WHO	WHEN	WHERE	WHAT
Mac Users	Thur. Apr. 7 (6:30) 7:00 pm	Hennepin County Library, Southdale Branch, 70th and Xerxes, Edina, MN	"Insight" Accounting Package Demo Mark Sugarberg—Notes 3 & 9
Mac Computer Art & Design Group	Mon. Apr. 11 6:45 pm	Mpls. College of Art and Design 133 East 25th Street, Room 325	*Joy Kopp,* 440-5436
HyperCard™ Group	Mon. Apr. 11 7:00 pm	Call for New Meeting Location	Note 9
Languages/Technical S.I.G. (New Meeting Location)	Wed. Apr. 13 7:30 pm	Hopkins Public Library 22 11th Avenue N., Hopkins, MN	Note 11
The Smalltalk Group	Wed. Apr. 13 7:00 pm	250 S. Milton St. St. Paul, MN	Programming in Smalltalk Note 4
Board Meeting	Thur. Apr. 14 7:00 pm	Brookdale Hennepin Area Library 6125 Shingle Creek Pkwy., Brooklyn Ctr.	Members welcome, Note 1.
Fourth Dimension™ Group	Mon. Apr. 18 7:00pm	Hennepin County Library, Southdale Branch, 70th & Xerxes, Edina, MN	*Ian Abel,* 824-8602 Small Meeting Room, 2nd Floor
MacCAD/E User Group	Tues. Apr. 19 7:00 pm.	Heath/Zenith Computers Shady Oak Road, Hopkins, MN	Appleshare & other networks Note 6
Beginning Macintosh™ Programmer	Tues. Apr. 19 7:00 pm.	Hennepin County Library, Southdale Branch, 70th & Xerxes, Edina, MN	*Tom Vind,* 473-0455 Small Conf. Room, 2nd Floor
Apple II S.I.G.	Wed. Apr. 20 7:30 pm	St. Louis Park High School 33rd & Dakota, St. Louis Park, MN	Teleommunications Roundtable Note 7
Mac Novice User Group	Mon. Apr. 25 7:00 pm	Highland Branch Library 1974 Ford Parkway, St. Paul, MN	Note 12
Northwest Branch	Tues. Apr. 26 7:00 pm.	Rockford Road Library 6401 42nd Av. N., Crystal, MN	Note 8
Apple IIGS S.I.G.	Wed. Apr. 27 7:30 pm	1st Minnesota Bank 31-9th Ave. S., Hopkins, MN	Note 10
AppleWorks© S.I.G.	Thur. Apr. 28 7:00 pm	Derham Hall High School 540 S. Warwick, St. Paul, MN	TimeOut GraphA demo Note 7
Mac Users	Thur. May 5	Hennepin County Library, Southdale Br.	"AD Maker" with **Doug Clapp** Notes 3 & 9
Mac Computer Art & Design	Mon. May 9	Mpls College of Art and Design	*Joy Kopp,* 440-5436
HyperCard™ Group	Mon. May 9	Call for Meeting Location	Note 9
Languages/Technical S.I.G.	Wed. May 11	Hopkins Public Library, Hopkins	Note 11
The Smalltalk Group	Wed. May 11	250 S. Milton, St. Paul	Note 4
Board Meeting	Thur. May 12	Call for Location	Members welcome, Note 1
Fourth Dimension™ Group	Mon. May 16	Hennepin County Library, Southdale Br.	*Ian Abel,* 824-8602
MacCAD/E User Group	Tues. May 17	Heath/Zenith Computers, Hopkins	Note 6
Beg. Macintosh™ Programmer	Tues. May 17	Hennepin County Library, Southdale Br.	*Tom Vind,* 473-0455
Apple II S.I.G.	Wed. May 18	St. Louis Park High School	Note 7
Mac Novice User Group	Mon. May 23	St. Paul Highland Branch Library	Note 12
Northwest Branch	Tues. May 24	Rockford Road Library, Crystal	Note 8
Apple IIGS S.I.G.	Wed. May 25	1st Minnesota Bank, Hopkins	Note 10
AppleWorks© S.I.G.	Thur. May 26	Derham Hall High School, St. Paul	Note 7

Notes:

1. Ann Bell, President	544-4505	5.		9. Mike Carlson	866-3441	
2.		6. Bill Langer	937-9240	10. Dick Peterson	473-5846	
3. David Stovall	474-8015	7. Dick Marchiafava	572-9305	11. Chase Allen	435-2645	
4. Martin McClure	227-9348	8. Jere Kauffman	535-6745	12. Tom Lufkin	698-6523	

mini'app'les

The Minnesota Apple Computer Users' Group Inc., P.O. Box 796, Hopkins, MN 55343

Board Members

President	*Ann Bell*	544-4505
	8325 39th Avenue N.,	
	New Hope, MN 55427	
Past President	*David Laden*	488-6774
	1215 W. Laurie Rd,	
	Roseville, MN 55113	
Vice-President (Acting)	*Dick Marchiafava*	572-9305
Treasurer	*J. Edward Wheeler*	881-5928
	P.O Box 796	
	Hopkins, MN 55343	
Secretary	*Open*	
Communication Director	Dan Buchler	890-5051
Software Director	Tom Gates	789-1713
Technical Director	John Hook	435-6281
SIG Director	Dave Stovall	474-8015
SIG Director	Dick Marchiafava	572-9305
Branch Director	*Open*	

Coordinators

Beginners' Consultant	Earl Benser	884-2148
Membership Form Distr.	Bill McAndrews	645-6713
Membership Co'tor	Ed Spitler	432-0103
Shows & Conventions	*Open*	
SIG - Apple IIGS	Dick Peterson	473-5846
SIG - AppleWorks	Dick Marchiafava	572-9305
SIG - Beginners Basic	Tom Alexander	698-8633
SIG - Languages/Tech	Chase Allen	435-2645
SIG - Macintosh	Dave Stovall	474-8015
	Mike Carlson	866-3441
SIG - Macintosh Excel	M. Nightingale	545-9380
SIG - Mac Beg. Prog.	Tom Vind	473-0455
SIG - Mac HyperCard	Mike Carlson	866-3441
SIG - Mac MacCADD	Bill Langer	937-9240
SIG - Mac 4th Dimens.	Ian Able	824-8602
SIG - Novice	Tom Lufkin	698-6523
SIG - Smalltalk	Martin McClure	227-9348
Tech. Adviser (hdw)	Roger Flint	771-2868

Branch Coordinators

North West	Jere Kauffman	535-6745
Liaison (†) - Genealogy	Jules Goldstein	690-4447
Liaison (†) - Medical	Stewart Haight	644-1838
Liaison (†) - CP/M	Jim Rosenow	(414)261-2536

† To provide contact with non-Mini'app'les SIGS

Software Director's Staff

Software Director and Apple // DOM Editor	Tom Gates	789-1713
Assistants:		
CP/M	*Open*	
Eamon	Dave Nordvall	724-9174
IAC	Richard Peterson	
MacDOM Editor/Prod	Joe Carroll	938-4028

Circulation this issue: *1350*

This is the Newsletter of Mini'app'les, the Minnesota Apple Computer Users' Group, Inc., a Minnesota non-profit club. The whole newsletter is copyrighted © by Mini'app'les. Articles may be reproduced in other non-profit User Groups' publications except where specifically copyrighted by author.

Questions

Please direct questions to appropriate board member or officer. Technical questions should be directed to the Technical Director.

Membership

Applications for membership should be directed to the Membership Co-ordinator: Ed Spitler   432-0103
PO Box 796
Hopkins, MN, 55343

$15 buys membership for one year (effective Dec 1, 1987—$12 before Dec 1). New members pay a $5 administration fee. Members receive a subscription to newsletter and all club benefits.

eDOMs		@ Meetings	Mail Order
Members:	eDOMs	$3.00	$4.00
	MaceDOMs	$5.00	$6.00
Non-Members:	eDOMs	$7.50	$8.50
	MaceDOMs	$10.00	$11.00

Send orders to Mini'app'les at PO Box 796, Hopkins, MN, 55343, attention **eDOM Sales** or **MaceDOM Sales**.

Dealers

Mini'app'les does not endorse any specific dealers but promotes distribution of information which may help club members to identify the best buys and service. Although the club itself does not participate in bulk purchases of media, software, hardware and publications, members themselves may organize such activities on behalf of other members.

Newsletter Contributions

Please send contributions on Mac 3 1/2" disks or via telecom-munications directly to the Newsletter Editor. Contributions on 5 1/4" disks should be sent to the club PO Box, and marked: "Newsletter Submission".

Deadline for publication is the **1st day** of the month preceding the month in which the item might be included. An article will be printed when space permits if, in the opinion of the Newsletter Editor, it constitutes suitable material for publication.

Meeting Dates

Please phone calendar announcements to John Hansen 890-3769.

Mini'app'les Mini'Info Exch BBS

Club members may utilize the club's BBS: Tel. No 831-6235

Advertising

Direct Advertising inquiries to our co-ordinator Eric Holterman at:
3608 Blaisdell Ave S.
Minneapolis, MN 55409

GEnie: EFHolterman
TCCN: Box 431
612-822-8528

Newsletter Publication Staff

Director & Editor	Daniel B. Buchler	890-5051
	13516 Grand Avenue S.	
	Burnsville, MN 55337	
Announcements	Kent Edwards	452-4956
Calendar	John Hansen	890-3769
Contributing Editors	Steve George	935-5775
	Tom Edwards	927-6790
	Bob Woods	
Comp./Layout	Joan Kistner	

E-mail

AppleLink
UG0012
CompuServe
73537,463
GEnie
DBuchler

In This Issue

The Fine Print

System   Finder   MultiFinder   ImageWriter

Coming soon at your local Mini'app'les eDOM sales table:

✔ **System Updates for Macintosh**
✔ **ProDOS and DOS 3.3 systems for Apple II/IIGS**
See article inside.

Apple II SIG
Apr 20
S.L.P. High
Telecommunications
Roundtable

MacSIG
April 7
Southdale Library.
"Insight"
Accounting Package
May 5—Doug Clapp

Mini'app'les BBS No— 831-6235.

May Mini'app'les Newsletter goes to press on April 18. Please observe minimum one week leadtime.

Advertisers

Membership Application and Renewal Form
04/88

Name: _____ .

Address: _____ .

City: _____

State: _____

ZIP: _____

Home Phone: (_____) ___ - _____ .

Work Phone: (_____) ___ -_____ .

New Member ( )   or   Renewal ( )

Spouse's name: _____

Childrens names: _____ .
(if interested in computers)

Sponsored by: _____

I own or use a:

Mac+ ( )   SE ( )   MacII ( )
Apple //or //+or //e ( )   //GS( )   //c( )
Other   ( )

Special Interests - Check all that apply.
Programming	( )	Spreadsh'ts	( )
Business	( )	Publishing	( )
Education	( )	Novice	( )

Send to: Membership Coord
Ed Spitler
PO Box 796
Hopkins   MN   55343

Club Dues: $15/yr + $5 application fee .

Mini'app'les 1988 Membership Drive

The Club is looking for: New members
Cooperative Dealers
Renewals and Referrals

Goal: To have 1,988 members by Dec 31, 1988

With your help and enthusiasm, and the backing of all other Mini'app'les members, we are embarking on a concentrated effort to build and strengthen member resources within Mini'app'les to...

Grow
in
1988.

Cooperating Businesses:

Hagen Office Equipment
801 West 77-1/2 Street
Richfield, MN 55423
Phone: 866-3441

First Tech
2640 Hennepin Ave. South
Minneapolis, MN 55408
Phone: 377-9300

Computerland-Hopkins
11319 Highway 7
Hopkins, MN 55343
Phone: 933-8822

Heath-Zenith - Hopkins
101 Shady Oak Road
Hopkins, MN 55343
Phone: 938-6371

Computer Pavilion
Pavilion Place - 1655 W City
Roseville MN 55113
Phone: 631-2766

Computerland
2471 Fairview Avenue North
Roseville MN 55113
Phone: 636-2366

IND Corp
1620 County Road C
Roseville MN 55113

Hutch Computer Industries (H.C.I.)
8017 Glen Lane
Eden Prairie MN 55344   944-1356

Businessland
7400 France Avenue
Edina MN 55435   893-1343

Computer Applications
7101 FRance Avenue
Edina MN 55435   920-1154

Computerland
7025 France Avenue
Edina MN 55435   920-6100

Moore Business Forms
3650 Hazelton Road
Edina MN 55435   929-4334

Twin Cities Computer Network
75 S 5th St — Suite M-100
Minneapolis, MN 55402
Phone (modem)   349-6200

The GIZMODE Data Bank
3519 West 50th St.
Minneapolis, MN 55410
Phone (modem)   929-6879

Cooperating Schools:
(We're still working on this. See next Newsletter)

Sponsoring Members:

(Your name will be listed here, each time that you are listed as the sponsor of a new member. Here's the first members so honored...Congrats!)

