mini´app´les

Apple Computer user group newsletter

Volume XI No.7 July 1988

Calendar of Meetings and Events

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WHO	WHEN	WHERE	WHAT
Mac Users	Thur. July 7 (6:30) 7:00 pm	Hennepin County Library, Southdale Branch, 70th and Xerxes, Edina, MN	ResEdit & Viruses Notes 13 & 4
Mac Computer Art & Design Group	Mon. July 11 6:45 pm	Mpls. College of Art and Design 133 East 25th Street, Room 325	Note 7
MicroSoft Works™ S.I.G.	Tues. July 12	Edina Library—50th and Hwy 100	Note 12
Languages/Technical S.I.G.	Wed. July 13 7:30 pm	Hopkins Public Library 22 11th Avenue N., Hopkins, MN	RESIN Language, Note 5
The Smalltalk Group	Wed. July 13 7:00 pm	250 S. Milton St. St. Paul, MN	Programming in Smalltalk Note 10
Board Meeting	Thur. July 14 7:00 pm	Brookdale Hennepin Area Library 6125 Shingle Creek Pkwy., Brooklyn Ctr.	Members welcome, Note 1.
Fourth Dimension™ Group	Mon. July 18 7:00pm	Hennepin County Library, Southdale Branch, 70th & Xerxes, Edina, MN	Note 2 Small Meeting Room, 2nd Floor
HyperCard™ Group	Mon. July 18	Summer Recess — No Meeting	Note 4
MacCAD/E User Group	Tues. July 19 7:00 pm.	Heath/Zenith Computers Shady Oak Road, Hopkins, MN	Note 8
Beginning Macintosh™ Programmer	Tues. July 19 7:00 pm.	Hennepin County Library, Southdale Branch, 70th & Xerxes, Edina, MN	Note 14—Paint Prog devlp. Small Conf. Room, 2nd Floor
Apple II Users	Wed. July 20 7:30 pm	St. Louis Park Sr. High School Mtg site tentative—check with Note 15	Topic: Open, Note 15
Mac Novice User Group	Mon. July 25 7:00 pm	Highland Branch Library 1974 Ford Parkway, St. Paul, MN	Note 9
Northwest Branch	Tues. July 26 7:00 pm.	Rockford Road Library 6401 42nd Av. N., Crystal, MN	Note 6
Apple IIGS S.I.G.	Wed. July 27 7:30 pm	1st Minnesota Bank 31-9th Ave. S., Hopkins, MN	Note 11
Mac Desktop Publ S.I.G. (New Group)	Wed. July 27	First Tech Computer 2640 Hennepin Ave., Minneapolis, MN	Note 3
AppleWorks© S.I.G.	Thur. July 28 7:00 pm	St. Louis Pk Sr. High School, Rm 154 33rd & Dakota, St. Louis Park, MN	AppleWorks© Templates Note 1
Mac Users	Thur. Aug. 4	Hennepin County Library, So Br.	Genealogy, M. Magree, Notes 4 & 13
Mac Computer Art & Design	Mon. Aug. 8	Mpls College of Art and Design	Note 7
Microsoft Works™ S.I.G.	Tues. Aug. 9	Edina Library—50th and Hwy 100	Note 12
Languages/Technical S.I.G.	Wed. Aug. 10	Hopkins Public Library, Hopkins	Tentative-please call: Note 5
The Smalltalk Group	Wed. Aug. 10	250 S. Milton, St. Paul	Note 10
Board Meeting	Thur. Aug. 11	Brookdale Hennepin Area Library	Members welcome, Note 1
Fourth Dimension™ Group	Mon. Aug. 15	Hennepin County Library, Southdale Br.	Note 2
HyperCard™ Group	Mon. Aug. 15	Recess over—meetings reconvene	Note 4
MacCAD/E User Group	Tues. Aug. 16	Heath/Zenith Computers, Hopkins	Note 8
Beg. Mac Programmer	Tues. Aug. 16	Hennepin County Lib, Southdale Br.	Note 14
Apple II Users	Wed. Aug. 17	Open	Note 15
Mac Novice User Group	Mon. Aug. 22	St. Paul Highland Branch Library	Note 9
Northwest Branch	Tues. Aug. 23	Rockford Road Library, Crystal	Note 6
Apple IIGS S.I.G.	Wed. Aug. 24	1st Minnesota Bank, Hopkins	Note 11
Mac Desktop Pub S.I.G.	Wed. Aug. 24	1st Tech Comp., 2640 Hennepin Ave.	Note 3
AppleWorks© S.I.G.	Thur. Aug. 25	St. Louis Pk Sr. High School, Rm 154	TimeOut SuperFonts, Note 1

Notes:
1. Dick Marchiafava, Pres. 572-9305
2. Ian Abel 824-8602
3. Charles Bjorgen 633-8850
4. Mike Carlson 866-3441
5. Wesley Johnson 636-1826
6. Jere Kauffman 535-6745
7. Joy Kopp 440-5436
8. Bill Langer 937-9240
9. Tom Lufkin 698-6523
10. Martin McClure 227-9348
11. Dick Peterson 473-5846
12. Ed Spitler 432-0103
13. David Stovall 474-8015
14. Tom Vind 473-0455
15. Tom Ostertag 488-9979

Coordinators - Please Call John Hansen (890-3769) by the 1st Friday in order to have your meeting listed correctly!

mini'app'les

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

Board Members:

Officers

President	*Dick Marchiafava*	572-9305
	7099 N. E. Hickory Drive	
	Fridley, MN 55432	
Past-President	*Ann Bell*	544-4505
	8325 39th Avenue N.,	
	New Hope, MN 55427	
Vice-President	*William Langer*	937-9240
	14160 Green View Court	
	Eden Prairie, MN 55344	
Secretary	*Ed Spitler*	432--0103
	P.O. Box 24476	
	Apple Valley, MN 55124	
Treasurer	*J. Edward Wheeler*	881-5928
	P.O. Box 796	
	Hopkins, MN 55343	

Directors

Publications	Dan Buchler	890-5051
Software	Tom Gates	789-1713
Technical	John Hook	435-6281
SIG: Macs	David Stovall	474-8015
SIG: Apples	Tom Ostertag	488-9979
Membership	Ann Charity	935-4845

Coordinators

Beginners' Consultant	Earl Benser	884-2148
Shows & Conventions	*(Your Name Here?)*	
Northwest Branch	Jere Kauffman	535-6745
Apple II Users	Tom Ostertag	488-9979
Apple IIGS	Dick Peterson	473-5846
AppleWorks	Dick Marchiafava	572-9305
Beginner's Basic	Tom Alexander	698-8633
Languages/Tech	Wesley Johnson	636-1826
Tech. Adviser (hdwre)	Roger Flint	771-2868
Mac Users	David Stovall	474-8015
	Mike Carlson	866-3441
Excel	M. Nightingale	545-9380
Beginning Prog.	Tom Vind	473-0455
HyperCard	Mike Carlson	866-3441
CAD & Engineering	Bill Langer	937-9240
4th Dimension Prog	Ian Able	824-8602
Novice	Tom Lufkin	698-6523
Smalltalk	Martin McClure	227-9348
DeskTop Publishing	Charles Bjorgen	633-8850
MicroSoft Works	Ed Spitler	432-0103

Software Director's Staff

Apple // DOM Editor	Tom Gates	789-1713
Eamon	Dave Nordvall	724-9174
MaceDOM Editor/Prod	Joe Carroll	938-4028
CP/M	*Open*	

Liaison Contacts (Contact with non-Mini'app'les SIGs)

- Genealogy	Jules Goldstein	690-4447
- Medical	Stewart Haight	644-1838
- CP/M	Jim Rosenow	(414) 261-2536

Circulation this issue: *1350*

Questions — Please direct questions to an appropriate board member. Technical questions should be directed to the Technical Director.

