlegraf etc. How come school wasn't this much fun. As the story goes this friend of mine also had one of these toys and he wanted to play together.

So after school we decided to talk to each other with those funny contraptions called MODEMS. Well what worked for him didn't seem to do the trick for me. Why me? I used my deoderant this morning. What could be wrong with me. Just as surely as the sun sets in the west my Apple had worms. Funny tho, it always happened when I used that flippy floppy. I had a back-up plan (and a floppy source). Still no good. Days later--could it be my (hush) power supply. Well the screen always did flicker a little when the drive turned on, and again when it made those back scratching noises. Never before had I encounterd such a sticky-wicky. Thanks to the "source", I tried another apple juice. My friend was right again (but don't tell him that ok?). I'm off to the market to get a new press 'cause there's not enough juice in the old bloody mess.

C.W.T

MICROCOMPUTERS IN THE 80-S
Rochester, Mn, March 29th

Your President attended this seminar and was pleased to have gone. One of our members, Charlie Brown, was an IEEE committee member and speaker who contributed much to the success of the show. In the booths there were 4 Apples, 2 TRS-80s, 1 Motorola Exorciser and a TI. John Riskin of Personal Business Systems and Tom Edwards put on a talk about business Applications which was excellent. Both those gentlemen are Mini'App'Les members. Bill Weldon of Computerland gave an interesting talk on the progress of the industry. There were several other speakers all of whom talked to some extent or other about the Apple (except for Motorola and the keynote speaker Dr Osborne). It is interesting to note that WITHOUT EXCEPTION every speaker who talked about the Apple mentioned that the current state of the art in software is exemplified by VISICALC. If you have not viewed this program please do so at your friendly dealer. It is not priced in the game category as your typical games but is worth every penny of its cost. It probably has application in the home as well as its promoted business use.

Another dominant theme at the meeting was 'Software Piracy'. Its unfortunate, but good programs are just not being released because of this problem. Software has to be priced much higher than it otherwise would be to pay for all the bootleg copies that do not contribute revenue. Alternatively, the suppliers have to resort to complex anti-copy techniques and they have achieved a fair degree of success in this area. This is a real pain to the honest user who simply wants to copy the disk for backup purposes or to modify for his own use.

One of the speakers, Dan Nicholson of 4-D Interactive Systems, Inc of Rochester Mn who together with his partner David Wesely have written a simulation based on a board game called JAGDSTAFFEL. This software will be released shortly on tape and subsequently on disk. Your President was sufficiently impressed that I would like to present a short description and review.

It is the summer of 1942. As World War II enters its third year, the North Sea Port of Zielhafen is an important base for U-boat operation.

As commander of the Luftwaffe Jagdstaffel (Fighter Squadron) based at Zielhafen, you are responsible for the defense of the city against American Bomber Attacks.

Your FW190s are the Luftwaffe's most effective fighters and are expected to annihilate any unescorted bomber formations. US bombers are fast, sturdy and well armed. But they do have their weak spots (which you must discover to succeed).

You will also have to learn to deal with the long range fighter escorts. You are the Jagdstaffel - The Apple controls the bombers and escorts.

The simulation currently uses only text screens though it makes good use of formatting of said screen. There are basically two displays:-

An elevation through Zielhafen to 40,000 feet showing the relative positions of the attacking forces, the defending forces and Zielhafen.

The other display provides a list of action options which are allowed at any moment of time. These include such things as

Climb 2000 feet

Climb 4000 feet

Attack (If within range)

The capabilities of the aircraft are correctly utilized in terms of rate of climb, max speed, armament, etc.

At the start of the simulation, you can select the type of aircraft for both sides.

Nicholson wrote the software in a proprietary intermediate language which translates into TRS-80, PET and Apple Machine code. This allows him to price the software competitively. He is reluctant to utilize HI-RES for those reasons though I tried to suggest that it would greatly improve the Simulation. Released version will run in 16k.

SEMI-ADVERTISEMENT

This is really an 'ad' but is being placed by the president as it is a general interest item (sort of) :

Computerland Hopkins have some repossessed hardware for sale. An S-100 system called AGRI which was in service over two years ago as a system for Hog Farmers did not pay its way. For sale are:

3 Printers which use IP-125 mechanisms at \$300 each. They have parallel interfaces.

Several standalone CRT Terminals with keyboards. They have EIA interfaces and have been tested with the SOURCE. \$350 each.

IMSAI mainframes without processor boards and some miscellaneous memory and interface boards. Make an offer!

There's no documentation with the stuff but none of it has been used much, so if you want a printer cheap, here's a chance!