Daniel Buchler
Earl Benser
J.E. Wheeler

New Members

We welcome the following new members in March:

Last, First	ZIPCODE	Home Phone
Anderson, R L.	55423	612-866-8646
Andrews, Dexter	55391	612-473-3514
Balsimo, Bob	55117	612-483-4667
Barbeck, Bob	55107	612-224-0588
Bell, John & Susan	55407	612-722-7001
Borowske, Mary	55117	612-776-3906
Burman, Tim	55418	612-788-6766
Butler, Scott	55337	612-894-6562
Campbell, D& P	55417	612-866-2184
Charity, Ann S.	55436	612-935-4845
Demueles, Bob	55441	612-559-0264
Derr, Michael J.	55337	612-456-9756
Ebbert, Jon	55436	612-933-0424
Evingson, C	55419	612-822-8100
Fellman, Lynn	55422	612-588-8572
Fenger, Ann	55331	Not Provided
Fitzgerald, Tim	55407	612-823-2440
Freemyer, John	55346	623-934-9244
Gertgeh, Dennis	55330	612-441-4631
Gieske, Dan	55104	612-645-5052
Harasyn, Elise	55428	612-533-1190
Henrichsen, Laura	55025	612-462-3555
Hodgdon, D P.	55416	612-926-7164
Honeywell,		
Northland IRC	55428	Not Provided
NB103 IRC	55112	Not Provided
Shady Oak IRC	55343	Not Provided
Jarvis, Robert	55082	612-430-1062
Keehl, Dale	55331	612-443-2737
Kimball, John L.	55345	612-934-7551
Klabunde, Mark	55016	612-459-2113
Lachapelle, Mi	55337	612-895-0159
Leibig, Lora	55102	612-224-8947
Lock, Peter	55408	612-871-8159
Loew-Blosser,Wi	55407	612-824-7721
Maier, David	55304	612-434-5256
McDonald, John	55337	612-890-1372
McNichol, KaM.	55014	612-784-4818
Meyer, Bonnie	55428	612-536-05984
Montgomery, H	55436	612-922-0724
Morhauser, Bill	55408	612-922-7970
Mueller, R.M.	55447	612-473-6380
Nelson, Roger	55113	612-636-1025
Olson, Gordon W.	66422	612-546-9610
Parkin, Jim	55337	612-890-2614
Paul, Shari	55422	612-286-5117
Peterson, M.	55082	612-439-2547
Peterson, Sue	55431	612-835-9968
Pfister, Joel	55422	612-522-8518
Pihl, Leif O.	55406	612-729-8277
Plumb, Donald	55208	Not Provided
Powell, Zita	55427	612-544-0452
Reever, Cindy	55344	612-934-7500
Rondoni, F J.	55447	612-475-0344
Rossberg, Mi	55414	612-339-6068
Saaranen, Robert	55345	612-934-0670
Sirr, Steve	55414	612-379-7490
Sommerfeld, S	554374	Not Provided
Sternberger, M.	55419	612-866-8827
Swenson, Lori	55104	612-777-8400
Thompson, Edwin	70452	504-863-5082
Vader, Peter B.	55418	612-721-3491
Wilfahrt, Alan	55424	612-926-5911
Will, P. Andrew	55337	612-894-4004
Wolkoff, Donald	55102	612-698-2023
Wyatt, Paul David	55105	Not Provided

Beginners' Corner
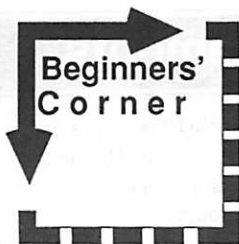
by Tom Alexander

Bits, Bytes and Nibbles

"Ok, I give up. What are they?"

If you answered, "A new breakfast cereal from General Mills", you'd be close but not in the right ball park. Same thing goes if your answer was "magazines". Bits hasn't hit the newsstands yet. (See Editor's Note Below)

No. They're somewhat analagous to Snow White and The Seven Dwarfs. These, too, are small helpers that make the magic inside the Apple's CPU (Central Processing Unit).

Actually, they're not in the CPU at all. They're just names in computer-speak that computer people have given to the units of measurement for counting 0's and 1's inside your computer system. They help HUMANS understand what's going on.

The computer can only understand 0's and 1's. The microprocessor inside an Apple computer takes these in chunks of eight 0's and 1's at a time. Each of the eight 0's and 1's is called a BIT. The whole chunk, eight bits, is called a BYTE. This is why the Apple IIe and IIc are known as eight bit computers. More correctly, the 65C02 CPU is called an eight bit microprocessor. The IIGS is referred to as a sixteen bit machine. Its processor, the 65C816, is a sixteen bit processor. The Macintosh's 68000 or 68020 deals with information either 2 bytes (16bits) or 4 bytes (32 bits) at a time. The IIGS can *emulate* the IIe and IIc. In other words, it can act like an eight bit machine. This means you can run most IIe and IIc programs on a IIGS.

We're not done yet. The byte can be split into two, four bit parts. This meant, of course, that a new word had to be made up for the four bit part. Teams of scholars and linguists labored for days. The result? NIBBLE!

Ok! What good is a Nibble? When the 65C02 CPU is in the Decimal Mode a total of 99 can be represented in one byte. Each of the two decimal numbers is represented by four bits or a Nibble. The one's column uses bits zero through three and the ten's column uses bits four through seven. Don't panic! It's

---

Basic-to-Text Update

by Tom Alexander

In the January 1986 is of this Newsletter I had a little article on converting DOS 3.3 BASIC files to TEXT files. I'll reprint the program to do this:

```
0D$=CHR$(4):F$="TEMP.FILE":
POKE33,33:?D$"OPEN"F$:
?D$"DELETE"F$:?D$"OPEN"F$:
?D$"WRITE"F$:
?FP:LIST1,:
?D$"CLOSE"F$:
TEXT:
END
```

The introduction of the ProDOS operating environment rendered the above program useless for ProDOS BASIC programs. After wrestling with a method to accomplish converting a BASIC file into a TEXT file and failing, I sent out an SOS on one of the local Bulletin Boards.

A guy who calls himself LAUGHING WATER wrote back and gave me a neat little program that will do the job and more. This program is meant to be an EXEC file. An EXEC file is a TEXT file only the contents this type of text file are meant to be executed (EXEC). Here's how to create this type of file.

Using AppleWorks, create a new word

Announcements

Plea for Help—An Update

Your newsletter editor was very pleased with the response to last month's plea for help. We are currently assessing how to best make use of the various offers for help. That doesn't mean that we have all we can use. Please keep those offers coming.

Mini'app'les Election Ballot

Elsewhere in this newsletter you will find an election ballot. Please, if you are a member, exercise your rights and vote. This year we have a real contest. For at least 3 positions, we have two candidates. Following is a short synopsis to aide you in making up your minds.

For Vice President:

Lee Reynolds, an Apple II user, offers experience with other volunteer organizations and in making arrangements to get people together. She claims knowledge in budgeting for equipment, organizing and meeting deadlines.

Bill Langer has been active for a number of years in the Mac SIG and currently runs the MacCAD/E SIG. A confirmed Mac user, Bill offers to bring more Mac related ideas to the board.

For Secretary:

Ed Spitler has dedicated himself for the last year as the Membership Coordinator. Ed is less biased than most, being both an Apple and Mac user. Ed has been acting Secretary for the last four months. Prior to his position as Membership Coordinator, Ed was Vice President for Mini'app'les.

Ian Able is the SYSOP of a local Mac BBS and is usually very visible at the monthly Mac User meeting. Ian also coordinates the 4th Dimension SIG and is a Certified Apple Developer. Ian's computer experience began 20 years ago on non-Apple equipment.

Membership Director:

Note: this is the first year in which this position has received full board status.

Anne Charity, an Apple II enthusiast, has only been a member for a few months but is anxious to become more involved with club activities. She claims good verbal and writing skills and is the coordinator for an Apple network which will eventually cover the whole country.

Randy DOP is also an Apple IIGS enthusiast and has been a member for one year. He wants to help out with the club and has enjoyed his membership in the user group.

By-Law Change

The By-Laws were presented to the members at the General Meeting in March. Prior to ratification, the membership made a change to Section D, item 6.b. This is a change to the meeting date for ominations from the general membership. The By-Laws published in the March 1988 newsletter ed for this meeting to be held in March. Due to newsletter deadlines, the date was changed to the February meeting. The item now reads as follows:

6.a. Further nominations from members will be accepted at a general meeting to be held in February.

Mac and Apple System Software Updates
by Tom Gates - Software Director

Well, time to catch up on software now that taxes are out of the way. (I hope they're done, only a few days left!)

First, some club information. As you have seen in the March newsletter, Mini'app'les has signed a User's Group Software License Agreement with Apple Computer. In short, this is what it will mean:

1 The club is now licensed to distribute, to its active members, Apple Computer system software for Apple II and Macintosh computers. Available for the Apple II line will be the most current ProDOS system disk (for both Apple II and IIGS) and the DOS 3.3 System Master. Available for the Macintosh, will be the most current System Installation Disk which consists of the System and Finder. We have also received an amendment to our license which will allow us to update HyperCard.

2 These system disks will only be available to active club members. Please have your membership cards with you when you pick up the System Software disks. A newsletter and personal ID will also be accepted as proof of active membership. Cost of the disks to the members has not been finalized. However, these disks will either follow current published member eDOM prices for 5.25 and 3.5 disks or be at a cost per disk somewhat lower than the eDOM prices. (Editor's note: As we went to press, it was decided that the Mac 4-disk set will sell for $10).

3 Before receiving your system disk, you will be given a copy of Apple Computer's "End-User License Agreement". For any of you that have purchased system software from an Apple dealer, you will recognize this agreement as basically the same as those in the packages. You are required to read and agree to the provisions of the agreement before the club may distribute the system software to you. Then write your name, member number and system software desired on the tear-off portion of the agreement. This is to signify that you have receive a copy of the agreement from the club, and also help us keep count of how many of which system disks we are providing. Present the tear-off section, along with your payment, to the eDOM sales person to receive your disk(s).

4 Mini'app'les will receive system software upgrades from Apple Computer from time to time. You will be notified of these upgrades through the newsletter and announcements at the various club meetings. System software upgrades will not be made available through the club's bulletin board.

We expect this arrangement with Apple Computer to be a great benefit to our members. Apple has stated that they desire to distribute developer products (i.e. the system software) to those that use and want them by a means other than retail channels where these type of products may be ill-suited. According to articles read, Apple is doing a fine job of getting these products out to the registered user groups.

Beginning Macintosh Programmers (BMP)
by Tom Vind

The next meeting of the BMP SIG will be Tuesday April 19 in the conference room at the Southdale Hennepin library at 7:00 p. m. Our teacher, Ian Able, will devote the entire evening to discussing and presumably solving any all problems that people are having with Mac programming. All experienced programmers who want to learn to program the Mac are invited.

Committee Persons Sought For Apple // SIG
by Dick Marchiafava

Late last year I agreed to become acting Vice-president when the person in that position left the area abruptly. Now I am responsible for 4 positions.
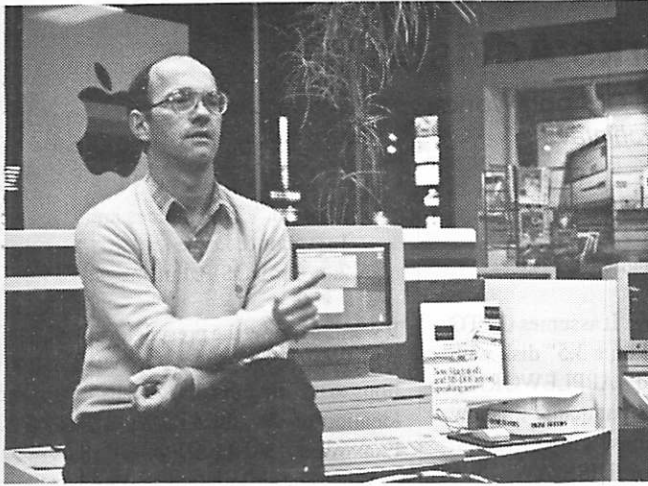
Bill Langer, chairperson of the Mac CAD/E group, ponders his response to a tuffie; how do you add 2 and 2 without using that Mac II behind you?

Michelle Palmer, Aldus rep, warms up the Mac as she starts to demo PageMaker 3.0 in her high-fashion PageMaker shirt... the second of three exposures at the March Mac User meeting.

The March Board of Directors meeting. Who ordered anchovies on the pizza? Must have been J. Edward, 'cause he snuck out of camera range!

"Apple says that the answer is 42," exclaims Eric Johnson, local Apple rep, as he fields questions from the Apple

Basic-to-Text Continued

processing file and call it BAS.TXT. Using the formatting options in the word processor (⌘-O), change the left and right margins to 0. Type in the following line:

```
0D$=CHR$(4):
F$="TEMP.FILE":
POKE33,33:
?D$"OPEN"F$:
?D$"WRITE"F$:
?"NEW":
LIST1,:
?D$" CLOSE"F$:
TEXT:
END
```

(The first O is a zero. It's the line number. The whole thing should be strung together with a C/R at after END.) Now SAVE this file (Main Menu #3). After it is saved as a word proceesor file, PRINT this file to an ASCII file on disk (⌘-P, Print Menu #4) and save it with the name, CAPT.TXT.EXEC. The file is now a type TXT ProDOS file. CAPT.TXT.EXEC stands for Capture-As-A-Text file. The EXEC will tell someone not familiar with this file that it is meant to be EXECed.

To convert your BASIC program into a text file do the following:

(1) LOAD your BASIC program into memory.

(2) EXEC (-) CAPT.TEXT.EXEC.

If you now catalog (CAT) the disk you will see a new TXT type file named TEMP.FILE. You may want to RENAME the file to something other than TEMP.FILE. You can now send your basic program over the phone lines by way of a Modem as a text file.

To convert the text file back to a BASIC program do the following:

(1) EXEC (-) the text file. As the file is EXECing right brackets (]) will scroll up the left side of the screen.

(2) When the scrolling stops type:
SAVE BASIC.FILE.

The AppleWorks Advisor

A Column For Users Of AppleWorks
by Dick Marchiafava

Claris Update Offer Expiration

The update offer from any of the previous versions of AppleWorks to version 2.0 from Claris is not open-ended. It expires September 30, 1988. I urge all AppleWorks users to take advantage of this offer. The current upgrade offer is the third which has been made. We can hardly expect a fourth upgrade offer to version 2.0.

Call Claris at 1-800-544-8554 to order the upgrade mailer. When it arrives place your original AppleWorks disk and payment in the mailer and return it to Claris. Cost for the upgrade is $75.00 plus applicable sales tax and $3.00 for shipping.