Membership — Send applications for membership directly to the Membership Coordinator: Ann Charity 935-4845, PO Box 796, Hopkins, MN, 55343

Current membership dues are $20 for the first year and $15 thereafter. All members receive a subscription to the newsletter and all club benefits. New members receive a special package of member lists and software catalogs.

eDOMs		At Meetings	Mail Order
Members:	5 1/4" eDOMs	$3.00	$4.00
	3 1/2" Apple/MaceDOMs	$5.00	$6.00
Non-Members:	5 1/4" eDOMs	$7.50	$8.50
	3 1/2" Apple/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 specific dealers. The club promotes distribution of information which may help members identify best buys and service. The club itself does not participate in bulk purchases of media, software, hardware and publications. Members may organize such activities on behalf of other members.

Newsletter Contributions — Please send contributions on Mac 3 1/2" disks, or via telecommunications, 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: Telephone No. 831-6235

Advertising — Direct all advertising inquiries to the club's Advertising Coordinator: Eric Holterman 612-822-8528, 3608 Blaisdell Ave. S., Minneapolis, MN 55409

E-mail
GEnie:EFHolterman
TCCN: Box 431

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 Ed.	Steve George	935-5775
Contributing Ed.	Tom Edwards	927-6790
Comp./Layout	Joan Kistner	

E-mail
AppleLink
UG0012
CompuServe
73537,463
GEnie: DBuchler

In This Issue

Advertisers

The Fine Print

System   Finder   HyperCard 1.2

HyperCard 1.2 is now available!

✔ **System Updates for Macintosh**
✔ **ProDOS and DOS 3.3 systems for Apple II/IIGS**

Apple II Users
July 20
St Louis Park High
School
Tentative

MacUser July 7 ResEdit and Viruses

Mini'app'les BBS — 831-6235 (New Software)

August Mini'app'les Newsletter goes to press July 16.
Please observe minimum one week leadtime.

Mini'app'les
1988 Membership Drive

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

With your help and enthusiasm, we are embarking on a concentrated effort to build and strengthen member resources within Mini'app'les to GROW IN 1988!

Add YOUR helping hand!

Sponsoring Members: █████
Your name will be listed here, each time that you are listed as the sponsor of a new member. Here's the latest honored folks... Congrats!)

Hagen Office Equipment

Dick Peterson

Ann Charity

New Member Name	Zip	PhoneNo.
URIAH BLATHERWICK	55409	612-827-3953
KIRK CHAFEE	54022	715-425-8434
MICHAEL EDDY	54726	715-386-6162
MARK FAITEK	55105	612-646-2270
HERMAN FREIDSON	55416	612-926-4691
JOHN GUNDALE	55104	612-645-4874
BRUCE HANESALO	55441	612-546-1736
TERRY and		
KRISTINE HAVIR	55369	612-420-4163
DON HESS	55435	612-920-2350
CHRYSANTHA ILANGARATNE	55344	612-934-5950
BRUCE J. IVERSON	55068	612-432-8248
STEVE LUCAS	55124	612-431-1740
Rev. G. H. MARTIN	55409	612-822-1084
PETER MOOS	55391	612-476-1985
ROLF NELSON	55429	612-420-3076
LAVONNE PAPKE	55987	507-454-2992
B.T. PAUL	55435	612-941-4061
JOHANNA PETER	55424	612-920-4115
GENE PETERSON	55110	612-426-4831
CHARLES RADLOFF	55423	612-926-2056
E.J. ROBINSON	55424	612-not furn.
SUBASH SHANKAR	55432	612-572-8736
MILTON ST. CLAIR	55408	612-825-7527
SANDRA TOOL	55328	612-972-3570
KEN VEVEA	55124	612-431-7833
LEON WEBSTER	55105	612-692-3490
STEPHEN WILMES	55016	612-731-3067

Cooperating Schools: █████

Brooklyn Park VoTech
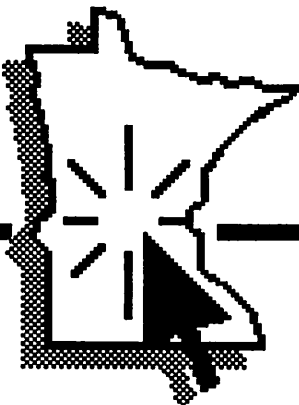900 Brooklyn Boulevard
Brooklyn Park, MN 55445

Eden Prairie VoTech
9200 Flying Cloud Rd.
Eden Prairie, MN 55344

Anoka Technical Institute
1355 West Main
Anoka, MN 55303

Dakota County Technical Institute
145th Street East
Rosemont, MN 55068

Bloomington Comm. Ed. Service
8900 Portland Ave.
Bloomington, MN 55420

Kennedy High School
9201 Nicollet Ave. So.
Bloomington, MN 55420

Cooperating Businesses: █████

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

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

Computerland-Hopkins
11319 Highway 7
Hopkins, MN 55343 — 933-8822

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

Computer Pavilion
Pavilion Place - 1655 W City
Roseville, MN 55113 — 631-2766

Computerland
2471 Fairview Avenue North
Roseville, MN 55113 — 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 South 5th Street — Suite M-100
Minneapolis, MN 55402 (modem) 349-6200

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

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

Announcements

The President's Notes
by Dick Marchiafava

Because of the short notice we had regarding Amateur Fair, the question of being represented in that event at the Fair Grounds needed to be decided at the May board meeting. We would have had to be prepared to attend and staff a booth with only about 3 weeks time to prepare.

There was no one willing to organize volunteers for this event in this short a time. There was no agreement among the board members whether or not we should attend this event under these conditions.

I plan to contact the organizer of the Amateur Fair regarding participation and cooperation between this group and Mini'app'les for this event next year. Our semi-annual swap meet and this major electronic and computer sales show both occur in the early part of June. Cooperating with this group would seem to be mutually beneficial. I purpose the usual summer Swap Meet be run jointly with the Amateur Fair. This will give those intending to sell their used computer items exposure to more buyers over a longer time.

During the fiscal year, which is near the end, Mini'app'les has made some significant expenditures for capitol equipment. The purchases made were a Laser Printer, which is used in newsletter production, an ImageWriter // for membership, a Macintosh SE with a hard drive and a PC Viewer projection plate. The latter two items are used in putting on meetings (*and also in the production of the newsletter— Ed.*). The purchase of these items represents the execution of long standing board decisions. This equipment gives us the tools needed to provide better services to members.