NEW PRODUCTS

It is not the intent of this publication to give manufacturers of software or hardware free advertising. However it is believed that our members are interested in intriguing and high quality new products. One such item just announced is the Z-80 card from Microsoft. For \$349 greenbacks you get a plug-in card with an on board Z-80 microprocessor, the CP/M operating system from Digital Research and Microsoft Disk Basic. CP/M applications written for the Z-80 maybe "CONVERTED" to run on the Apple.

Microsoft Basic (they wrote Applesoft too) version 5, provides some additional capabilities.

16K RAM	
8, <u>NEW</u> MOTOROLA 4116's	
Lo-POWER, 250 NS	
\$ 75.00	824-1821

ADVERTISEMENTS

For Sale

TTY ASR-33 with stand \$425
 TEC CRT 80 chars/12 lines
 RS232/20ma/TTL Modified
 To also work as Monitor
 for Apple \$600

Wanted Serial I/O Card

Jim Sweeney
 8232 Nevada Circle
 Bloomington
 55438 941-5316

Fantasy at your Fingertips[®]

Software by Automated Simulations



Datestones of Ryn

Cross swords with a band of dastardly robbers in their mountain lair. You, Brian Hammerhand, explore caverns on your video display and vanquish monsters in real time. You have just 20 minutes to recover the precious Datestones before time itself stops. Fourteen different commands control your character, ranging from moving fast or slow, as you like (don't tire yourself out) to searching for secret doors.

Morloc's Tower

Kill Morloc, The Wizard, evil master of mayhem and illusion. He's threatening the village of Hagedorn and the beautiful Imelda. In his thirty-room tower he roams with his fellow fiends and monsters. Only by using the magical treasures scattered throughout the tower can you attempt to kill Morloc. If you get him, the town and Imelda are yours. But hurry! You're in real time and the innocent Imelda is about to be violated.

Cassette
 Disk \$4.00 extra

PET • TRS-80
 versions also

COD's \$1. extra
 Allow 5-7 days
 delivery

Each \$12.95 - Both \$24.95
32K Applesoft required

ALSO AVAILABLE:

Starfleet Orion \$17.95
 Invasion Orion \$17.95
 MAXELL Double-sided mini's
 \$72.25/10

SEND TO:

Midwest Technology

1400 84TH AVE NE • FRIDLEY
 55432 • (612) 571-5378

Watch for New AC wireless control unit using BSR system. \$49.95 Lowest Yet!

BRITISH COLUMBIAN CLOCK

The following program appeared in the March issue of the Michigan Applegram. It was written by Bill Smith of Gambier, British Columbia.

It was sent to the Michigan Applegram with the understanding that it was public domain.