TimeOut Installation

Because of some unclear language used in the menus of the TimeOut installation program, there have been many questions about how to proceed. The installation really is simple and I hope the following will clear up the ambiguities. Getting to the installation may be somewhat involved.

To make the directions easy I have written the following in sections, each are complete. This eliminates any referring to other parts which could complicate things.

Determine where you want the TimeOut files to run from. The possibilities are, RAM drive (best choice), hard drive, 3.5" 800K drive, 5.25" drive or a combination of these devices.

3.5" Or Hard Drive

#1. Create a sub-directory named /AW on the disk. Copy the AppleWorks files starting with APLWORKS.SYSTEM into the sub-directory. To conserve storage, place only the essential AppleWorks files essential in this sub-directory.

#2. From a TimeOut disk, copy TO.Utilities to the /AW sub-directory. Now copy the TO files for the applications and accessories you want.

#3. Boot the TimeOut disk. Select "Update AppleWorks". Next, select if you want the TimeOut Menu sorted or not.

#4. "Select the Location of your TimeOut Applications". This means "where will the TimeOut Applications be when they are run"? The choices are:

1. AppleWorks Startup Disk
2. Slot & Drive
3. ProDOS Pathname

Number 1 is misleading. It assumes the TO applications are installed on a 3.5" disk with AppleWorks and named /APPLEWORKS. Select 3, enter a ProDOS pathname to show where the TO applications will run from. Examples: /HARD/AW or /DISK/AW

#5. "Select Current AppleWorks STARTUP location." The choices are:

1. Slot & Drive
2. ProDOS Pathname

It wants to know the present location of the file APLWORKS.SYSTEM to write modifications to it. Enter the ProDOS pathname for the location of the file APLWORKS.SYSTEM. Examples: /HARD/AW or /DISK/AW

RAM Drive, Loading From 3.5" Or Hard Disk

#1. Create a sub-directory named /AW on a disk. Copy the AppleWorks files starting with APLEWORKS.SYSTEM into the sub-directory. To save memory in the RAM drive, place only the essential AppleWorks files in this sub-directory. The TO applications should be placed where they will be loaded into the RAM drive by your RAM driver loading utility.

#2. From a TimeOut disk, copy TO.Utilities to the /AW sub-directory. Now copy the TO files for the applications and accessories you want to run from the RAM drive.

#3. Boot the TimeOut disk. Select "Update AppleWorks." Next, select if you want the TimeOut Menu sorted or not.

#4. "Select the Location of your TimeOut Applications." This means "where will the TimeOut Applications be when they are run"? The choices are:

1. AppleWorks Startup Disk
2. Slot & Drive
3. ProDOS Pathname

Number 1 is misleading. It assumes the TO applications are installed on a 3.5" disk with AppleWorks and named /APPLEWORKS.

Enter a ProDOS pathname to show where the TO applications will be when run from the RAM drive. Example: /MRAM/AW

#5. "Select Current AppleWorks STARTUP

location." The choices are:
1. Slot & Drive
2. ProDOS Pathname

It wants to know the present location of the file APLWORKS.SYSTEM to write modifications to it. Enter the ProDOS pathname for the location of the file APLWORKS.SYSTEM. Examples: /HARD/AW or /DISK/AW

When the installation is complete and you have AppleWorks started, open the TimeOut window with the Open-Apple Esc command. Select Utilities. From here, the operation of TimeOut can be changed. With "Configure" from this menu the characteristics of some functions may be changed, such as dictionary location, printers and interfaces or font selections.

If the configuration is changed, while running from a RAM drive, remember to copy the files modified back to the disk they were loaded from.

RAM Drive & Disk Drive In Combination

TimeOut applications can operate with a combination of Memory and Disk locations. Some of the TO files are very large. Combined operation will conserve RAM memory. Applications or accessories not frequently used may also be configured to operate from disk. The consequences of disk basing applications or accessories are the need to insert the proper disk when needed and slower operation.

To explain this approach, I will discuss QuickSpell. It is assumed the installation has already been done.

#1. Copy the necessary files from QuickSpell to the /AW sub-directory of the disk from which AppleWorks will be loaded to RAM. Create a sub-directory on the 3.5" or hard disk, name it /MD. Copy the QuickSpell Main Dictionary (from the version supplied on 3.5" disk) to this sub-directory.

#2. Start AppleWorks, open the TO window, select Utilities, Configure, QuickSpell and enter the ProDOS pathname of the disk where the main dictionary will be accessed.

The file TO.QuickSpell (20K) is installed in RAM and configured as memory resident.

AppleWorks Advisor, concluded

Also in RAM and memory resident, are Custom Dictionary (1K, it will grow in size) and Word Count (2K). The Main Dictionary (166K, 3.5" version) is on disk from where it will be accessed.

As you can see, the small files are memory resident, the large file of 166K is disk resident.

5.25" Disk Operations—RAM Drive With 5.25" Drive

To install TimeOut applications and accessories to run from a RAM drive loaded from 5.25" disk, copy the necessary TO files to a disk from which they will be transferred to RAM with your RAM loader utility.

If the total size of the TO files is not large, they can be copied to the startup side of your working AppleWorks disk. The AW files from the startup side that must be in RAM are about 30K in size. If the unnecessary files are deleted there will be over 100K available for TO files.

#1. From the TimeOut disks, copy TO.Utilities and the other TO files for the applications and accessories you want to a disk from where they will be loaded to RAM with your utility. The AppleWorks startup disk is suggested. If the AppleWorks files are placed in a sub-directory, I suggest the TO files be placed there also.

#2. Boot the TimeOut disk. Select "Update AppleWorks." Next, select if you want the TimeOut Menu sorted or not.

#3. "Select the Location of your TimeOut Applications." This means "where will the TimeOut Applications be when they are run"? The choices are:
   1. AppleWorks Startup Disk
   2. Slot & Drive
   3. ProDOS Pathname

Number 1 is misleading. It assumes the TO applications are installed on a 3.5" disk with AppleWorks and named /APPLEWORKS. Select 3, enter the pathname for your RAM drive and if used, the sub-directory where the TO applications will be when they are run. Example: /MRAM/AW

#4. "Select Current AppleWorks STARTUP location." The choices are:
   1. Slot & Drive
   2. ProDOS Pathname

It wants to know the present location of the file APLWORKS.SYSTEM to write modifications to it. On a 5.25" disk, this is the "STARTUP" side. For other devices enter the

ProDOS pathname for the location of the file APLWORKS.SYSTEM. Example: /APPLE-WORKS

Select 2, enter the ProDOS pathname of the disk in step #1 of this section.

Disk Only Operation

#1. To operate TimeOut entirely from disk, format a disk, name it /TO. Copy the file TO.Utilities and other desired application and accessory files to this disk.

#2. Boot the TimeOut disk. Select "Update AppleWorks." Next, select if the TimeOut Menu will be sorted or not.

#3. "Select the Location of your TimeOut Applications." This means "where will the TimeOut Applications be when they are run"? The choices are:
   1. AppleWorks Startup Disk
   2. Slot & Drive
   3. ProDOS Pathname

Number 1 is misleading. It assumes the TO applications are installed on a 3.5" disk with AppleWorks and named /APPLEWORKS. Select 3, enter the ProDOS pathname of the disk created in #1 of this section. This is the disk where the TO applications will be accessed when they are run. Example: /TO

#4. "Select Current AppleWorks STARTUP location." The choices are:
   1. Slot & Drive
   2. ProDOS Pathname

It wants to know the present on-disk location of the file APLWORKS.SYSTEM to write modifications to it. On a 5.25" disk, this is the "STARTUP" side.

Select 2, enter the ProDOS pathname for the disk which has the file called APLWORKS.SYSTEM from the startup side of AppleWorks on it. Example: /APPLE-WORKS

TO.Utilities

The file TO.Utilities is used with all the TimeOut modules. When invoked within AppleWorks, it is used to change the configuration of applications and accessories.

Installation
The installation for TimeOut is a one time affair, with one exception. Once installed, applications and accessories may be added or removed at will, the location and status may be modified with Utilities.

The exception to the single installation is UltraMacros. The installation procedure dif-

fers from the other modules and must be done as a separate step.

Disclaimer

I am only one person, with varied interests, activities and demands on my time. Much of the content of this procedure sheet is based on my personal use. I have not tested all possible combinations and configurations. The areas that I have the least experience with are 5.25" disk operation and UltraMacros.

If something described here does not work or is not accurate, be gentle with me, please.

All ProDOS pathnames used here are for sake of explanation only. Use the names you have, or create new ones as required.

AppleWorks questions and tips from anyone are welcome. Send to: 7099 Hickory Drive N.E., Fridley, MN 55432. Include your address and phone number. Or call 612-572-9305, no collect calls. Dick

Basic-to-Text Concluded

A BASIC program named BASIC.FILE is now saved on disk as a BAS file. You can name the file anything you want other than BASIC.FILE.

Laughing Water tells me that this is a nice way to save BASIC subroutines and then insert them in your BASIC programs. Make sure your BASIC program leaves open those line numbers that are in the EXEC file. It's also a good way to read your program into a word processor such as Applewriter IIe for editing.

As mentioned above, you can send the converted BASIC file as a TEXT file over the modem. However, there's an easier way but you have to know a bit about telecommunications. A program named BLU will convert ProDOS BASIC programs to TXT type files for sending over a modem. BLU is available as an eDOM. It is labeled IAC #73. BLU will also convert the TXT file back to a BAS (Basic) program when it is downloaded.

A final thought: I received this program when I put out the word on a Bulletin Board. There's an awful lot of help out there and these people are ready to answer your questions.

Apple II Software Library Additions

by Tom Gates, Software Director

The club now has version 2.03 of **Talk Is Cheap**. Previous club version was 1.04. This new version of Talk Is Cheap contains a couple of nice updates including a group of terminal emulation files which allow you to emulate other binary terminals such as an ADS/Regent or IBM3101, etc. There is also a program (DEFTERM) which will allow the strong-willed to set up their own terminal definition files. This version of Talk Is Cheap also contains an updated version of the Binary II Library Utility (BLU ver 2.28).

To receive an upgrade of any Mini'app'les disk, bring your original Mini'app'les copy to the DOM sales person for an exchange at a club meeting, or send your Mini'app'les copy to the club's P.O. box, attention eDOM sales, along with $1.00 per disk to cover return postage etc.

Next, some catch up on IIGS disks. There are two font disks (IIGS.01 and IIGS.02) available with over 100 font files between the two of them. See below for more specific information about the fonts contained on them. Also see the seperate review of the IIGS graphics disk **IIGS.03** which contains a collection of 16 graphics files for PaintWorks Plus(tm) and Deluxe Paint II(tm) programs.

Along the same lines of graphics for the IIGS, is version 2.00 of **SHR Convert**. This is the ProDOS16 program that allows you to convert graphics files from any of xx formats to xx Apple formats. For example, SHR Convert will allow you to convert from , , , , , , , , and to , , , or . Also contained on this disk are some sample graphics files for you to practice with.

A call for help!!! Anyone with an Apple IIGS and a knowledge of "FORTH", PLEASE contact me. The club has a IIGS version of "FORTH" and I need someone to take a look at it and put together a short review and/or some information on how to use this program, its requirements, etc. Contact me evenings at the number listed in the newsletter, or for those outside of the metro area, drop a line to the club's P.O. box attention Software Director. We can then get this program out to the membership.

Some "Coming Attractions"...

I am in the process of finishing up a review on the program PDS*BASE. This is a true hierarchical database sysem which contrasts the row/column table-style database many of you are familiar with in AppleWorks. This database system allows up to ten files open at any one time, each able to contain over 32,000 records, and each record may contain as many as 40 fields. The system also has utilities for generating basic programs to access and run against the databases.

Also in the works is a ProDOS-based Computer Aided Design (CAD) graphics system. This system has an interactive program which builds coordinate files which are used for plotting the arcs, lines and circles. Again, anyone with some experience with CAD packages, please contact me, as I would like to get some additional input and views on the capabilities of this program.

SHR Convert vers. 2.0 IIgs Graphics Utility

3.5 format
ShareWare - Requested fee $15.00
Review by Tom Gates

Super HiRes (SHR) Convert is a powerful ShareWare IIGS graphics utility program. With this program you can retrieve any of a number of graphics files from local or national bulletin boards, in any of the dozen formats this program supports, and convert them over to one of the 4 formats supported by Apple paint/draw programs. SHR Convert also allows you to convert to an industry standard format called GIF (Graphics Interchange Format) that is accepted on many of the bulletin boards. Here are the conversions possible:

From any of following:
Apple // HiRes
Apple // Double HiRes
Apple $C0 - compressed Super HiRes
Apple $C1 - non-compressed Super HiRes
Atari ST PI1, PI2 or PI3
Commodore 64 Doodle
Commodore 64 Koala Paint
Commodore 64 PrintShop (black/white)
Mac Screen Maker
MacPaint
RLE (Run-Length Encoded)
GIF (CIS Graphics Interchange Format)

To any of following:
Apple $C0 - compressed
  subtype 0 - PaintWorks Plus
  subtype 1 - PackBytes Format
  subtype 2 - Apple preferred
Apple $C1 - non compressed
GIF (CIS Graphics Interchange Format)

As you can see, you could take almost any graphics image and convert it to the format of the particular graphics program you are using. For those of you that have yet to decide on which graphics program you'll be getting, SHR Convert will give you a chance to see some of the wonderful and sometimes bizarre pictures available. (Editor's note: You Apple types now have no excuse not to produce graphics for the newsletter. If you provide your editor with GIF files, these can then be imported into MacPaint format for use within a newsletter document!)

SHR Convert requires an Apple IIGS with 512K additional memory, and must be run from a version 1.1 or higher IIGS System Disk. When running from the Finder, select SHRCONV.FINDER to start the program instead of SHRCONVERT itself. To access the on-line help, press Open-Apple-?.