In the past year we achieved a major step. Our club was awarded non-profit tax status by the IRS. The status was granted retroactively back to the date which had been requested. This resolved a situation of long standing. Mini'app'les, like user groups across the country, had experienced a boom membership growth. This growth produced a rush of income. The programs operating during this period did not expend a large part of this income. Since we were not tax exempt and had not applied for this status, the club found itself potentially liable for up to $8000 in taxes!

Non-profit tax status was applied for. The board(s) of the club during this period continued to earmark part of our assets to deal with the potential tax bill. Well, the desired tax status was granted and we did not owe any taxes!

This milestone was not achieved without cost, however. The legal firm which represented us expended $7000 of billable hours. They wrote their bill down to $2500, which we happily paid.

So, in the last year we have purchased 4 pieces of hardware which are capitol assets and paid the legal costs for processing our non-profit tax status.

My feeling is that after setting aside funds to discharge our obligations to members (newsletter), meet expenses and maintain a reasonable operating reserve, a non-profit group such as ours, should spend the surplus funds in a manner that benefits members.

Statements to the effect that we are not making a profit are not accurate, nor applicable to our status. The only purpose for raising funds by this group is to further the stated objectives of the organization, not to ultimately show a profit. As expenditures are made of funds accumulated, there are bound to be times when our financial statements will show expenditures that are greater than our monthly income. It should also be kept in mind that our income from memberships tends to be heavier during the cold months.

AppleWorks SIG
by Dick Marchiafava

The May meeting of this SIG saw a smaller than usual number of persons attending. The weather was warm and I am sure many people found it more attractive to engage in outdoor recreation. Regardless, those present were intently interested in the meeting as we examined the nuts and bolts of writing macro commands. The

Tips and Discussion were well received, as always.

July 28th: AW Templates from TAWUG and Mini'app'les EDOMS applicable to AW

August 25th: TimeOut SuperFonts

Fall Schedule: No meeting site has been scheduled yet. Watch Announcements and Calendar for details.

September 22nd: ProDOS & The AppleWorks User

October 27th: AW Word Processing

November 17th: Trouble Shooting in AppleWorks

December 22nd: AW Data Base

Any corrections to the published meeting calendar will be posted on the Mini'app'les Bulletin Board. Meetings are held monthly on the 4th Thursday **unless there is a conflict with**

A N N O U N C E M E N T

APPLE II USERS' GROUP   --   MINI'APP'LES

An Apple II Users' roup is being formed in the Twin Cities
to be known as MINI'APP'LES. The purpose of the group is
to promote the exchange of user developed programs and
Apple II related technical information among Apple II owners.

A monthly meeting and newsletter are planned for the group.
Computerland , Bloomington will act as a collection facility
for programs or documents which any user might wish to submit.
MINI'APP'LES will periodically communicate with other Apple II
users' groups throughout the country so that we may mutually
benefit from each others' experiences and/or program
libraries.

Any interested persons please contact Compuerland or Dan Buchler

Flyer announcing Mini'app'les—July, 1978

MINNEAPOLIS APPLE II USERS GROUP NEWSLETTER.	AUGUST 1978
Please address all correspondance to	D.Buchler 13516 Grand Ave S Burnsville, Mn
HI- APPLE USERS Welcome to the first edition of our newsletter. We hope you find it useful. If you do, please let us know. But more, please make some contributions to it. Ideas; technical inf; reviews; short program listings; etc.	or MINI'APP'LES C/O Computerland 8070 Morgan Ave S Bloomington
I would like to take this opportunity to thank Rob Wentworth for his technical assistance with respect to the workings of the HIRES software.	

Table of Contents from 1st two Mini'app'les newsletters

MINNEAPOLIS APPLE II USERS GROUP NEWSLETTER	SEPTEMBER 1978
Please address all correspondance to	D.Buchler 13516 Grand Ave S Burnsville
IN THIS ISSUE:	Minnesota 55337 or
Attendees at Sept Users group New Users Update on User's Program Directory Speech Synthesis reference Inverse & Flash in Integer Basic	MINI'APP'LES c/o Computerland 8070 Morgan Av S Bloomington,Mn.

Mini'app'les is 10 years old this month!
by Dan Buchler

This announcement was distributed by yours truly in July, 1978. The first newsletter, a 2 page flyer (one page of which is shown to your left) appeared as the July, 1978, Mini'app'les newsletter. The August and September newsletters were a little more substantial, each consisting of 11 pages.

Several of the members who started the club are still around, including Chuck Thiesfeld, Keith Madonna, Chuck Boody (apologies to anyone I missed) and myself. I edited the newsletter through March, 1979, then Chuck Thiesfeld took over in April of that year and continued for a couple of years.

Our first meeting was in August, 1978. We met in the ComputerLand store in Bloomington through March of 1979, after which we moved to the Minnesota Federal Building in Hopkins. That sufficed until we split our seams at somewhere around 200 members and moved into a variety of larger quarters.

The first few editions of the newsletter were typed on an old portable, graduating to a correcting IBM selectric—what automation! Then we started using a variety of printers. Chuck bought a Heathkit printer which I hated, as it always printed darker on one side than the other. When the Epson MX80 came out in late '79, we used that. Then several of us purchased Hayes Micromodems and we used expensive Diable printers ($3,500 units) driven through the modems from our home-based Apples. Eventually the club bought an Apple Daisy wheel printer and this lasted until about 3 1/2 years ago when the Apple Laser-Writer revolutionized desktop publishing.

Looking back over those 10 years, we realize that we lived through the micro computer revolution and we loved every moment of it.

MINI'APP'LES   MINI'APP'LES   MINI'APP'LES
                      13516 Grand Ave S
                      Burnsville,
                      Minnesota 55337

                                               July 26,78

Information Bulletin No.1.

1. In Nov 77, Kilobaud magazine published the results of running

   benchmarks on several micro-systems using Floating Point Basics.

   They chose not to include'Integer only' Basics; this excluded the

   Apple II. Since then, Applesoft II, an extended floating point

   Basic has been released by Apple.

   The timing of the Applesoft II Basic, together with that of the

   Apple Integer Basic has been added to the list originally

   published by Kilobaud magazine. See attached table.

   You will note that the Integer Basic is really fast! For game type

   applications with lots of animation, you don't normally need

   floating point. Also Integer Basic is more efficient in memory

   utilization (provided short names are used).

   As for Applesoft II; it was written by Microsoft Inc, who also

   wrote the OSI 6502 Basic. Since Apple uses a 6502 also, and

   runs the 6502 with a 1.0 Mhz clock, one would expect the

   Benchmark times to be similar to the 6502 OSI running at 1.0Mhz.

   Well it is. Act.ually the Apple is slightly faster than the OSI

   except for array handling.

2. MINI'APP'LES has the'Shape' creating utility program. This utility

   will generate a vector table for use with the HIRES graphics

   subroutine 'SHAPE' or for use with the Applesoft II commands

   SHLOAD.DRAW and XDRAW .   D.Buchler 390- 5051

One of the two pages constituting the July, 1978, Mini'app'les newsletter.