It appears to be an interesting way to let the Apple spend its off-hours. It includes an alarm, a pendulum and probably represents the world's most expensive small clock!

```

4 DIM ZD$(1),ZC$(1),ZB$(1),ZA$(1)
5 GOTO 700
90 E = 420 + (H * 140)
119 E = 1
120 IF ASC (ZC$) = 89 THEN GOTO 300
125 FOR A = E TO 4862
130 IF PEEK ( - 16384) > 127 THEN
    GOTO 800
140 NEXT A
160 MIN = MIN + 1: IF ASC (ZD$) =
    89 THEN GOSUB 400
165 IF MIN < 60 THEN GOTO 200
170 MIN = 0: HOUR = HOUR + 1
172 IF ASC (ZB$) = 89 THEN FLAG
    = 1
175 IF HOUR < 12 GOTO 200
180 HOUR = 0: IF PM = 1 THEN PM =
    0: GOTO 200
185 IF PM = 0 THEN PM = 1: GOTO
    200
200 SCALE = 12
205 PMZ = MIN * 64 / 60: ROT = PMZ
    : GOSUB 290
210 PHZ = (HOUR * 64 + PMZ) / 12:
    ROT = PHZ: GOSUB 295
215 IF PHZ = XPHZ THEN ROT = PHZ
    : GOSUB 295
220 IF PMZ = PHZ THEN ROT = PHZ:
    GOSUB 295
225 IF B = 0 THEN GOTO 285
230 ROT = OPMZ: GOSUB 290
235 ROT = XPHZ: GOSUB 295
240 IF OPMZ = PHZ THEN ROT = PHZ
    : GOSUB 295
241 IF HOUR = 6 AND MIN = 34 THEN
    ROT = PHZ: GOSUB 295
245 IF XPHZ = PMZ AND XPHZ < >
    PHZ THEN ROT = PMZ: GOSUB 29
    5
246 IF PHZ = XPHZ AND PHZ = PMZ +
    1 THEN ROT = PMZ: GOSUB 295
250 IF PHZ = XPHZ THEN ROT = XPH
    Z: GOSUB 295

285 OPMZ = PMZ: XPHZ = PHZ: B = 1: E
    = 1: IF FLAG = 1 THEN GOSUB
    350
286 FLAG = 0: IF R = 0 THEN GOTO
    120
287 GOTO 160
290 XDRAW 1 AT 140,80: RETURN
295 XDRAW 2 AT 140,80: RETURN
300 ROT = 7: DRAW 7 AT 80,180: G =
    19
305 FOR A = E TO 4862 STEP 67: G =
    1
307 FOR F = G TO 60
310 IF PEEK ( - 16384) > 127 THEN
    GOTO 800
315 NEXT F
320 IF B = 1 GOTO 335
325 POKE 768,100: POKE 769,03: CALL
    770
330 DRAW 7 AT 80,180: B = 1: XDRAW
    7 AT 168,180: GOTO 345
335 POKE 768,70: POKE 769,03: CALL
    770
340 DRAW 7 AT 168,180: XDRAW 7 AT
    80,180: B = 2
345 G = 1: NEXT A
347 IF B = 1 THEN XDRAW 7 AT 80
    ,180
348 IF B = 2 THEN XDRAW 7 AT 16
    8,180
349 E = 1: GOTO 160

350 RESTORE
355 FOR A = 0 TO 3: READ E
360 POKE 768,E: POKE 769,50: CALL
    770: FOR F = 1 TO 200: NEXT
    F: NEXT A
361 IF A = 8 GOTO 365
362 FOR F = 1 TO 400: NEXT F
363 FOR A = 4 TO 7: READ E: GOTO
    360
365 FOR A = 1 TO 1000: NEXT A
370 H = HOUR: IF HOUR = 0 THEN H =
    12
375 FOR E = 1 TO H: POKE 768,250
    : POKE 769,100: CALL 770
380 FOR F = 1 TO 800: NEXT F
385 NEXT E
390 E = 500 + (H * 133)
395 RETURN
400 IF MIN = 60 THEN ALARM = (HO
    UR + 1) * 100: GOTO 405
403 ALARM = HOUR * 100 + MIN
405 IF PM = 1 THEN ALARM = ALARM
    + 1200
410 IF ALARM = SET GOTO 420
415 E = 4: RETURN
420 SET = SET + 14E = 138: H1
435 FOR A = E TO 87
440 IF PEEK ( - 16384) > 127 THEN
    ZD$ = "N": R = 0: GOTO 455
445 POKE 768,255: POKE 769,255: CALL
    770
450 NEXT A
455 POKE - 16388,0
465 RETURN
500 DATA 100,150,100,250,100,15
    0,50,150
505 DATA 08,00,18,00,22,00,25,0
    0,32,00,44,00,70,00,73,00,77
    ,00
510 DATA 36,36,36,00
515 DATA 36,36,00
520 DATA 54,54,54,54,54,14,00
525 DATA 118,118,118,118,118,05
    ,100,100,100,100,100,12,0
530 DATA 14,14,14,14,14,14,14,1
    4,14,14,222,219,219,27,96,12
    ,12,12,12,12,12,12,12,12,
    00

535 DATA 53,39,00
540 DATA 44,62,00
545 DATA 63,63,54,45,53,62,62,6
    2,54,53,53,62,62,46,46,54,55
    ,55,46,46,46,54,63,55,46,45,
    5,0
550 DATA 144,1,148,1,178,14,200
    ,40,204,40,208,74,212,74,216
    ,74,216,74,200,110,146,148,9
    8,136,102,136,74,110,78,110,
    82,110,60,73,100,13
555 DATA 204,110,178,136,132,14
    8,84,136,60,110,64,74,70,40,
    86,14,130,2,138,16,170,24,19
    2,46,200,78,192,110,170,132,
    138,140,106,132,84,110,76,78
    ,84,46,106,24
580 DATA 173,48,192,136,208,5,2
    06,1,3,240,9,202,208,245,174
    ,0,3,76,2,3,96,
600 FOR A = 1 TO 8: READ B: NEXT
    A
605 FOR A = 16278 TO 16382: READ
    B: POKE A,B: NEXT A
610 HGR2 : HCOLOR = 3: SCALE = 1: ROT =
    0
620 POKE 232,150: POKE 233,63

640 FOR A = 1 TO 18: READ B,C: DRAW
    3 AT B,C: NEXT A
650 FOR A = 1 TO 5: READ B,C: DRAW
    4 AT B,C: NEXT A
660 FOR A = 1 TO 4: READ B,C: DRAW
    5 AT B,C: NEXT A
670 FOR A = 1 TO 12: READ B,C: DRAW
    6 AT B,C: NEXT A
680 SCALE = 5: DRAW 8 AT 25,16: DRAW
    8 AT 252,16: ROT = 32: DRAW 8
    AT 26,141: DRAW 8 AT 253,14
    1
690 FOR A = 770 TO 790: READ B: POKE
    A,B: NEXT A
695 A = 0: B = 0: C = 0: XPHZ = 65: X
    PMZ = 65: GOTO 160
699 CALL - 936
700 PRINT
701 PRINT "(THIS PROGRAM WRITTEN
    BY BILL SMITH, GAMBIER
    ISLAND, B.C. CANADA)": PRINT
    : PRINT
705 PRINT "HI, I'M APPLES GRANDF
    AATHER CLOCK": PRINT SPC( 40
    )
706 PRINT " DO YOU WANT ME TO CH
    IME THE HOURS OR USE ANY O
    THER FACILITIES?": PRINT " "
707 INPUT "PLEASE TYPE Y OR N, T
    HEN HIT RETURN KEY ";ZA$
710 IF ASC (ZA$) < > 89 THEN GOTO
    765
714 CALL - 936: PRINT
715 PRINT "WHICH OF THE FOLLOWIN
    G WOULD YOU LIKE ?"
716 PRINT "JUST PRINT Y OR N
717 PRINT
718 PRINT
720 INPUT "CHIMES?";ZB$
725 INPUT "TICK TOCK?";ZC$
730 INPUT "ALARM?";ZD$
732 IF ASC (ZD$) < > 89 THEN GOTO
    770
735 PRINT " ": INPUT "WHAT TIME
    DO YOU WANT THE ALARM TO GO
    OFF? PLEASE USE 24 HOUR N
    OTATION, FOR EXAMPLE 1340
    AND NOT TWENTY TO TWO ";
    SET
736 GOTO 770
765 ZB$ = "N": ZC$ = "N": ZD$ = "N"
770 CALL - 936: PRINT : PRINT
771 INPUT "WHAT IS THE PRESENT
    TIME PLEASE? USE 24 HO
    UR NOTATION, FOR EXAMPLE 134
    0 AND NOT TWENTY TO TWO "
    :A
772 CALL - 936: PRINT : PRINT :
    PRINT : PRINT "HANG
    ON WHILSH I WIND THIS APPLE
    UP"
773 A = A - 1
774 FOR G = 1 TO 999: NEXT G
775 MIN = ( INT ((A / 100 - INT
    (A / 100)) * 100 + .05) * SGN
    (A / 100))
780 IF A > 1200 THEN A = A - 120
    0: PM = 1
785 HOUR = (A - MIN) / 100: A = 0
790 IF HOUR = 12 THEN HOUR = 0
795 GOTO 500
800 TEXT : CALL - 936
810 PRINT : PRINT : PRINT : PRINT
    : PRINT : PRINT "STOP PLAYIN
    G WITH THE APPLE !!!!!, GO
    AND TELL DAD TO WIND UP THE
    CLOCK AND START IT AGAIN.
    "