Included on this disk are some sample graphic files of varying formats in the PICTURES sub-directory. This will get you started at looking at, and converting files. I have found that in order to keep my sanity, I have had to do one of two things with the graphics files. One, suffix each file in a sub-directory with its format (ex: DRAGON.GIF or MOONWALK.C1), or create additional sub-directories by file format under the PICTURES sub-directory (ex: /PICTURES/GIF or /PICTURES/C1, etc.). It's certianly up to you to organize as you like, but I did find it much easier once I had a common method.

So, you no longer have to wonder what kind of graphics are available on those bulletin boards for other machines. Go ahead and download some files, take a look at them and then convert them over to the format your program uses. Have fun and enjoy this program.


IIGS.03 Graphics Disk

3.5" format Public Domain
Review by Tom Gates

This disk is a collection of various graphics screens for the IIGS. These screens can be used with PaintWorks Plus(tm) or Deluxe Paint II(tm) programs. Included pictures are everyone's favorite couple from Moonlighting and the "Next Generation" Enterprise, NCC 1701-D.

List of graphics includes:

ALIEN	LEOPARD
ASTRONAUT	MAX.HEADROOM
BILL.T.CAT	MOONLIGHTING
CANAM	NCC.1701.D
DINOBACK	SANTA.CLAUS
ERNIE	SATURN
FANTASY.SCREEN	SUNSET.LEE
JUPITER1	WORLD

IIGS.01 and IIGS.02 FontFiles
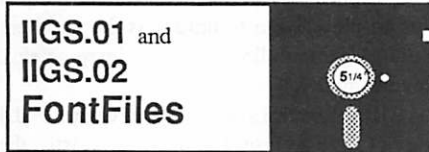
3.5" format Public Domain
Review by Tom Gates

My thanks goes out to Dick Peterson who has put together two loaded font disks for the IIGS. Between the two disks, there are over 100 fonts. Each disk is broken down this way: all names under the volume name are font directories with multiple font sizes for each of the names. The exception is the directory named MISC. MISC contains "loner" fonts; fonts of various types but with only a single font size. Below, I have listed only those fonts with multiple sizes. Each disk contains over 25 additional fonts in the MISC directory.

IIGS.01 fonts with multiple sizes:

LONDON	STARFLEET
MOS.EISLEY	STAR.TREK
PALATINO	STENCH
PALO.ALTO	STELETTO
PARIS	STUTTGART
PHOENIX	SYDNEY
RAVENNA	TIFFANY
REHOVOT	TINY
ROME	TORONTO
RUNES	VANCOUVER
SAIGON	VECTORS
SCAN	VENICE
SCRIPT	WARTBURG
SEATTLE	WASHINGTONDC
SEATTLE.RICE	WILLOWDALE
SIERRA	

IIGS.02 fonts w/ multiple sizes:

ART.DECO	LAS.VEGAS
ASL.FINGERS	LONG.ISLAND
AUSTIN.ECON	LOS.ANGELES
BRENNERO	LOTHL.RIEN
BUBBLES	MANHATTAN
CALLIGRAPHY	MEDICL
CAMELOT	MILANO
FLORENCE	MONACO
FUTURE	MONTREAL
HOLLYWOOD	NEWCENTSCHBK
INTERNATIONAL	OTTAWA
JUNEAU	
KAPP.BOLD	

FlightStick
In Search Of Better Control
by Dick Marchiafava

Those of you who know me know that I am not a great player of computer games. However, occasionally I will have a brief aberration and slip in a few hours with some games from my collection. These are mostly public domain or older games.

Recently, I unearthed Lode Runner and revisited it. I had not gained any significant understanding of this game formerly. As my skill and unserstanding improved, the quest for better control rekindled.

In my years as a computer owner, I have tried a variety of game control devices. The was a set of Apple Game Paddles which I scrounged from a dealer's clearance sale for $5. They were well used and the button switches were shot. I replaced the worn switches with snap action switches and I was on my way. Much better than keyboard commands for those games that would recognize the paddle.

Next, I got a Kraft joystick. This unit had 2 buttons on the base and a slim metal shaft with a small diameter plastic grip which was, well, fluted is the only word which describes it. There were controls on the bottom to release the self-centering of the stick. Control was good, but that fluted grip was sharp and began to eat into my fingers after only moderate use.

Later there was a CH Mach II. The grip area of this joystick was substantial and non-hostile. The 2 switch buttons were in the upper left corner of the base, with the release buttons for the self-centering and position trim controls on the top of the base also. This unit boasts a stainless steel ball for durability.

The ultimate joystick (at the time) was the CH Mach III, which has a stick and grip which can be described as beefy. This stick has a button on it which is the same as button 0 on the base. I think one is expected to grip the stick in the hand and use a thumb on the button. Nice device, works well but the stick would be lost if I tried a wrap around hold on it.

CH Mach IV, a device which functions as a joystick and mouse was next. It has the same controls and stick design as the Mach III, with a large forwarded sloping portion to the base which is intended as a hand rest when used in the mouse mode. As a mouse device it was very precise, if not as fast as a ball type mouse. As a joystick it was as good, the same as the Mach III.

At various times, the Suncom TAC-1 joys-

tick has in and out of here. An attractive design, modest price, it can connect to Apple // or IBM computers. When I tried the most recent of these to be here, I felt that it was overly sensitive. My scores on Lode Runner fell.

A no-name joystick which resembled a Mach III in general appearance, with a budget price was tried. The resemblance to a Mach III was visual only. Function was OK, but the controls were not tight and precise.

The CH Mach products and the no-name shared a characteristic in how the buttons on the base of the device were used in Lode Runner.
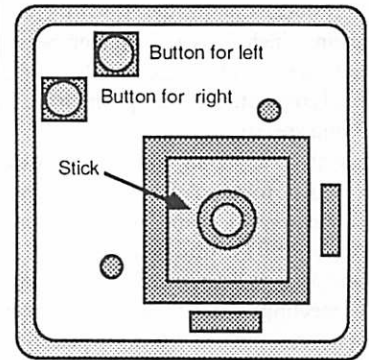
As you can see, an right action on screen calls for a left action on the switches. I never could make this transition reliably. My scores leveled off.

Enter FlightStick

I knew there was an aviation type joystick available, but had only considered it as devices for use with aviation simulation software. Recently, I got a close look at the construction of FlightStick in an ad. Instead of a stick, attached to a ball which swivels, the contoured grip of the FlightStick is connected to a horizontal cylinder which rolls forward or back. Side to side movement is by a slot in the cylinder which holds a massive disk to which the grip is attached. The grip pivots on the disk.

Careful reading of the ad copy revealed the device works as a joystick for all game or graphic applications. The overall appearance of this unit gives an impression of size, accuracy and excellent control. It is massive. The base is 6.5" square, the contoured grip is about 5.5" high. Both buttons are located on the grip.

Of course, I ordered a FlightStick. This is a rugged unit that is man-sized. With it, I find I can make accrurate movements. The switches are snap action with audible and tactile feedback instead of the usual spring switches used for joysticks.

The roll and tilt motions needed to operate the FlightStick are easily integrated into one. The difficulty I had with the left/right right/left

Announcements, concluded

I am a Special Interest Group Director, SIG cooridinator for AppleWorks, acting Vice-president and defacto SIG cooridinator for the Apple // SIG.

A committee appointed by the President to examine club operations and purpose bylaw changes found that operationally, the Vice-president holds 2 jobs. The duties of Vice-president which includes planning General Club activities, and Apple // SIG Cooridinator.

The dual job loading on the position of Vice-president is addressed in the purposed bylaws to be voted on at election time. The Vice-president's duties described therein are of a nature which deals with the membership in a broad manner. This officer will not be planning and conducting meeting which are Interest Group specific.

Presently, I am doing both jobs. At election time, I will be relieved of these duties. We will elect a Vice-president and I will cease acting as the Apple // SIG cooridinator.

If the persons who benifit from the Apple // SIG meetings want to see these meetings continue, they must be willing to participate in planning and implementing these meetings. I call on these members to become part of the planning committee.

I have used a similar committee with the AppleWorks SIG for about 2 years and with the Business SIG before then. An outstanding program can be planned and presented with 2 - 3 committee meetings a year. Committee members do not need to be compter experts. Indeed, it is better if they are not, as programs will not trail off into the high end of the computing spectrum.

Committee persons need to be interested in computing, willing to use their abilities for the club and express their needs and wants to plan and implement meetings.

Are you an active partner in your computer education? Get involved! It is the best and fastest way to increase your computing skills and abilities.

I need more persons to join the committee I am organizing for the Apple // SIG. I will work with this committee until it is running well. I will not continue to preform the duties as cooridinator for this SIG after June.

Computer user groups are about self-help and mutual assistance. When you join you are expected to be a participant. Membership fees do not pay for anything more than the newsletter. There is no course of "10 Free E-Z Lessons" included in membership. If it is going to happen, YOU need to make it happen!

The persons making it possible to have meetings are not professionals being paid to present computer seminars. These meetings depend upon participation of the membership. Indeed, if many of the presentations made were being done professionally, they would cost $24 or more for a single session!

To become involved in the Apple // SIG committee, or other member/volunteer position, call me at 572-9305, or contact any board member. WE NEED YOU NOW!

Synergistic HyperCard concluded

perhaps the next revision of HyperCard. You can make a difference in the world by communicating with us. Don't pass up the opportunity!

If you have a bug, suggestion, comment, or just want to know the best way to do something in HyperCard, you can fill out the form and send it to:

```
AHUG c/o David Leffler
Apple Computer, Inc.MS/27-AQ
20525 Mariani Ave.
Cupertino, CA 95014

Or copy the format and Apple-Link™
it to:  HYPERBUG$

TELL HYPERCARD:
You can use this form to notify the
HyperCard team of problems, bugs,
and enhancement requests.

Please use the following form to
make a difference in the world:

Date:
Name:
Address:

Phone #:
Versions of:
  a.  HyperCard:
  b.  Associated soft-
ware:
  c.  System Software:
      1.  System
      2.  Finder
      3.  ImageWriter
          file
      4.  LaserWriter-
file
```

FlightStick, concluded

switch actions disappeared. I found my scores in Lode Runner climbing.

A quick tour through my game assortment trying those which piqued my interest revealed that what I had always suspected was true. The input control device has a lot to do with how playable and enjoyable many games are. Games which had not been interesting or fun to play began to unfold as the excellent control gained allowed me to increase skill levels rapidly.

All the joysticks described here were sold, I do not have a closet full of them. Mostly, the reason to get them was for evaluation. The same is true for the FlightStick I have now. I suspect this evaluation will end up being long term. Maybe I will have to life test it.

FlightStick is made by CH Products. It is available for Apple //e, //c and

IIgs computers at a list price of about $75. An IBM unit is priced at $80. Discounts may be available.

```
      5.  Any others
Type of Macintosh:
Peripherals:
Description of problem, sugges-
tions or comments:
```

If you have some information for us please fill this form out as completely as possible and send it to us. You will be glad you did!

Solution for "Telecommunications" puzzle

Abracadata's Landscape Design

An Apple II Program
Reviewed by Jim Bukowski

For those who enjoy beautifying their yards with the wonders of nature, a most useful program is Landscape Design. It is one of the recently updated Abracadata's Design Your Own Home series of software.

People in the Twin Cities experienced a high number of landscaping disasters when they were hit with the flash floods in late July 1987. I know only too well because I lost an entire retaining wall and associated vegetation.

When I was offered a chance to review the above program I had no hesitation. Although the program I received to review was an old version, Abracadata sent me the latest version to review when I sent in the user registration card. I found that what took me half a day to do on the old version now took me about a half hour or less on the newer version. What a difference a software update can make!

Landscape Design now features joystick or mouse operation on any computer of the Apple II family. 64K of RAM is required and using two disk drives is preferred, though not necessary. A 3.5 inch diskette version of the program is available also. The printer drivers, written by Mark Simonsen are numerous and seem to really work well even with some less commonly used brands of cards and printers. Printouts that can be obtained include plant lists (including location coordinates in the design) and six different views of the design layouts themselves. Pulldown menus now spare the user much disk access time. The commands allow for many design options, are easy to use, and are concisely documented on the several command cards found in the User's Manual and on help screens found on the diskette itself.

The main menu of "Landscape" has five main divisions. They are Site Plan, Landscape Plan, View, Picture, and Miscellaneous. The manual describes the command options available for use under each of these categories. A mouse, joystick, or Koala Pad can be used to "pull down" the list of tools and commands in any of the five divisions which appear in the menu bar at the top of the design screen. Selection of the command is made by using a mouse button "release" clicking or joystick pushbutton.

There is a brief tutorial in the manual which is pretty good. Many files which contain pre-designed site-plans and landscape plans are included on the reverse side of the program disk. These files allow you to get some practice in working with the various commands before you design your own plans. You can use the files in conjunction with the tutorial to see how the various side views are generated from the original top views of the site and landscaping plans. You will be able to see how major plants are identified from the on screen designs. You can also learn here how to do painting, color filling, add text to plans, and see how the shapes of a landscape can be changed as the various trees and shrubs "age" or increase in scale on the screen before your very eyes! You can rotate various design features (sidewalks, fences, walls, etc.) and move ("transplant") plants from place to place in a design, and try printing out the designs in various scales on your printer. Last but not least you get exposed here to the filing and plan editing tools.

When you've finished the exercises in the tutorial and decide to venture forth to design your own landscape plans you must begin by first using the drawing tools to create your Site Plan. This would include the shape and dimensions of your property (two drawing scales are available: 140' and 240'), the house and accessory buildings, retaining walls, pools, garden beds, and similar basic structures on the lot. If you are familiar with "Dazzle Draw" you will quickly get used to using the Line, Box, Arc (or circle), Scale, Cut, and Clear tools offered in "Landscape Design" to help you with drawing your site plan.