Beginners' Corner "How to Say It" Table (See article on page 9)		
COPYA	-	Spoken as two words: COPY A (Long A)
BRUN	-	Spoken as two words: BEE RUN
BLOAD	-	Spoken as two words: BEE LOAD
BSAVE	-	Spoken as two words: BEE SAVE
COUT	-	Spoken as two words: SEE OUT
MNEMONIC	-	Spoken as one word : NEH-MON-IK
ASCII	-	Spoken as one word : ASKEE
DOS	-	Spoken as one word : DOSS (Rhymes with Boss)
ProDOS	-	Spoken as one word : ProDOSS (Rhymes with ProBoss)
BINARY	-	Spoken as one word : BYE-NAIR-EE
HIMEM	-	Spoken as one word : HYE-MEM
LOMEM	-	Spoken as one word : LOW-MEM
NOMON	-	Spoken as one word : NOE-MON
MODEM	-	Spoken as one word : MOE-DEM
INIT	-	Spoken as one word : IN-IT
ITERATION	-	Spoken as one word : ITE-ER-AY-SHUN

Announcements, concluded

a major holiday. In the event of a conflicting holiday, the meeting will be the 3rd Thursday of the month.   Call 572-9305 if you need information about these meetings. Dick

Beginning Macintosh Programmers (BMP)
by Tom Vind

The next meeting of the BMP SIG will be Tuesday July 19 in the Ethel Berry room at the Southdale Hennepin library at 7:00 p. m. Ian Able will continue development of a simple painting program that he began at the June meeting. The emphasis in this group is to learn the toolbox well enough to write programs which use the Mac interface and other unique Mac features. Experienced programmers who want to learn to program the Mac are invited.

Microsoft WORKS SIG
by Ed Spitler

Ten Mini'app'les members showed up for our first Microsoft WORKS meeting. The club's new Mac SE and the PC Viewer were also there, compliments of Mini'app'les. Dick Marchiafava provided a portable overhead projector at a very reasonable rate.

Our first area of discussion was the agenda for future meetings. A questionnaire was handed out to determine areas of interest. The three main modules of WORKS (WP, DB & SS) were, of course, high on the list, but there were other areas, too: Print Merging, Using the Imagewriter more effectively, Printing reports from the data base and telecommunications. Add ons, DA's and the rumored 2.0 version were other topics that should make for some interesting meetings.

The WORKS word processor was demonstrated at this meeting. A lot of questions were asked and answered. A highlight of the meeting, for me, were the contributions made by other attendees. We were able to pool our collective knowledges to come up with good answers for most of the questions. We ran out of time, so some aspects of the word processor were bypassed. Hopefully, what we missed can be covered at other meetings.

Our next meetings will be Tuesdays at 7:00 p.m., July 12 and August 9. Both meetings will be held at the Edina Library, located about one block east of Perkins restaurant on 50th St. West at Highway 100. **WORKS data base** will be the topic of discussion for July. Hope to see you there!

Minutes of
Mini'app'les Board Meeting
May 12, 1988

Board Members in attendance: Ann Bell, Dan Buchler, Ann Charity, Tom Gates, John Hook, William Langer, Dick Marchiafava, Tom Ostertag, Ed Spitler, Dave Stovall, and J.E. Wheeler. Also present: Steve George and Dick Peterson.

Minutes of the April Board meeting were not available.

J. Wheeler, Treasurer, gave the following Treasurer's Report for the period of April 1 to April 30, 1988:

Income		
Membership Dues	680.00	
Savings Interest	49.51	
E-Dom Sales	479.50	
Newsletter Adv.	316.50	
Miscellany	6.00	
		1531.51

Expenses		
E-Dom Cost of Sales	506.15	
Office Supplies	13.78	
Telephone	28.84	
Postage, shipping	70.75	
Equip, Maint.	314.36	
Printing, Publications	1635.13	
Equipment Purchases	1615.44	
		4184.45

Month Loss		2652.94

Save Acct Balance	11665.84	
Check Acct Balance	2315.86	
1988 Loss to date		3304.92

J. Wheeler expressed the opinion that we are in serious trouble with regard to our finances. Other board members questioned the degree of severity, noting that some of the expenses were one time only in nature. A motion was made, seconded and carried to accept the treasurer's report.
It was agreed that Ann Charity would provide a list of members to William Langer so that membership in our group for sellers of software, hardware or other equipment could be verified.

Dick Marchiafava recently attended a planning meeting at Osseo/Maple Grove School District. They are planning to create a community based computer users group with announcements of meetings going to every home in their school district. Dick explained our group to them with the hope that there will be some form of cooperative relationship.

Our annual Board Meeting dinner will be on May 20. A motion was made, seconded and and carried to invite Joan Kistner, Tom Edwards and Chuck Thiesfeld.

A motion was made by Dick Marchiafava, seconded and carried to pay Derham Hall High School for past due meeting site rental in the amount of $80.00.

J. Wheeler indicated that he is in the process of applying for non-profit status with the State of Minnesota. He further noted that we are considered to be non-profit except for sales tax. The board agreed that it would be too expensive to appeal that ruling and decided to accept our status as is and pay sales tax as necessary.

J. Wheeler made a motion that was seconded to save money by changing the cover stock of our newsletter to a self cover. Motion was not carried.

It was noted that the Amateur Fair was going to be held soon. However, no one was willing to coordinate our presence there and so we won't be represented at that function.

A motion was made, seconded and passed that our computer and related equipment be used only for officially sanctioned functions of our users group.

Tom Gates, Dan Buchler and Dave Stovall plan to discuss more effective ways for our group to use AppleLink.

A motion was made, seconded and carried to adjourn.

Respectfully submitted by Ed Spitler.

Software News
by Tom Gates
Software Director

I n late May, Apple announced version 6.0 of the Mac system software and version 1.2 of HyperCard. We actually have HyperCard 1.2 and have started to distribute it at meetings. The disk will be sold only to members and the reproduction charge is $3.

This is a real scoop in that the club actually had the software before the dealers!

I am still discussing with Apple Computer, the status of the Apple II ProDOS disks. The current disks contain only the operating system file 'ProDOS'. The discussions concern the need for 'BASIC.SYSTEM' and the System Utilities such as 'FILER' and 'CONVERT'. I am also attempting to determine the status of the Apple IIGS system disk. Hope to have these two issues resolved by July.

I have compiled the list of System Software available through the club as of June 01, 1988. We currently have these disks in our library and they are available to members. I hope to have this as a regular display in the newsletter and keep it updated each month. Please note the increased cost of the 3.5" system disks from $2.50 to $3.00 due to the rising costs of the 3.5" disk media.