```

THANK YOU

Our March 19th meeting was successful (I think) but only thanks to the efforts of many members. We recognize the following persons and thank them for their help.

Apple II computers were brought by:

Ann Bell
Rich Rowe
C.Boody
G.Otis
D.Buchler

Printers were supplied as follows:-

Ann Bell	Paper Tiger
Rich Rowe	Teletype 43
Personal Bus. Sys	Trendcom
Comtel-Pivan	Anadex 8000
Chuck Thiesfeld	Heathkit
Steve Bohlig	MPI
George Otis	MPI
Chuck Boody	Microproducts Pl
Steve Bohlig	LRC 7000
D.Buchler	Bunker Ramo

NIBBLE

Some of you have already heard that there is a new kid on this program allows you to enter expenditures in your monthly budget and to analyze and track those expenditures. It sounds like checkbook but in fact offers some excellent features and makes good use of

Apple Window and Inverse Video.

SPACE MAZE is a HIRES maze through which you must pilot a spacecraft. It works well. Games advertised for March Edition are:-
Star Attack in assembly language!
Building Joysticks for the Apple
LO-RES Shapewriter
Air-Sea Battle (Lo-Res)
10 Key Techniques for Writing Games

Dan is sufficiently impressed to already have placed his order for a Nibble Subscription which can be obtained for \$15 for 8 issues from
Nibble
Box 325, Lincoln,
Mass, 01773

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