The next step, is to make your Landscape Plan. You do this by first loading your site plan and then using the keyboard and planting charts to plant the trees, grass, shrubs, plants, paths, fences, and other elements you desire onto that plan. You manipulate the various elements to your heart's content or edit a pre-designed landscape plan here by using a mouse or joystick. Both the Site Plan and Landscape Plan options let you catalog or list plans, create a new plan, save a plan, or delete a plan.

You will probably move onto the View menu options next. Here you can generate the South, North, East, West, and South Inclusive side views. If your land slopes don't worry, there is an option under View to put the Slope into a side view. From this menu, you can also Move and Identify your landscape plants.

The Picture menu lets you save, load, list, delete, paint, color, put in text, and manipulate non-plant shapes on the hi-res screen. Pictures are saved in a compressed binary format to save space on your data disk.

The last menu called Miscellaneous allows you to Uncompress the compressed landscape pictures into standard 33 sector hi-res pictures, Rename files, access Help screens, determine Distances, Identify plants, and get hardcopies of the landscape or site plan drawings and lists of plants on these plans.

I found it quite easy to learn how to use this program by playing around with various landscape designs included in Abracadata's package. It was more difficult reproducing my own yard's landscape and getting all the lines, curves, and angles involved to match in a proportionally accurate scale. Having worked with the older version of "Landscape" earlier, however, I have a better understanding of many problems that can be involved. Congratulations to Abracadata for vastly simplifying and speeding up the program as they have in their recent update.

All said and done I really enjoyed using Landscape Design. It felt like using an expensive CAD program for a fraction of the cost. My own landscape plan is ready for spring use, thanks to Abracadata. Now if "Landscape" could only be run from big RAM and hard disks ...? Would I ever like to see that! I might even decide to get into landscaping as a business.

Apple CD-ROM

AppleCD SC
Press Release from Apple
Downloaded from AppleLink

The AppleCD SC is Apple's first CD-ROM drive and optical media product. This product lets Macintosh and Apple II users retrieve information from digitally recorded CD-ROM discs.

From one 4.72" (12 cm.) CD-ROM disc, users have access to up to 550 MB of text, graphics, images and audio—the equivalent of 700 floppy disks or 270,000 pages of typewritten text! Plus, this new drive has built-in audio CD capabilites. (Editors note: this means you can put in regular CD-ROM audio recordings)

The AppleCD SC is a stand alone external drive styled much like Apple's SCSI hard disks. It has a front-loading slot that enables the user to stack the drive on or under the CPU.

The AppleCD SC features include:

o Support for Macintosh and Apple II operating systems. Apple II users must first install the new SCSI card, Revision C.

o Support for the High Sierra operating system via a software upgrade available this summer.

o 64 K RAM buffer for improved performance with the Apple II CPU.

o Universal power supply ensuring compatibility with worldwide electric standards.

o CD Caddy that encloses the disc in a protective case.

o Headphone jack provides convenient and private access to audio information.

o RCA jacks—two audio connectors for an external amplifier and speakers which enables the drive to produce stereophonic sound.

The AppleCD SC and the AppleCD SC Caddy will ship in May 1988. The AppleCD SC Caddies are also available in boxes of five.

Some of the third-party CD-ROM titles for Macintosh and Apple II computers currently available are:

o Kwikee INHOUSE PAL by Multi-Ad Services Inc.—a library of encapsulated PostScript art. For information call 309-692-1530.

o Medline Data Base by Aries Systems Inc.—a collection of abstracts from the National Library of Medicine which includes the contents of three years of back issues of medical journals. For more information call 617-689-9334.

o RealScan Real Estate Market Information System by LaserScan Systems, Inc. detailed public information on every piece of real estate in Broward County, Florida. For more information on other similar systems, call 305-595-3640.

o Available this fall for the Apple IIGS and the Macintosh is the Visual Dictionary by Facts on File, Inc. It contains audio and graphic representations of dictionary entries and pronounces words in both French and English.

AppleCD SC (M2700)
AppleCD SC Caddy (M2705)

Mac Price Reductions

Mac Plus, SCSI Hard Disk Drives
Press Release from Apple
Downloaded from AppleLink

Cupertino, California. March 15, 1988. Apple Computer, Inc. announced today that the suggested retail price of its Macintosh(R) Plus personal computer has been reduced from $2,199 to $1,799. The price is effective immediately.

Based on the Motorola 32-bit 68000 microprocessor, the Macintosh Plus features a 9-inch diagonal screen, one megabyte of RAM, expandable to four megabytes, 800K disk drive, two RS-422 serial ports, one SCSI parallel port, a detached keyboard and mouse. In addition, each Macintosh Plus system is

AppleShare News

New Versions: AppleShare File and AppleShare Print Servers
Press Release from Apple
Downloaded from AppleLink

AppleShare File Server, version 2.0, and AppleShare Print Server, an enhanced version of Apple's LaserShare, offer significant extensions over previous versions and expand the power of those products for business, government and education users. In addition, the new versions add support for Apple IIe and Apple IIGS computers.

The new features of version 2.0 improve server administration and start-up time, and security of data, applications and user information. These features include:

❏ Foreground server administration: allows server administration activity (such as adding users to the group) to take place while the file server remains available to the users on the network.

❏ User control of passwords: lets users change their own passwords, providing a higher level of user security.

❏ Copy-protection settings for applications: lets the network administrator set applications programs run from the server so that they cannot be copied by network users.

❏ Folder-lock: when selected by the folder's owner, prevents movement, renaming or deletion of the folder.

❏ "Superuser" option: when enabled, allows the network administrator perform routine server maintenance while the server is active.

Continued in last col. of next page

bundled with the MultiFinder(TM) operating system (multitasking software) and HyperCard(TM) software for creating and exchanging information.

Additionally, Apple announced suggested retail price reductions on three hard disk drives. The HD 20SC is reduced from $1,299 to $1,099, the HD 40SC is reduced from $1,999 to $1,699 and the HD 80SC is reduced from $3,199 to $2,799. These new prices reflect a 13-15 percent reduction. The SCSI cable and terminator will be bundled with the drives. These pricing changes are effective immediately.

John Sculley added that "the combined pricing actions of the Macintosh Plus and hard disk drives together strengthen Apple's commitment to making the Macintosh Plus a more attractive solution for price sensitive markets."

**Mac eDOM #39
Games 9**

This 400K Macintosh Educational Disk of the Month was also (like MaceDOM #38) assembled mainly by Bob Nimchuk for the Macintosh Special Interest Group of Mini'app'les, the Minnesota Apple Computer Users Group, Inc. Additional copies of this disk can be obtained at the MacSIG meetings: $5.00 for club members and $10.00 for non-members. They can also be mail-ordered by writing to:

Mini'app'les
Attention MaceDOM Sales
PO Box 796
Hopkins, MN 55343

Please add $1.00 for shipping.

The files contained on this MaceDOM #39 are briefly described below: some contain their own more detailed documentation.

MacLander is the Mac version of the popular arcade game. As with all games on the Mac, the graphics are excellent. While I miss having a joystick, I like saving my quarters. However since this is shareware, the author asks that you to send him quarters ($10.00) if you like the game.
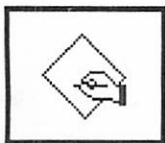
Ballistics v2: I like it! Two guns shoot at each other over a hill. You can control the angles and velocities. Wind (random) also needs to be taken into account. Written by Eric Vaughen; public domain.
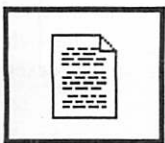
GEnie discussion of **Dugeons of Doom** from mid-1986 to mid-1987. Might be interesting for those so involved. MacWrite format.

CrossMaster v0.2 This is a crossword processing program. It is a pre-release version, put in the public domain to see how much interest there is. It includes 13 pages of documentation in MacWrite format. Looks interesting.

Last, and maybe the best, **Scarab of RA** is included on this disk. This is a shareware program ($10) that is worth the price of the disk alone. You are an archaeologist exploring the pyramid of RA. The object is to find the treasure of RA and escape with your life. Directions are included.

AppleShare Concluded

❑ CD-ROM volume support: which allows information on CD-ROM drives attached to the AppleShare file server to be shared by network users.

❑ Support for the Apple IIGS and Apple IIe workstations. The AppleShare File Server can now provide network file service to Apple II users when used with AppleShare IIGS Workstation Software (for the Apple IIGS) or the Apple II Workstation Card (for the Apple IIe).

❑ AppleShare Print Server AppleShare Print Server offers concurrent support of up to five printers.

Both the AppleShare File Server and the AppleShare Print Server will be available in Summer 1988 to Desktop Communications dealers only.

Stripping for Mac

by Tom Edwards
March 1988 Mac User Meeting

Now listen here! I always get this flap about my risque headlines for these articles... well, let me tell you that this one's for real! If you are a REAL page makeup fan... been involved with printing operations and terms... you should know what a "stripper" is by now. And it's not the kind that wears pasties, either. Here was this august bunch, and we came just soooo close to getting shut down by the Edina vice squad because we almost had one of those OTHER kinds of stripper's for the show-and-tell at the March Mac User's meeting!

David Stovall and *Mike Carlson*, co-chairs for the Mac User Group, have put together a lot of good meetings, and this was a real class act all of the way. In the center spotlight tonight was *Michelle Palmer*, presenter and demo'er extraordinaire for Aldus Corporation. She had a double whammy in store for us with the scheduled look at Aldus' **FreeHand** and a peek at the newly released **PageMaker 3.0**. Just to keep our interest, she peeled off her sweatshirt between each presentation... only to reveal yet another shirt underneath each time. Her introduction was accompanied by a green shirt, demurely identified with the Page-Maker logo... quite appropriate for the March O'Mac meeting, I'm sure. Slipping, ah... out of that, she revealed a shirt with the familiar profile of the Aldus Mannitus for her review of PageMaker 3.0. That was followed by a white shirt emblazoned with the purplish "Free-Hand" logo.

No amount of hooting and coaxing from the cheap seats could get Michelle to succumb to one more time. Had the "FreeHand" shirt come off, I'm sure that we would have seen the Maidenform logo next. (And you folks think that I make this stuff up? Ha! Nuttin' but da trooth, and da whole trooth!)

The best from Aldus...

Michelle showed us many of the 35 new features added to PageMaker 3.0. For more sophisticated users, there's now the ability to identify "spot color" to class up your publications. New control can be applied to scanned images, adjusting "brightness" and "contrast" in addition to the more conventional cropping and sizing.

Speed and ease of working with PageMaker 3.0 will come from many of the mundane but important features for users. These include automatic text flow from column to column, stylesheets and the ability to wrap text around graphics. The graphic wrap can be around the border (not too original, but serviceable), or you can pull the text up to the graphic itself. You do this with a "rubber band"-type of line mode, picking up points and placing them to define the irregular path that you want the text to wrap to.

We had hardly been able to absorb all of this, when Michelle whipped off that second sweatshirt and whizzed into the features of "FreeHand." This is a drawing program that works on the PostScript level. Color is available here too, but this is the PMS variety. You work in layers (to keep the program speedy) and have a keyline or a preview mode at your fingertips. More text wizardry can be applied with kerning, text on a curve and a host of fill patterns.

By the end of the presentation, Michelle was starting to show the effects of a long day. She started with presentations in Chicago and ended with ours in south Edina. From here, it was but a short hop to north Edina to call it a day, after struggling to find a tie-breaker question in order to give away yet another Aldus sweatshirt (No, not the final one off her back!).

Q's and A's

Our question and answer session was a bit short this evening. (Perhaps most of the novices are graduating to the advanced levels.) One caution was when you copy the contents of a floppy to your hard disk (gee, wish I had one of them things), be sure to NOT copy the System files. Too many System files is an easy way to get your system confused, real fast.

Other "mentions" this evening went to:
- MacViz, for PC card design
- BeamMac for structural design
- Using Excel for accounting systems in a small business
- Stopping bi-directional printing with the ImageWriter I (it's a switch inside the case)
- "Virus" infection may come from a stack called "Pretty.Lady"... avoid it!
- Converting ListHandler files to the Mac... easiest might be by hooking two machines together and "printing" the files out to be captured by the other machine running in a terminal mode.

A Suit In Time...

Tim Hromi, local Apple honcho, stepped in to give us some brief information about the new Apple products, just announced. This includes a SCSI connected CD ROM device. Unfortunately, *Curtis Juliber* had locked up the software in the office so we couldn't see a demo. Unless you're spending a year on Mars, you've probably seen more details about this $1,200 data storage unit... also able (with special chips installed) to play your compact music disks through your stereo system.

AppleShare now comes in flavor 2.0, sporting several enhancements for the network administrator. Big news for the educational folks is that Apple II's can now be added to the network, opening up a whole new level of possibilities for schools that have solidly been supporting these machines for several years.

Tim bounced through a number of "just seen" from the recently concluded MacWorld show. Hold your breath while I rattle a few off...
- FireFighter, a vertical market database for managing the details of a local fire department's territory
- InterPol, a $99 utility that gives the network administrator all of the stats about the system operation
- Mass Micro, one of the few retailers that is actually able to deliver RAM upgrade chips in the 1 meg configuration
- Another System upgrade, 6.0, scheduled for May to provide the path for the new AppleShare program 2.0
- A/UX, continues to grow such that it will be delivered on TAPE, and will suck up the bulk of an 80 meg hard drive
- Would you believe a window on your computer screen that you can watch a MOVIE on? Coming, from Computer Friends

Come to a Mac User meeting and take it all off... whoops, IN. There's more to each of these meetings than I can recall here. Plus, you can buy the club's latest eDOM's and Stack-DOM's. Dan gave me a bunch of coupons for writing this stuff, and I can hardly wait to swap them for the real thing. I'll be just fine, as long as Sunny doesn't put my shirt through the wash with the coupons still in the pocket.