Current listing of Apple System software available through Mini'app'les:

Software	Ver	Date	Format
Apple II, II+, //c, //e			
DOS 3.3	n/a	09/10/85	5.25"
System Master			
ProDOS 8	1.4	04/17/87	5.25"††
Apple IIGS			
ProDOS 8	1.4	04/17/87	3.5"
Macintosh			
System Tools 1	5.0	10/12/87	3.5" †
System Tools 2	5.0	10/12/87	3.5"
Utilities 1	5.0	10/12/87	3.5"
Utilities 2	5.0	10/12/87	3.5"
HyperCard	1.2	4/25/88	3.5"

Apple System Software disk prices:
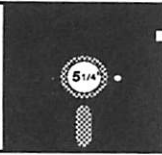|		
3.5"	Systems disks	$3.00 each†
5.25"	Systems disks	$1.00 each.
†	The Macintosh System Tools and Utilities disks are available only as a set of 4 disks.	
††	ProDOS requires 64K of memory on the Apple II and II+	

/Doc.Stuff/
Version 2.31
by Karl Bunker
5.25" disk, ProDOS format

Public Domain
Runs on any Apple II using ProDOS.

/Doc.Stuff/ is a set of utility programs which, in various ways, deal with the job of displaying and/or printing text from the BASIC environment. (Throughout the instructions you will see "display" used to signify print-to-screen, and "print" for print-to-printer.) These utilities are intended for those who want to include documentation to their programs on-disk, and who want a user friendly and professional-looking means of presenting this documentation. Some of these programs will also have other, broader uses, as will be clear from the descriptions below.

All of the programs on this disk are public domain. Anyone is welcome to use them for any purpose. In particular, you are welcome to put any of these programs, or any files or programs created with these programs, onto any of your own disks.

The /Doc.Stuff/ programs:

There are four separate "systems" of text-presentation on /Doc.Stuff/: **Dogpaw, Beexter,** the **Doc.Getter/Doc.Screener** system, and **SCLU.** There are also a few additional programs which relate in various ways to one or another of these systems. Below is an overview of /Doc.Stuff/, with brief descriptions of the four text-presentation systems. Full information on all of the programs on this disk can be had by making the appropriate selection from the Instructions Menu.

Dogpaw:

Dogpaw is the Big Cheese on this disk. It is a powerful added-ProDOS-command program which could be considered the "output end" of a word processor. It can display or print ASCII text files, AppleWorks AWP (word processor) files, and "compressed" type files. (Compressed files are created using the Compressor program on this disk). **Dogpaw** automatically word-wraps the text for 40 or 80 column screen, or for the printed page. When printing a document, a page header can be included, with page numbering if desired. When displaying text on-screen, **Dogpaw** can be set to scan the file for occurrences of a word or phrase. **Dogpaw** works with files of ANY size. What you are reading now is brought to you by **Dogpaw.**

Compressor:

As mentioned, **Compressor** is a program which is used to create compressed-format files that can be displayed or printed by **Dogpaw. Compressor** works by reading an ASCII text or AppleWorks AWP file and converting to a new file which is about 30% smaller than the original. Because **Compressor** can also "decompress" its compressed files, it has uses apart from its partnership with **Dogpaw.** For example, if you have "archives" with large amounts of rarely used text files, these files could be compressed to minimize their storage space, and then decompressed when you want to work with them.

Beexter:

Beexter is a program which processes an ASCII text or AppleWorks word processor file, using it to create a binary-type file which, when BRUN, sends the text of the source file to the screen or a printer. Both the text-handling program code and the text itself are included in this file. The user interface of the binary file created by **Beexter** is much like **Dogpaw,** and many of **Dogpaw's** features are recreated. Although this system isn't as powerful as **Dogpaw,** it has the advantage that the **Beexter**-created file can be used under either ProDOS or DOS 3.3, whereas **Dogpaw** is for ProDOS only. The full instructions to **Beexter** are presented via the **Beexter** program, and are a demonstration of the system.

Doc.Getter and Doc.Screener:

Doc.Getter is a program which reads an ASCII text or AppleWorks word processor file, and converts it into an array of Applesoft strings. These strings are word-wrapped for either the 40 or 80 column screen, according to a selection made before the conversion. This string array is then displayed or printed by the BASIC program **Doc.Screener.** The **Doc.Screener** program also has a user interface much like **Dogpaw.** The **Doc.Getter/ Doc.Screener** system is somewhat less powerful than **Dogpaw** or **Beexter.** Its most notable limitation is that the display mode must be set beforehand at either 40 or 80 column; the end user can't select one or the other. Still, some will find this system useful for various purposes. The full instructions to this system are, again, presented using the system itself.

SCLU

SCLU is a SCreen Layout Utility. If you want to design a title page for a BASIC program, or a menu, or if you want to use ordinary "PRINT" statements to display a screenful or two of text, you will find **SCLU** a terrific time
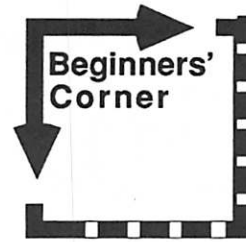
By Tom Alexander

NEWSPEAK

Like any other enterprise around town, the computer world has its own vocabulary. Learning the language is much like learning any foreign tongue. You must first aquaint yourself with the meanings of new words and just as important, the SPELLING of them. The correct spelling is very important. The computer is very, very exact when it comes to spelling. It even has its own word for spelling—SYNTAX. If a program is named WORDS, you can't get away with typing in WURDS. The computer will let you know by showing an error message like FILE NOT FOUND. Even a great speller like me has seen that message too many times (4,807 times). Check your spelling.

The Applesoft Basic programmer is faced with the same spelling problem. If a RESERVED WORD is misspelled the computer will tell you about it with the error message SYNTAX ERROR displayed on the screen.

A big problem that I still face is pronouncing the new vocabulary. I ran into this right off the bat when I first had to make a copy of a disk. The book told me to use COPYA on the System Master Disk. Everything worked fine until I had to tell some of the veterans what I did. Confident, I said that I used "COPEEYAA". This was met with looks of question and doubt. It was clear to them that I needed professional help.

What I really needed was a diction coach to help me out on these new words. To that end, I'll list some of the words that gave me a bad time, with the corect way to pronounce them.

(Table is on page 7, Ed.)

Gimme a call. Tell me some new words that have got you stumped - 698-8633.

The AppleWorks Advisor

A Column For Users Of AppleWorks
by Dick Marchiafava

Sub-directory Troubles

If you get the error message "Having trouble reading file named "at— Press space bar to continue", you have reached the limit of files you can have within a sub-directory. DO NOT press the Space Bar, or RETURN if you get this error message. To do so risks crashing the program. Instead, press the ESCAPE. This will allow you to get the Desktop Index. The file which produced the error message will probable be on the Desktop. You can work on it and save it back to disk. Then consider the following.

In the June column I referred to a letter from John D. Smyth of Blackburn, Victoria which was printed in Open-Apple. John explained what the correct numbers are for files which AppleWorks 2.0 can handle in a sub-directory. The word processor and data base will handle 64 files in a subdirectory. The spreadsheet allows 85 files.

John offered a patch which will change the limit to 116 files per sub directory, which is what earlier versions of AppleWorks handle

With the addition of the file type, here is the patch from John's letter: (requires A W 2.0 and Basic System 1.1)

POKE 768,Ø : POKE 769,112 : POKE 77Ø,Ø : POKE 771,Ø POKE 772,224 : POKE 773,112 (press RETURN)

BSAVE SEGM1T$ØØ,A$3ØØ,L6,B$14286

Change the warning message to read 116 files:

POKE 768,49 : POKE 769,49 : POKE770,54 (press RETURN)

BSAVE SEG.MI,T$ØØ,A$399,L3,B$14449

I have tested this patch and am using it with no problems. It came along just in time. I had 2 word processor sub-directories which were right at the edge of becoming too large!

Exploring TimeOut

The Beagle Bros TimeOut programs and accessories for AppleWorks provide a rich and varied resource. I knew when I first examined them that it would take time to understand the many facets and nooks of this software enhancement series.

Superfonts

When I first looked at SuperFonts, I was impressed with the speed and ease of use. Since all file manipulation is occurring on a screen with characters generated from a Character ROM on the motherboard, all activities happen at the speed of the word processor screen. Graphics handling is reserved for printing, either to Screen, or Printer.

By trying various fonts, sizes and print quality I can get some very good looking graphic printouts.

In my early tests of SuperFonts, I had a problem when it came to printing the sample document which included a Beagle Bros. picture. The print to Screen and to Printer produced an image in which there were strips of the image printed correctly alternating with strips which included small block-like characters.

Since font printing is not a high priority with me, I put this problem aside to ponder another time. Actually, I hoped it would go away if I waited. Well, it did! When I went back to look at the picture merging and printing of Super-Fonts, I used the current version of the program instead of the early release version I had when I first tried it.

An extensive list of printers are supported. I found my printer (CItoh) and interface card (MicroBuffer) in the configurations section. Printer installation is straightforward.

I printed a sample picture with the Super-Fonts in the 3 quality modes. They are indeed impressive. The different quality print modes placed the printout on the page in a slightly different position, depending on the mode. The Draft sample is printed 0.5" to the right of the Standard sample as measured from the left margin, the High Quality is printed 0.6" right of the Standard sample. This variance in distance from the left margin should be considered when planning a layout.

FileMaster

This utility from Beagle Bros is I think, a good disk and file management utility for those who are concerned primarily with AppleWorks and ProDos disks. It does not work with DOS 3.3 files. FileMaster is convenient to use when it becomes necessary to do some file management or make a backup disk, without having to clear the Desktop and leave AppleWorks.

Restoring Deleted Files

AppleWorks can delete files with a function accessed in Other Activities. AppleWorks considers these files gone forever, although they can be undeleted with other utilities.

Copy II+ remains my favorite utility program. Using the Undelete function on the utility menu, files deleted with Copy II+ can be undeleted, as well as files deleted by Apple-Works.

Files deleted with FileMaster are really deleted! They do not appear in the deleted file list which can be undeleted with CopyII+. It is best to consider the FileMaster Delete fils command as final. The way it works reminds me of the Purge Deleted Files function which some older utilities have. It appears to delete and purge files in the same step.

It may be possible to get back files which have been deleted with FileMaster using a disk recovery utility. However, I would not count on it.

FileMaster has a Compare disks or files function. This is useful to determine if disks or files which appear to be identical really are. The current version of Copy II+ no longer supports this type of function.

Using TO.Utilities

The TimeOut file common to all the TimeOut modules which appears on the TO Window Menu, is called Utilities. This program can configure aspects of where and how the applications and accessories operate. A feature of Utilities which I had not examined before is the ability ti use it to move TO Menu items to the Desktop (memory).

TimeOut applications and accessories can be configured to run from a 5.25" disk, 3.5" disk, hard disk, RAM disk and from memory (Desktop). If a user does not have enough memory for a Ram disk, or does not want to create and load a RAM disk, the operating speed of running from memory is attainable using Utilities. It can also be used to move less frequently used functions.

To have TO function operate from memory instead from disk, select "4. Change memory status" from the utilities options. Change the desired function status from Disk Resident to Memory Resident. Next, select "2.Load to memory" and choose the same function. This function will now be moved into memory where it will operate with the speed of a RAM drive.

TO functions that are moved to memory reduce the space available to the Desktop. The maximum number of files that can be on the Desktop remains 12, but the Desktop size is less, because the Desktop size is less, because the Desktop and memory resident TO functions share the same memory space. (Definition in this context: "Memory"; that space available to the user for files after space used by the program is deducted.) If the Desktop becomes full, the user is advised to consider removing any memory resident TO functions to make room.

Memory resident TO functions do not appear on the Desktop index. They are accessed from the TimeOut Window, but operate from the same memory space.

Configuring For RAM Disk

If a user has TimeOut functions loaded in a RAM disk and configured as a memory resident, the functions will load to memory from RAM thereby reducing the Desktop space.

Since programs accessed in a RAM disk operate at the maximum speed possible, there is no reason fro them to be memory resident. If you have RAM resident TO functions configured as memory resident, you can reconfigure them to the disk resident as follows.

From the TimeOut applications utility options, select "4. Change memory status, choose a TO function and change the memory status to "Disk Resident". Next, select "3. Dump from memory" and dump that function. A RAM disk resident function will operate as fast as it would if memory resident and will not steal desktop space. Remember, changes being made are in RAM, save the proper files to the disk which they were loaded from to make the changes permanent.

Format Disk

AppleWorks has a built-in ProDos disk format command which is found on the Other Activities menu. This can be handy formatting a data disk without leaving AppleWorks. Did you know? — A disk which has been formatted by AppleWorks will produce an error message "This is a data disk" if you try to use it as a bootable disk. Even the addition of ProDos will not make this anything but a data disk.

AppleWorks questions and tips 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

Take a note

by Tom Edwards
May 1988 IIgs User Meeting

Dick Peterson, coordinator for the IIgs User Group, said that Apple finally devoted some pioneering effort to the // series instead of the favorite-son, aka Macintosh. At AppleFest, Apple announced the development of AppleLink: Personal Edition. This is an on-line communication service which will feature news from Apple, 3rd party developer forums and an iconish interface environment. AppleLink has been available to dealers, developers and key user groups (such as Mini'app'les) for more than a year. The Personal Edition has been tied to the gs, but can be expected to be available to other systems soon.

Other gs news from AppleFest includes a PassPort gs program, GS Works and an Apple rebate that runs through July 4th for selected gs and Mac products. There's also news that Beagle Bros will be releasing a communication extension for AppleWorks to add yet another facet to this revered program for the // series.

Whoops!

Tonight's program was to be a demo of the Activision (now what did they rename this company?) program The Music Studio vers 2.0 and the ability to access MIDI keyboards. Due to an incompatibility of versions and files, this didn't work out.

We did view a demo from the club's DOM library of Diversi-Tune from Bill Basham. This is also a music-related program, and this one accesses the II gs Ensoniq chip. Though the demo was crippled in several key areas, this $55 program seems to offer a lot of clang for the buck. Bill is a long-time name in the Apple // environment, and he is a welcome player in the gs line. It's fun to see a program by someone that lets his humor show through in his work. I got a kick out of the "player piano" and the simulation of the old movie sing-along with the bouncing ball. The music sound was good, and the visuals added a nice touch that brought smiles to all those crowded around the gs.