More bytes later...
TWE

Macintosh Tech Tidbits

Dry Weather LaserWriter Smudging Solution

Sean, of Nynex in Valhalla, NY reports that many of his customers have reported that the smudging problem caused by static due to a dry environment can be overcome by using static-free paper, such as that provided by the James River Corporation at 1-800-258-0372. In some situations, a humidifier may help correct the problem completely, or to some extent, but the static-free paper has solved the problem for many of Sean's upstate New York customers. At the recent MacWorld Expo, representatives of James River Corporation were handing out sample packets of their static-free LaserWriter papers, and they seem to have a wide selection to choose from.

Macintosh to Burroughs Connection

In a recent issue of Tech Tidbits, we reported a Macintosh to Burroughs connection available from the Midwest Data Source. If you are interested in their products and solutions, please contact them at their NEW phone number: 513/231-2023. Thanks to Jim Jacobs of Midwest Data for this update.

SCSI and HyperDrive FX by Herb Philpott, General Computers

"It has come to our attention that HyperDrive FX/20 owners are able to reformat and load the Apple hard disk driver onto our [General Computers] product using the HD Setup SC utility making our software non-functional. Here is our workaround for getting out of the situation:
1. Boot from the HyperDrive FX Installation disk (3.10 is the latest) with the FX turned OFF. (Note some versions of Mac ROM will not allow you to boot with a connected SCSI device turned off in which case boot the Mac with the FX disconnected from the SCSI cable.)
2. At the desktop, switch on the HyperDrive FX. (If you had to disconnect it above, reconnect the SCSI cable VERY CAREFULLY. Ground yourself before touching the cables by touching metal on the back of the Macintosh. Any charge you impart to the SCSI bus could reset the Mac. When the FX is connected, power up.)
3. Wait 15 seconds for it to spin up.
4. Double-click the FX/FI Manager 3.10.

5. The Manager will inform you of the improper format and allow you to correct it. NOTE that if the user only did an "Update" in the HD SC Setup application, then it will not be necessary to reformat the drive (lose data) with the Manager: You will be able to update the drive again with the HyperDrive software.

Macintosh II Guided Tour Revisited

Although we've talked about this before, the issue continues to resurface periodically. In order to run the Macintosh II Guided Tour successfully, you MUST set your Monitor to Black and White and two shades of grey. Make sure that your RAM cache is set to OFF, and run the tour from your floppy disk.

Grey Line on the Apple Color RGB Monitor

With the recent Christmas sales of the Apple Color RGB Monitor for the Macintosh II, we would like to refocus your attention to the "grey line" issue. The following statement was downloaded from AppleLink from the Tech Info Library, using the search words "grey line."

Macintosh II: Grey Line on High-Res RGB Monitor

When a full white screen is displayed on the High-Res RGB Monitor, a thin horizontal grey line may be visible in the bottom third of the screen. This line is inherent to the Trinitron CRT design and is not a manufacturing, CPU, or video card problem. The line is due to a thin wire that is required to stabilize the vertical grid of fine wires that acts as a color mask in the Trinitron design. SINCE THIS LINE IS PART OF THE TRINITRON DESIGN, DO NOT REPLACE ANY VIDEO BOARDS (OR OTHER MODULES) IN AN ATTEMPT TO ELIMINATE IT.

A Bug in HyperCard?

Q: While working on a HyperCard stack, I believe I found a bug. I have several cards in a stack and scripted a custom "find" routine to take me quickly to the card in the stack I wish to access. In testing this routine, I ran into a problem attempting to search for a particular word: "Borland." After some time, I realized that I could type in "Bor" or "Borla" and correctly locate the card, but it would NOT find Borland. I realized that when I was

entering the data, I had mistyped Borland as Borlad, and had gone back and, using the text option under tools, I inserted my cursor behind the "a" in Borland, and typed in an "nd" to correct the word. Since most editing is done in insertion mode and not a complete retype of the word, this is a serious bug since the card with the corrected name could not be found!

A: What you found is not a bug. When you initially entered data, you were in text mode. When you went back to edit the incorrect word, you selected the writing tool, which is graphics mode, and literally "painted" in the text letters "nd" into your data (text) field. Your find routine, therefore, searching for the TEXT string Borland, did not find it. To enter data, you must have the browse icon selected. Position your cursor in the text field and type. Selecting the text mode "A" from tools places you in Graphics Mode, NOT text mode, and it's an important differentiation to keep in mind.

Extracts from WINDOID #6 for HyperCard Fans
A Publication for the Informed HyperCard User and the Newsletter
for the Apple HyperCard User Group
Windoid Editor — David Leffler

(Note from Mini'app'les Editor: Windoid has been downloaded from AppleLink and some issues have been placed on our eDOM stacks. There is some advantage in having the information on paper rather than on disk, so we will periodically extract from recent issues of Windoid)

IN THIS ISSUE

Editorial
by David Leffler

Well, finally! Just when people were starting to doubt whether or not WINDOID #6 would ever appear, here it is. We have been very busy getting HyperCard 1.1 out the door, and we wanted to make sure that all the Apple dealers and licensed Apple User Groups had the HyperCard 1.1 Upgrade disk before publication. By now, all Apple dealers definitely have the HyperCard 1.1 Update disk in their stores but they are under no obligation to give it to anyone. However, Apple dealers are the best and I am sure they will do everything possible to make sure their customers are satisfied.

HyperCard 1.1 contains many user-requested fixes and enhancements to make your stack use, and creation, just that much more elegant. It contains a READ ME FIRST! stack that outlines the new features and updates your Home card with the new Text Arrows check box and some new Import and Export buttons you've asked for. Additionally, there are new and improved internationalized Phone, Area Codes, and Datebook stacks. We were going to ship a new Home stack but recognized that many people had modified their Home cards. If we shipped a new Home stack, some people would have dragged the new Home into their HyperCard Stacks folder and inadvertently replaced their old Home. We hope you like the way we make the transition easy for you.

The Text Arrows check box allows you to choose whether or not you want to use cursor keys in text fields. With the box checked you can use your cursor keys to move about in text fields. If you then want to go from card to card just press the Option key first. Naturally, if the box is not checked, everything works just the way you are used to.

For all of you that sent in requests for features and found for us some of the problems we fixed for this release, we offer our thanks. You really made a quality difference! If you want the new release, and believe me you do, bring to your Apple dealer either your original HyperCard Startup, HyperCard & Stacks disks, or the purchase slip for your Macintosh dated after August 11, 1987, and the Upgrade is FREE. Also, if you want to keep your dealer happy, please bring in an INITIALIZED disk for the upgrade. They are not going to give disks away.

NOTE: When we enhanced the 1.1 Datebook stack to work with the international HyperCard version, there was a modification that makes a small part of the HyperCard manual tutorial not work properly. When you try to create the To Do stack from the Datebook stack, the entire Datebook stack gets created. This can be a bit disconcerting. The best thing to do is either copy the To Do card and paste it into a new empty stack, or just use the old Datebook stack to do the tutorial.

Editors Choice

There is a new HyperCard oriented product that I think you should know about. It is called MacRecorder™ from Farallon Computing, Inc. It is a hand-held recording device that plugs directly into the serial port on your Macintosh with no external power supply. One really neat thing about MacRecorder is a stack called HyperSound™. This stack allows you to record a sound and, with a click of a button, install it into any stack complete with its own button. This is really a fantastic and fun tool for painlessly introducing sounds into HyperCard stacks. Additionally, if you have a Macintosh II and two of these devices, you can record in stereo.

One last note to Team HackandSlash in Hawaii: Thank you for your outstanding contribution to spreading WINDOID around. I love the format and appreciate the way you have taken WINDOID issues and turned them into interesting and fun stacks. Keep up the good work!

HyperCard Power Tips Six
by Phil Wyman

1. Tear off the "Tools" menu. If you double-click on the Eraser tool, you'll erase all card paint. This can be quite shocking if you do it by mistake. If this happens to you, either select UNDO from the Edit menu, press the tilde (~) key, the escape key, or select CMD-Z from the keyboard before doing anything else. This will bring your paint back for you. If CMD-Z doesn't get it back, you can try REVERT from the Paint menu. Revert takes you back to the state the paint was in when you last entered the card. Leaving a card, even for a moment, is the same as saving all the paint elements on that card or choosing Keep from the Paint menu. For fun, double-click on all the other powerful paint tools and see what happens.

2. To initialize a variable in HyperTalk, you should put the assignment of the variable in an "on openStack" handler. You will normally only want to initialize your variables the first time you enter your stack. If this is so, you will need to put the following into your openStack handler...

```
on openstack
      global var
      if var is empty then put 12
into var
end openstack
```

This way, no matter how many times the user comes into their stack during a Hyper-Card session, the variable "var" will only be assigned this value the first time, since the second time into the stack the global variable will no longer be empty.

3. If you have a non-SCSI (old HD-20) hard disk or, heaven forbid, a floppy based system, and you have tried to play a long, sophisticated sound in HyperCard, you might notice very poor sound quality because of numerous clicks and pops. These clicks and pops are caused by your disks access time being too slow when Hyper-Card tries to access them. There is, however, a nice workaround (as suggested by Barbara at Farallon Computing). To stop HyperCard from accessing the disk (doing any processing) while the sound is playing. Try this in your script...

```
play "nameOfSound"
wait until the sound is "done"
```

4. A tip from Paul Foraker... If the msg box is already open, and you are typing in a field, there is a way to start typing in the msg box without moving your fingers from the keyboard. Type CMD-M twice and you can now type in the msg box.

5. Tear off the "Tools" windoid. Double click on "A" to access different fonts and font attributes for typing Paint Text onto the card or background. If you have already started typing and have not clicked anywhere else, when you change the font you will change the font for everything you just typed. If you have already started typing and you wish to change the font only for what you type next, then click with the mouse at where you want to start before again double-clicking on the "A" in the tool menu.

6. "Not" in HyperTalk works similarly to English. Therefore, you can say...

```
if variable is not "Yes" then go
next card
```

You may also think of "Not" in HyperTalk as a boolean form of the false condition. For example you may have a button which you want to alternately hide and show a field...

```
on mouseup
    set visible of field "fldName"
to not visible of field "fldName"
end mouseup
```

7. If you protect a stack to allow only the browsing userlevel, you can reset it to a different level by pressing on the Command key before clicking on the File menu. You will then be able to choose "Protect Stack" and reset the userlevel.

Gesture
by Ted Kaehler

Use a gesture to get to a button's script, without having to choose the Button Tool. The gesture consists of pressing and holding the mouse button down inside the button, and moving the cursor in and out of the top edge of the button 2 times! (Rub the top edge of the button.) Practice until you can do it. (The trick here is to not interfere with anything else. I don't use the idle task, it can slow things down. The whole thing is in the mouseStillDown message. If your button uses mouseStill-Down, you might want to "pass mouseStill-

Down" at the end of your script.) Put this into your Home stack script

```
on mouseStillDown
  --Edits the script of a button if
you press and hold the
  --mouse button inside the button,
and quickly
  --move in and out of the top edge
of the button twice.
  if "button" is not in the name of
the target then exit mouseStill-
Down
  global editTicks, editState
  if (the ticks)-editTicks > 120
then
    put the ticks into editTicks
    put 0 into editState
  else
    get the rect of the target
    if the mouseV < (item 2 of it)
then
      if editState = 0 then put 1
into editState
      if editState = 2 then put 3
into editState
    end if
    if the mouseV > (item 2 of it)
then
      if editState = 1 then put 2
into editState
      if editState = 3 then put 4
into editState
    end if
  end if
  --put editState
  if editState = 4 then edit script
of the name of the target
end mouseStillDown
```

HyperCard Novice Corner
by Phil Wyman

Many novice HyperCard users have asked WINDOID for a beginners tips section. I thought about this and remembering that most of the questions asked of me at the San Francisco MacWorld Expo started with something like "I just bought a Macintosh and HyperCard came with it. Could you show me what it does?" I have therefore decided to begin this column for WINDOID. If you are a beginning HypeCard user please use the form at the back of WINDOID to send me your questions. I will answer some of the most often asked in this column.

When asked "What is HyperCard?" I would normally begin my answer with something Bill Atkinson said: "HyperCard is a software erector set." In other words, HyperCard is a group of tools you can use to easily create your

own Macintosh software applications. The basic tools consist of Buttons, Fields, Graphics, and Cards. Buttons can complete actions when the user clicks on them, Fields can hold text for you, and Graphics can create a mood. A Card is always the exact size of the entire Macintosh Plus screen. When the screen changes, you normally go to another card. When you put a few of these cards together, you have a stack of cards. Stacks are files that you can copy to diskettes and give to your friends or sell to others that need them.

Your button, field, and graphics tools are in your Tools menu. You will see the Tools menu if you are at a high enough "userlevel." To see the userlevel you are currently working with, or to change it, go to the Home card (select Home from the Go menu), and click the left arrow. You will find yourself on the Preferences card. Click on the various Userlevels, Browsing through Scripting, and watch the menubar and Preference card change to reflect your selection.

HyperCard contains a language called HyperTalk. You really don't have to use HyperTalk to create HyperCard stacks as some people think. However, once mastered, HyperTalk will allow you to automatically do almost anything you can do manually in HyperCard. Some beginning HyperTalk users have trouble because they think that you have to type all the HyperTalk commands exactly like they are presented in the on-line Help documentation. This is not so. HyperTalk is very forgiving. For example, the HyperTalk

Windoid #6 (Contd.)

command "doMenu", allows you to select any menu item automatically (this works for Desk Assessories as well.) If you use a menu item that is two words long and/or followed by three periods you will have to put both words and/or the periods between quotes. If you type "doMenu Home" into a button script, the next time you click that button, you will go to the Home Card.

```
on mouseUp
    doMenu Home
end mouseUp

on mouseUp
    doMenu "Open Stack..."
end mouseUp
```

However, you don't have to type "doMenu Home" with the capital and lowercase letters exactly as they appear in the example. We do this in the documentation for easier readability. All the following examples will do exactly the same thing: "domenu home"; "DOMENU HOME"; "doMENU hoME"; or "doMenu Home". Therefore, you should know that in HyperTalk nothing is case sensitive. It never matters whether the words are spelled with an upper or lower case. Even the "Find" command does not care about letter case-sensitivity. If you try to Find "TEST" in HyperCard, you will find all occurrences of the word "test" including "Test"; "test"; "TEST"; and "tesT".