Some of the info on the exchange block this night might be of interest to you gs'ers that couldn't make it to the meeting. For you shut-

ins, here's a brief rundown of what you missed:

- Those experiencing problems (with printout) on SpringBoard's **Certificate Maker** program should check to see that they have a version marked fro the gs. If not, contact SpringBoard for an upgrade to solve your problems.
- A spooler for the gs? Not yet. The hard disk seems to be just getting a toehold in the gs line. Something should show up soon.
- The best program editor, compiler, etc? TML Basic comes off pretty good. GS Basic is interpreted, and suffers a speed deficiency because of that. In assemblers, Merlin and Orca get the nod. If you would like the gs graphics, but want to stay in an AppleSoft environment, check out Iconics GS; it adds the graphics without the need for all of the associated gs menus, dialogs and file conventions.
- The gs's speed continues to be a major point of concern to users. This are now starting to appear on the horizon that may offer answers to this. Watch for the 65816 nudged to 16 mHz, the 65832 and coprocessors to come on the scene first.
- With the ADB (Apple Data Bus) you are not limited to Apple's keyboard offering. Things can be strung together, too, up to 16 devices deep if you need. And utilities are available to let you add "function keys" to reduce the need for entering long strings of text or to automate other actions.

Where are we headed?

The memory chip shortage that has been driving prices up in the Macintosh accessories is also filtering into the gs line. One dealer reported that as recently as six months ago 256K of RAM for the gs sold for about $40. Today, those same chip command $120! Progress?

Want to do a little reading about life in the upper reaches of the computer business? *Steve George* picked up a copy of "The Journey is the Reward", by Steve Jobs. Steve (George) says that it has been very interesting reading, providing some insight into the underlying history that has led to the current product and marketing targets of today's Apple Corporation. I'm going to see if it's in stock at my local library. Sounds like a good way to enjoy a few moments away from the CRT.

More bytes later...
TWE

Finalé you got here

by Tom Edwards
June 1988 Mac User Meeting

David Stovall, coordinator for the Mac User Group, opened the June meeting with a call for announcements. That struck a bit different note this month, with the following comments from individuals in the group:

- **Dichomed** is looking for programmers, especially those with some knowledge of Pascal or C, to aid with some development work. If you would like to explore the possibility, contact John Malarkey at (612) 890-3052 for more information.

- *Joe Carroll*, MaceDOM editor, reports that the club has finally received some of the disks from Apple in support of our System Distribution agreement. The only problem is that the versions received are "old hat" already. (The HyperCard disk, 1.1, was current when received, but it too has been obsoleted by version 1.2, even as I write this for the July newsletter!)

- Park Avenue Software, a local firm, announced that they had information and products available for inspection after the meeting. Their main line is "soft ware"; covers for your computer and keyboard.

Quizzes in search of Answers...

Each month, we go through this section of the program, and each month I am astounded by the increasing depth and convolutions experienced by Mac Users, as they submerge deeper and deeper into the Mac environment. I shall always be impressed by the ease with which one can learn basic operations on the Mac. It continues to be a breakthrough operating system, on the verge of being used as a model for many other computer systems to follow. But the depth now sought for those past the "begin-

ning" stages, and the complexity of programs used by more and more Mac Users, is moving us to a whole new level of knowledge required to accomplish the mostest with the leastest.

- Upgrade for the Mac II motherboard? The reason is to gain access to more than one megabyte of memory installed in a slot. My recollection is that Apple will do this for you without charge if you have a NuBus card that has more than one meg on it. Since I do not have that configuration (sniff, sniff) I'm going on a guess. If someone knows otherwise, let me know and I'll issue a correction.

- Never turn your computer and disk drive off? Well, there used to be some genuine basis for that theory, when tubes were part of the electronics and could blow just from the stress of starting up. With the chip technology of today's computer, the consensus seems to be, leave it on only while you are nearby to keep an eye on things. Don't cycle things on and off each time you leave for a few minutes, and don't abandon the room for hours at a time with your equipment powered up. (I've just been reading about lab uses of the Mac to monitor long-term experiments. Seems that there's always an exception to any rule of thumb!)

- Anyone using the Grappler LQ? Those who expressed knowledge of this printer interface say that it does a pretty fair job, when matched with the appropriate printer driver.

- How about the HP LaserJet as an output printer for the Mac? There are some drivers available (Word and SoftStyle were mentioned), but don't expect miracles. HP drew flack for not even supporting the device with some of their own computers!

- Punch up your 512Ke to 2 megs? A lot of third-party support here, with Dove being one of the best known. Be sure to adjust the power supply to specs when boosting the chip count!

- This one I liked: What might make a good small business accounting package to use for instruction to 7th and 8th graders? Several of the commercial personal accounting packages were named, but there was also a suggestion to check at the local library. Some facilities (primarily the branches) have software to loan out. The depth of Mac programs is not great, but its worth a look to see what's available.

- Claris' MacDraw II is viewed as a healthy value for those considering it as an upgrade for their MacDraw package. One caution: MacDraw II does NOT run on the 512Ke or

lesser machines!

- One Mac'er solicited comments about the GCC Personal Laser Printer. This unit does a good job, providing you can get by with the limited cast of fonts and the non-PostScript environment.

- MacWrite (was this version 4.1?) sometimes hiccups when you try to place a chunk of material on the clipboard. If this seems to happen to you with frequency, check with Claris for an upgrade.

- Speaking of Claris... if you can run down one of the old versions of MacWrite, MacPaint et al, using that as a springboard to the upgrade will often save you some lettuce, compared to just buying the new version. Some of the upgrade routes are a modest 25 bucks to programs in the retail range of $125.

Finalé we got to the program.

The program for this evening was a demo of Finalé, a music notation program from Coda that is currently due to be released (!) in August. *Bill Dawson* demoed the program for us, beginning with a bit of corporate and program history.

Coda is a company that was parented by **Wenger** of Owatonna. Wenger has been in the music business for a whole bunch of years, producing practice rooms, stage risers and the like, primarily. Coda was originally a remarketer, pulling together music-related products from a number of companies, and for a number of computers, and offering them through a handsome catalog. The product that is now the focus of Coda, Finalé, was authored by the founders of Passport, a company that still markets music software and hardware for a number of microcomputers.

Finalé is designed to be THE program to computerize the publication of music scores. Much of this work is now done overseas. Europe and the Pacific Rim countries are mainly where the "engraving" is done for complex music arranging needs. Some recent programs have hinted at the possibilities of computerization, but the best work has always been done "by hand."

Finalé holds the promise of changing that. Early output through LaserWriter, and particularly Linotronic, printers suggest that the program will be able to capture this specialized market. Examples presented to music publishers have been raising eyebrows and
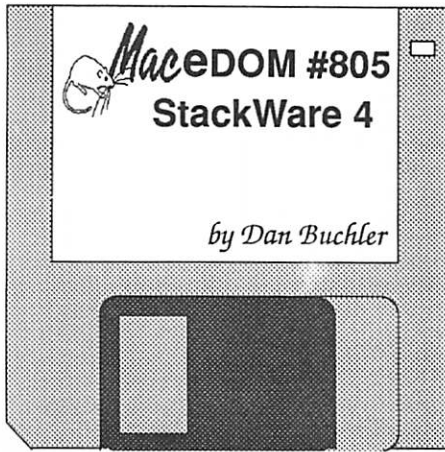
MaceDOM #805 StackWare 4

by Dan Buchler

This 800K Macintosh Educational Disk is the latest in a series of HyperCard stacks (#801 thru #805). The eDOM is basically a utility stack starring "ResCopy", an excellent utility by Steve Maller of Apple Computer, with a number of XCMD (External Commands) and XFCN (External Functions), all of which are well demonstrated within the respective stacks. Two games are included (Gun-Shy and Spy Stack). Finally, two ICON accessories complete the eDOM. These eDOM's are generated by 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.