Many beginning HyperCard users have been bothered by the fact that sometimes, when they are typing in a field, the I-beam cursor disappears. They have to repeatedly click in the field to continue typing. This is noticeable in the Home Card or on other Cards where a HyperTalk script updates the time that may appear in another field. When the script updates the time, the cursor is moved into that field and is removed from the field you are working in. To fix this, you either have to use another stack or disable the feature by removing or inactivating the "On idle" HyperTalk script. To inactivate a line of any HyperTalk script you type a double hyphen (—) before the line.

A hint for moving between fields on a card is to press the TAB key to go from field to field. To go backwards from field to field, hold the SHIFT key down and press the TAB key.

One really great thing about HyperCard is that it allows non-programmers, the rest of us, to make full use of our computers without having to become programmers. HyperCard allows us to create powerful and meaningful applications with just buttons, fields, cards, and graphics. So don't feel as if you have to learn the HyperTalk language to create your application. Rather, learn to use the basic tools Macintosh and HyperCard gives you to create a stack of cards that can help you in your own area of expertise. Just double-click on "HyperCard" in the finder. You will arrive in the HOME card, which will be your base of operations. Click on the buttons to see what they do. If you get disoriented, you can always choose "Go Home" from the Go menu to go back to your Home card. If the menu isn't showing, hold down the Command key and press the Spacebar to show it again. I hope you have a wonderful time using and enjoying HyperCard.

FIND NEXT: Civilized searching controlled by your script
by Ted Kaehler

The function findNext(theString) goes to the next card containing the string. It uses the find command because it's so fast. It counts the number of cards the string has been found on, and lets you do whatever you want on each card it finds. findNext keeps track of the first card it found and tells you when you've gone all the way around the stack.

To use findNext, declare "numberFound" to be a global variable. Set it to zero. findNext("Abe") will return true if it found a new card with "Abe" on it. It returns false if there are no more cards with "Abe". Each time, "numberFound" has the number of cards "Abe" was found on. Example: Put this into your button script.

```
on mouseUp
—an example of using findNext()
—count the number of cards with a
word starting with "Abe" or what-
ever
global numberFound
put 0 into numberFound
repeat while findNext("Abe") —
"Abe" or whatever you choose
end repeat
put "Found on" && numberFound &&
"cards" into message
end mouseUp
```

Put this into your stack script.

```
function findNext key
—fast searching of a stack under
program control.  see example.
—return true if we found a new
occurrence, false if done
—numberFound will have the total
we have found
global numberFound, firstFound
    if (numberFound = 0) or
(firstFound is empty)
    then return findFirst(key)

go next card
find key

if the result is "not found" then
    put empty into firstFound
    return false
end if

    if the ID of this card <>
firstFound then
    add 1 to numberFound
    return true  —we found another
occurrence
    else  —we wrapped around the
stack
    put empty into firstFound
    return false
end if
end findNext

function findFirst key
—only called by findNext (not
called by user)
—because numberFound = 0, we
know this is the first time
global numberFound, firstFound
if numberFound <> 0 then
    ask "You must put 0 into
numberFound before calling find-
Next()" with "OK"
    return false
end if

find key

if the result is "not found" then
    put empty into firstFound
    return false
```
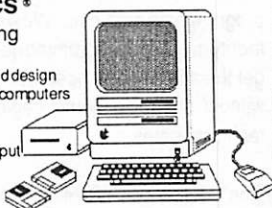
```
else    —we found it
   put the ID of this card into
firstFound
   put 1 into numberFound
   return true
 end if
end findFirst
```

You can put findNext() and its subroutine, findFirst(), into your home script. If you have stricter conditions on the cards you want to find, do your tests on each card that findNext finds.

HyperCard Utility Scripts:
by Robin Shank

The following is a small collection of utility scripts that I find useful in my work.

Finding the Finder

When running under MultiFinder, the following script will hide the HyperCard window, the Message window, and any tearoff windoids and put you in the Finder. It is handy when installed into a button on the Home card, especially when you are working on a small-screen Mac. When you choose HyperCard from the Apple menu, the HyperCard windows will reappear exactly as you left them. Note: Hide/Show card window is a new feature of version 1.1, so you must be running that version for this script to work.

```
on mouseUp
  hide card window
  doMenu "finder"
end mouseUp
```

The following is another handy script that uses hide/show card window. This utility allows you to toggle between settings for small and large screen Macs. One useful example is to put the word "setWindow" under "StartUp" in your Home Stack script and put the following script at the end. When you first open HyperCard you can have your windows right where you want them.

```
on setWindow
  answer "Which CPU?" with "Mac
II" or "Mac +"
  if it is "Mac II" then
    show menuBar
    show card window at 20,50
    show tool window at 524,198
    show message window at 0,370
  else if it is "Mac +" then
    show card window at 0,0
    hide tool window
    hide pattern window
```

```
    show msg at 30,260
    hide msg
  end if
end setWindow
```

Recovering lost buttons

Well, this script won't recover anything you've already lost, but it may save you a headache in the future. Put this script in the Home stack script. When ever you try to get rid of a button this script will complain and give you the chance to get your button back.

```
on deleteButton
  answer "Do you REALLY want to
delete that button?" ¬
  with "No, Copy it" or "Yes"
  if it is "No, Copy it" then
    doMenu "copy button"
    doMenu "paste Button"
  end if
end DeleteButton
```

Changing a button's font style

Yes, there are alternatives to those generic round rect buttons with text in good ol' Chicago. Buttons can be assigned a font and font style through a script. If you wish to change the font of a single button, just type set the textFont of card button "fred" to "Geneva" into the message box, and hit return. In addition, you can set the size (set textSize...), style (set textStyle...) alignment (set TextAlign...), and height (set textHeight...), of any button. My current personal favorite is a shadowed button with 10 point Geneva text.

Once you get the hang of changing the text-related attributes of buttons, it can get a bit tedious to set all these styles by typing lines into the msg box. The following script installed into a functionKey and invoked from the message box can be a real finger saver. It will change the button you specify to your choice of font, font size, and font style.

```
on ChangeButton
  ask "Which button?" with "Card
button ID " & id of last button
    if it is empty then exit
ChangeButton
    put it into btnname
  ask "Font, Size, Style?" with
"Geneva,9;bold"
    if it is empty then exit
```

```
ChangeButton
    if first item of it is not empty
    then do "set textFont of " &
btnname & " to " & first item of it
    if item 2 of it is not empty
    then do "set textSize of " &
btnname & "to " & item 2 of it
    if item 3 of it is not empty
    then do "set textStyle of " &
btnname & "to " & item 3 of it
end changeButton
```

Invoking this script will present two dialogs. In the first dialog, enter the full name of any button on that card. Remember to specify card or background button, and refer to it by name, id or number. (bkgnd btn "New button".) In the second dialog, enter the font, size and style, separated by commas. If you do not wish to change one of the attributes, leave it blank (font, ,style) or enter what it currently is set to.

An alternative solution:
Locked fields can behave just like buttons. Create a field, enter your title into it, choose your text style through the Textstyle window, then lock the field. You can now put any "mouse" handler (on mouseUp,etc) into the script of this field and it will behave just like a rect button, with the exception of hiliting.

Which line did I click on?
The following function scripts return which line of a field was clicked on. In this case, "line" is defined as the number of textHeight increments from the top of the field, and not as a line of text ending with a carriage return. Also, the field needs to be locked when you click on it, or you will end up putting an insertion point in the field, not executing a script.

Here's a simple example of how this might be useful: Put the following handler as well as one of the functions into the script of a field. The field should be locked and contain some lines of text that do not wrap.

```
on mouseUp
    answer "You clicked on line " &
quote & line lineclicked()¬
    of card field "newt" & quote
end mouseUp

function lineClicked
    return ((the mouseV - item 2 of
the rect of the target) ¬
    div the textHeight of the tar-
get) + 1
end lineClicked
```

If you wish this to work on a scrolling field, it becomes a bit more complex to account for the possiblity of lines scrolled off the top.

```
function lineClicked
    return (round((the scroll of the
target / the textHeight¬
    of the target) ¬
    + (((the mouseV - item 2 of the
rect of the target) ¬
    div the textHeight of the tar-
get) + 1)))
end lineClicked
```

AutoCompaction...
will keep your stacks trim. Install this script into your Home stack script. If any stack you are about to leave needs to be compacted, it will let you know. This is an easy way to ensure you always have lots of room on your hard disk (...for more stacks.)

```
on closeStack
    if the freeSize of this stack >=
15000 then
        answer "This stack has " &
round(the freeSize of this¬
            stack/1024) & "k free,
Compact?" with "NO" or "OK"
        if it is "OK" then doMenu
"compact stack"
    end if
end closeStack
```

Scrolling Multiple Fields
by Bill Champ

WINDOID is great! It has been a big help to see those example scripts and learn new features and tricks. Especially things that are not shown in Goodman's book (Ed: Danny Goodman - The Complete HyperCard Handbook - Bantam) or other places. Since I've learned so much from WINDOID, I'd like to share a script with the other readers.

How can you get several scrollable fields to all scroll together? Put these two handlers in your card script.

```
On openCard
    global initScroll
    put 0 into initScroll
    repeat with i = 2 to 5
        set the scroll of card field i
to initScroll
    end repeat
end openCard
```

The script above simply sets all the scrollable fields you want (in this case fields 2 thru 5) to zero - elevator at the top of the scroll bar.

It also stores that scroll value (zero) in a global variable (initScroll).

```
on updateScroll
    global initScroll
    repeat with i = 2 to 5
        set the scroll of card field i
to initScroll
    end repeat
end updateScroll
```

This is the workhorse script. It sets the scroll of the fields you want, all equal to the variable initScroll. initScroll gets changed by the user scrolling one of the fields. That's what the next script does. Put the following script in each of the scrollable fields.

```
on mouseWithin
    global initScroll
    if the scroll of me <> initScroll
then
        get the scroll of me
        put it into initScroll
        updateScroll
    end if
end mouseWithin
```

The above script detects changes in a field's scroll bar and changes the value of the global variable initScroll. Then it calls the updateScroll script (on the card) to change all appropriate fields to the same value.

These scripts are great for creating tabular style fields that can scroll and yet keep all the info lined up between fields. It helps to layout the fields evenly horizontal on the card.

Conclusion

We hope you have enjoyed reading this latest issue of WINDOID and have found it to be interesting and informative. We care enough to take the time to give you the most up-to-date information about HyperCard, and we would like to make a request for a little of your time. There is a form that follows this editorial; please fill it out if you will. We are very interested in hearing from you. What sort of stacks are you using, what kind of stacks are you creating, and what are your joys and frustrations in using HyperCard.

You have the unique opportunity to communicate directly with Bill, Dan, and the entire HyperCard development team. We really want to know what you would like to see in HyperCard and are more than willing to give you what you want. What we need to make this happen is your input. Let us know what you think. We can address it in WINDOID or

Synergetic HyperCard

An Advance Look at *Applied HyperCard*
by Michael Fraase

(Editor's Note: We are pleased to bring you another one of Mike Fraase's FarceFilm™ articles (#54) and we thank Mike. Mike is no stranger to Mini'app'les having on several occasions spoken at our Mac SIG meetings)

Our family has always surrounded itself with books. We have one room of our small house filled with books. My wife and I have always enjoyed books on a wide variety of subjects, and (thankfully) our ready-to-leave-home-in-a-couple-years son has begun to "borrow" books from our library which somehow never seem to find their way back. His school buddies borrow books for projects from time to time, and I'm sure we've always appeared a little weird to them — video and computer equipment strewn around, a room full of books, a small menagerie of fairly bizarre animals, and two 18 year old cars. (Actually, our newest car is 16 years old — we view transportation differently than most, although we'ave begun to talk about a new car.)

I remember going to visit my paternal great grandparents and being astonished at the number of books, many in foreign languages, that surrounded these fossil-like promontories of my dad's side of the family — although mostly I remember the smells. Musty smells of old books.

My office has a single, five-shelf bookcase, two shelves of which contain books, the rest back issues of magazines, user manuals, and the like. The books contained there are the ones that I refer to on a fairly regular basis. Things like Gregory Bateson's **Mind and Nature**, Robert Pirsig's **Zen and the Art of Motorcycle Maintenance**, John Muir's **Velvet Monkey Wrench**, Fritjof Capra's **Tao of Physics**, most of Bucky Fuller's works, a couple real early editions of Marshall McLuhan, and all of Michael Phillips' books.

On the top of my roll-top desk and on a small shelf next to my Macintosh lie a series of books that I use on a more frequent basis, some daily. These include titles like the **Chicago Manual of Style**, Theodore Roszak's **Cult of Information**, Webster's **Unabridged Dictionary**, an atlas, and things like that. These "fingertip shelves" hold exactly three computer-related books: Dean Gengle's **Netweaver's Sourcebook**, Ted Nelson's **ComputerLib/Dream Machines**, and Danny Goodman's **Complete HyperCard Handbook**.

I'm about to make room for another title, and wondering what will have to get moved to make room for it. I've spent all of last weekend and most of this week reading, reviewing, and making suggestions on a book soon to be published by the Brady Books division of Simon & Schuster — Jerry Daniels and Mary Jane Mara's *Applied HyperCard: Developing and Marketing Superior Stackware*.

Three years from now we'll all be looking back at our bookshelves and what remained, what got loaned and never returned, what got given away, and what we still use. Most of my "fingertip" selections will remain unchanged. I can't speak for you. By then, Apple will have probably just released *HyperCard* V4.3 and the only *HyperCard*-related title that will live within easy reach will be the Daniels/Mara collaboration.

Goodman's book is great, I don't mean to detract from it at all. But, it's the manual that **should** have come with the product. The only other book currently available is Dan Shafer's **HyperTalk Programming**, which is cute. Cute is mostly seen by people my age as a derogatory term. I don't mean it that way, except to say that it's an extension of Goodman's book with HyperTalk scripting examples that are neat, but not really useful. Cute, get it?

So what makes **Applied HyperCard** stand out? It goes far beyond the cookbook approach of Goodman and Shafer and looks intensely at the underlying concepts of stackware development; from design to implementation to distribution. Special attention is paid to synergetics relevant to stackware design. Care is also taken to present all facets of the three most popular methods of stackware distribution — public domain/freeware, shareware, and commercial. The first set of appendices is the most complete, and more importantly, the most useful set of references for *HyperCard's* structures I've seen anywhere — the script snippets are complete, and **useful** for real-world HyperTalk script-writers. This is probably borne out of the Daniels/Mara background as designers rather than programmers. The second set of appendices, listing stackware distributors, press contacts, and user groups is the most complete anywhere.

What really sets **Applied HyperCard** apart, however, is that it will withstand the test of time. It will remain close at hand if you are at all serious about stackware development (or software design in general, for that matter).

At the risk of sacrilege, Daniels and Mara may have a better grasp of *HyperCard,* and more importantly, it's potential, than some members of its original design team. Daniels and Mara are very much in touch with the concepts of freedom, limits, and tensegrity — as related to synergetics as well as *HyperCard* itself. The husband and wife writing and design team have an unparalleled grip on the concepts of synergetics applied to software design, although they take excruciatingly painful caution not to overburden the reader with weighty concepts — of either hyperbabble or synergeticspeak flavor.

Perhaps the most complicated aspect of stackware development for the novice is the concept of *HyperCard's* message-handling hierarchy. Daniels and Mara employ an English manor servant as a metaphor which is unique and incredibly easy to grasp. It's the best explanation available of *HyperCard's* message passing behavior.

While **Applied HyperCard** is a complete entity in and of itself, there is room for expansion in some of the concepts presented, but likely possible only in future, companion volumes (1500-page books warp my shelves). In particular, I'd like to see a volume by these two writers dedicated to the design process, complete from needs assessment to implementation, with an emphasis on design aesthetics, as well as a separate volume on stackware marketing. And how about an expanded Daniels/Mara collaboration on HyperTalk scripting?

While this work will not leave you with the "mental dexterity of a sixth-generation Afghanistani rug weaver," it will leave you with a better grasp of *HyperCard's* potential, the design process, and stackware marketing. It'll make you either dig out your old Bucky Fuller texts or run to the bookstore for them. I guess it's not a *HyperCard* book after all...

Yes, it **has** to be a *HyperCard* book because it comes with a disk full of *HyperCard* goodies including an application for cataloging your home video library. And Brady Books, the publisher has been kind enough to give you a head start. The publisher's parent, Simon & Schuster, is a child of Gulf + Western. Gulf + Western has another child by the name of Paramount Pictures. Anyway, the entire Paramount Pictures video library is catalogued in the Daniels/Mara *Movie Stack* which is included on disk in the back of the book.

If this were published as ink on paper, rather than as pixels on your screen, I could tell you that the book "will be available by the time you read this" or something cute like that. Aren't you glad this isn't? Don't you wish it were?

MCAD: To Scan or Not To Scan

by Tom Edwards
March 1988 Mac Computer Art and Design Meeting

Joy Kopp, chairperson for the MCAD group, had us all primed for a demo of the COLOR scanning processes now beginning to show up on the hardware front. Although the hardware didn't make it in time, the meeting was still very interesting and informative.

Dick Mueller hosted us at the office of **Great Way Technology** in St. Louis Park. He had a Mac II system and a Wyse 386 set up to show off what can be done as part of the "computer aided publishing" industry. He favored the Mac as the system to use, since it is faster (3 times?) and has a much friendlier user interface. The user interface is also important for peole who don't use the computer on a day-in, day-out basis. If you're away from it for a while, the Mac helps you through those occasional needs with less demand on you to dig for information... and it keeps you out of those dangerous situations that a thoughtless keypress can do (like erasing your hard drive).

Here's the scan...

How does one use the computer for speed and savings in the preparation of printed media? The scanner is a key player in this electronic assistant. It often takes two passes to get all - one pass captures the graphics and the other reads the text from the client's artwork. Once electronically captured, you can clean up the little blips and straighten letters and lines. Then it's a matter of manipulation: stretch, shrink, make changes to your heart's content. Once you and the client agree on a new look for the art, it's little more than a laserprint away from being ready for the printer. You also have a file that can be easily stored for future reference when a change is needed.

Dick sees major changes ahead in the printing industry due to graphics capability of computers such as the Mac. Folks who used to be called "keyliners" will be doing a comparable type of work, but they'll be doing it with a computer. Designers will be more in demand than ever. Their talents will be needed not only for the printed page, but for video, film and other, as yet undreamed of, media.

Color? The technology is here. We'll just have to wait a little bit to see that edge of the industry in the for-real hardware. It takes an added bit of wizardry, but the way black and white scanners work and supply the bits and bytes to the computer will soon be commonplace... in COLOR! Don't be surprised if this sops up a little bit of RAM and disk space. We're talking files that can easily jump to 2 or 3 megabytes in size. There's a lot of information to be managed in a large graphic file.

You can do a lot of this with your own computer, today. Once you've scanned in your art, or created it with a drawing program, just modem the file or send your disk to the printer. He'll take it from there and return the finished product to you. Next time you need another run, but JUST have to change an item or two, reach for your disk and your computer.

Get Your Schedule Together

by Tom Edwards
March 1988 Mac CAD/E Meeting

Have you seen any of the "new" software from Claris? The Mac CAD/E March meeting was the first chance that I had to see one of their efforts, MacProject II. A warmed over revision it wasn't. They added a lot of new features and capability, apparently really listening to the users of the original MacProject. I'spose that Apple Corporate got this started, but they certainly set the course for spin-off Claris. Let's hope the other Mac software programs look as good... and that they don't forget the Apple II folks! The world's hottest selling program, AppleWorks, deserves first class treatment, too.

Bill Langer, chairperson for the Mac CAD/E group, got things going at the Heath/Zenith meeting location in Hopkins. Three new faces all sported similar credentials, "architects." You don't suppose that guru *Dave Stovall* had anything to do with that, do you? Well, great. It's neat to see a group on the grow.

We got it scheduled...

Juris Curiskis brought a MacProject example he used to inspire one of his clients to swifter action in the decision and turn-around process.

He found that the graphical presentation, and the ability to quickly update the schedule to reflect changes, helped him get the client off of the old duff and become an active part of the project. Bill had Juris load the schedule into MacProject II, so we got the benefit of the Mac II color and screen size.

Talk about bells and whistles! The new program adds important, new features to help with the scheduling task. The "depth" of the program is greatly increased... more calendars, resources, information and reporting possibilities are available at every turn.

Q's and A's

Our Q&A session was more of a "tip" session this evening. Here's some of the best...

- Workstations: The hot new buzzword at some of the engineering shows lately.
- Dreams: Coming to a video tube near you soon; 3D and perspectives on the Mac.
- Finite Element Analysis: Previously the domain of the "mainframes", this engineer's aid to structural analysis keeps popping up on smaller and smaller computers all of the time.

- AppleShare: A great way for a group to store files and manage the backup process.
- Architectural plans: The sharpness of LaserWriter or plotter output makes it practical to do readable building plans on 11x17 stock, which can then be bound right into the spec manual. Works good for modest-size buildings.
- We had a lively discussion of how to get good, accurate, printed output. There were a lot of suggestions, ranging from the new hi-density dot matrix printers, LaserWriters, plotters, copy machines and reductions of oversized first-prints.

More to come...

Things are really hopping in this niche of the Mac community. Might not be long before this nudges DTP as the future growth area of Mac. Take in a meeting or two, and you'll see what I mean. Check the calendar for details. April's meeting will cover the ins and outs of networking, featuring AppleShare.

More bytes later...
TWE

Ballot

for Election of Mini'app'les Board of Directors
1988-1989

Instructions:

1) Vote for one and only one candidate per office. Please use an X.

2) If you wish, use the blank space to write in another candidate. Be sure to fill in the ☐ with an X.

3) When you have completed your ballot, fold the bottom edge up to the line indicated and flatten the crease. Fold the top edge down and flatten the crease.

4) The Mini'app'les address should now be facing you. Fill in your membership number. No ballots will be valid without it. Fill in your name and address. Staple or tape where indicated.

5a) Place a 22-cent stamp where indicated and mail. Mail early because only ballots received before NOON on April 27, 1988 will be counted.

   OR.................

5b) Bring your ballot to the MacSIG or Apple II SIG meetings between 7:00 and 8:00 pm on April 7 or April 20 respectively.

Nominees as of publication date (3/20/88)

[   ] is for write-in nominees

President	☐	**Dick Marchiafava**	*Publications-Director*	☐	**Dan Buchler**
	☐	[ ]		☐	[ ]
Vice President	☐ ☐	**William Langer** **Lee Reynolds**	*Software Director*	☐ ☐	**Tom Gates** [ ]
Secretary	☐ ☐	**Ian Able** **Ed Spitler**	*Operations & Resource Dir.*	☐ ☐	**John Hook** [ ]
Treasurer	☐ ☐	**J. Edward Wheeler** [ ]	*Interest Dir. (Macintosh)*	☐ ☐	**Dave Stovall** [ ]

[   ] [   ]
[   ] [   ]

Enter additional writeins with office above

**Exercise your right as a citizen of Mini'app'les and Vote!
For more information see announcements in this newsletter**

Interest Dir. (Apple II)	☐ ☐	**Tom Ostertag** [ ]
Membership Director	☐ ☐	**Randy Dop** **Ann Charity**

Membership Number:

Name:

Address:

Mini'app'les
P.O. Box 796
Hopkins
MN 55343

- -

Outside Fold   2nd Fold on this line

Outside Fold   1st Fold on this line

- -

Classified Advertisements

**Apple II SIG
April 20
Telecommunications**

**MacSIG
April 7
Southdale Library.
"Insight"
Accounting Package**

**May 5—Doug Clapp
with his new
"Ad Maker"**

**PUBLIC DOMAIN
AppleWorks Disks**

The AppleWorks User Group (TAWUG) has a library of more than 32 double sided diskettes of Public Domain templates and files for and about AppleWorks.

The cost is $3.00 per disk. For Catalog Disk, send $3.00 to Richard Marchiafava, 7099 Hickory Drive NE, Fridley, MN 55432. Or call 612-572-9305 for information.

3.5" 800K Drive+Card For Apple //e	$289

Beagle Bros Time Out

Graph	$69
SuperFonts	$59
QuickSpell	$59
UltraMacros	$49
SideSpread	$39
FileMaster	$39
DeskTools	$39

Interface Cards

Grappler+ Comp. Par.	$55
80 Column/64K //e	$49
5.25" Drive Card	$49
Super Serial Card	$69
Printer, par/ser/64K	$100
Apple Time clock card	$45
Kensington System Saver GS	$75

Checkmate Technology

MemorySaver GS	$129

**RAMCO SALES
Dick 612-572-9305**

"Telecommunications"
by Steve George

Another WordFinder Puzzle? Of course! As usual, the layout of the words/phrases can be Horizontal, Vertical, Diagonal, and spelled Backward. Try your best to find all the words. Only when you've thoroughly exhausted the possibilities (or your patience!), look elsewhere in this issue for a SOLUTION Key. Good luck! And, have fun.

Can you find all 50 words/phrases? Here are the ones to look for:

ACCESS	MACRO
ACKNOWLEDGE	MENU
ANSWER-BACK	MESSAGES
ASCII	MODEM
ASYNCHRONOUS	OFF HOOK
ATTENTION	ON LINE
AUTO-ANSWER	PARITY
BAUD	PASSWORD
BBS	POST
CAPTURE	PROPRIETARY
CARRIER	PROTOCOL
CHAT	PUBLIC
CHECKSUM	READ
CHRISTENSEN	RECEIVE
COMPUTER	REMOTE
CONNECT	SCAN
DOWNLOAD	SERIAL
DUPLEX	SYSOP
E-MAIL	TERMINAL
ECHO	TRANSFER
EMULATION	TTY
FEEDBACK	UPLOAD
HANDSHAKE	VALIDATION
LIGHTNING	XMODEM
LOCAL	
LOG ON	

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

The solution is on page 12

yukon computer products, inc.

IIC CLOCK SPECIAL **AE** $49.95

Pro Dos Compatible
Displays date and time on AppleWorks
5 year warranty

RIBBONS

Colored Epson 80 and ImageWriter	$7.95
Black Epson 80 and ImageWriter	$5.50
ImageWriter II 4 Color	$11.95

DISKDRIVES $129.95

5 1/4" half height
Compatible with IIe, IIc, and GS
One year warranty
Applied Engineering

CLEARANCE ITEMS $5.99 -$19.99

Selected Items
Education-Business-Recreation
PRICED TO CLEAR

STOP IN TUESDAY 12 NOON TO 5PM
SATURDAY 12 NOON TO 5PM
1409 FAIRFIELD RD SOUTH, MINNETONKA
LEATHER AND LUGGAGE BLDG.
HWYS. 494 AND 12