ResCopy 4.01b19

Mini'app'les has received permission from Apple to bring this stack. Your editor has made extensive use of this stack to move sound and ICONs between his HyperCard stacks. It is written by Steve Maller, a key person on Apple's HyperCard development team.

XCMDs, XFCNs, icons, cursors, and sounds are not normal HyperCard objects and therefore can not be copied and pasted into your stacks.

Resources must be installed with a resource copier, such as ResCopy, which is provided here and works much like the Font D/A Mover. If you plan to use special sound, picture or other resources, you will want to learn about ResCopy.

ResCopy is Copyright © AppleComputer Inc. Note this stack may not be redistributed without permission from Apple Computer.

"NewFileName"/"FileName" XFCNs

The ResCopy stack, described above and also part of this eDOM, contains two XFCN (external Function) resources: "NewFileName" and "FileName". "NewFileName" allows your HyperTalk scripts to request a new Filename from the user. The function optionally accepts a prompt string and optionally accepts a default filename. Your editor uses this extensively to initiate writing of a output text file from a stack. Use ResCopy to extract the "NewFile-Name" and place it in your stack.

Syntax of "NewFileName" is as follows:

```
NewFileName() — no prompt, no
    default
NewFileName("Enter a name:") —
    prompt, no default
NewFileName("Enter a name:","My
    file") — prompt, and default
    file
NewFileName("My file") — 'My
    File' appears as the prompt
```

The prompt is simply an a text string that appears in the dialog box. Example might be: "Enter transaction file name."

The dialog box that appears contains a place in which to type the actual file name to be written or read. If a default is needed to be placed in that box, then enter it as the default parameter above.

Once you understand "NewFileName", you can extract "FileName" from ResCopy and figure out how to use that yourself.

"NewFileName" and "FileName" XFCNs are public domain software by Steve Maller of Apple Computer.
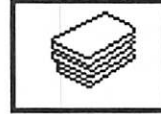
Software 1.0

This is not strictly a utility but rather one of the traditional HyperCard "Index" types of stacks. This one is designed to allow one to keep track of one's software inventory, i.e. on what disk is stored which application? It is nicely laid out and

very straight-forward.

This software is a public domain stack by J. Hensley.

DispPict 1.4

DispPICT is an XCMD and demo for displaying MacPaint and PICT files (like those created with MacDraw or a host of other programs that support that format). It allows one to open a window on top of a HyperCard card that will display the PICT file (all of it, too). DispPICT will also display color or gray scale pictures on a Mac II. The XCMD resource may be moved to other stacks using ResCopy (also on this MaceDOM). The stack contains detailed information on using the XMCD. As an introduction the SYNTAX of the HyperTalk call is:

DispPICT fileName,windowing,bestColors, left,top,right,bottom,delay,leftpixel,toppixel

DispPICT also returns a value which Hyper-Card can access with the "result" function. It specifies the pixel (in horizontal, vertical coordinates) in the picture that the user last clicked on. This allows HyperCard scripts to figure out what part of the photo someone chose, sort of like transparent buttons. If there was no mouse click in the window, the returned value is 0,0.

A special new feature for more advanced users: before searching for the file named fileName, DispPICT will look inside the opened stack for a 'PICT' resource named fileName. That way you can distribute pictures inside stacks without worrying that people have them available and what they are called, etc. You can place the 'PICT' resource in the stack with ResEdit. Look at the See Bill button for an example.

DispPICT is a Public Domain stack by David Fry of Cambridge, MA.

Drag Tracer 1.0
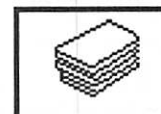
This stack can be used to create a field containing the horizontal and vertical coordinates of a path that you trace on the screen. The coordinates are stored in the form :

```
Drag from x1,y1  to  x2,y2
Drag from x2,y2  to  x3,y3
(etc...)
```

MacƏDOM #805 Continued

These commands can then be pasted into a script, and may be used to create animation or other special effects. The stack rather effectively uses MacInTalk to verbalize the introduction.

Drag Tracer is a FreeWare by Paul Leonard of California. Donations encouraged.

Field Effects

Clicking on the objects of this stack will create interesting effects, all of which are duplicated whenever you choose new field or new button from the menu.

The field effects are:

1. dblclick with commandKey on top left will move field with mouse until commandkey is lifted
2. dblclick with commandKey on bottom right will resize field with mouse until commandkey is lifted

3. dblclick with commandKey on bottom left will hide field until mouseclick
4. dblclick with commandKey on top right will toggle zoom effect on and off (doesn't resize or move zoom field)
5. dblclick with optionKey will move field up (or down with shift & optionKeys) while key(s) are depressed
6. Clicking with shiftkey (or commandShift if locktext is off) will toggle locktext on/ off.

License fee for use of this stack is requested by Jordan Thompson.

Groupies 1.4

Many users have asked about grouping objects. This stack presents a method for assigning to a group any number of buttons or fields, and then being able to move that group as a unit, or to copy and paste that group onto another card.

This is accomplished with a series of handlers in a card field, called "menuField". It looks somewhat like a menu, accepts clicks on any command that it displays, and can be copied and pasted onto another card. "The menuField" also has a Help option that allows the user to read about each of its options.

Groupies 1.4 is a public domain stack by Sioux Lacy.

Log Stack ßeta 0.91

You may have a collection of text files from some billboards. This stack was built to manage those precious documents. With this version, the author used a desk accessory ASCII text editor (like Power Edit or MockWrite) to add texts to the stack. After a click on the button "NEW", a new card is created with a potential 32K capacity scrolling text field. You can print this field completely because the stack uses a special PrintClip XCMD from David Krathwohl. In this " very early " version, different tools can be used and experimented with. This stack can also be handy to take notes, to help one remember who has your books, etc.

The final version will have more potentials like import text file, custom sorting, etc.

Log Stack is a public domain stack by J. Robert Thibault, Canada.

Sort Items
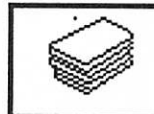
This stack contains an XFCN which will sort the items in a HyperCard field. As you know an item is any number of characters separated by commas. This XFCN will put them into ascending or descending order, and optionally put each item on a separate line.

Your editor also uses this stack and it is very fast.

Sort Items is a Public Domain Stack by Marvin G. Nelsen, Huntington Beach, CA.

PopUpMenu XFCN

This HyperCard XFCN (external function) returns the selection from a popup menu created from a hypercard item list (the first parameter). The menu is placed on the screen so that the checked item is at the position (global) top, left.

HyperText Syntax:

```
PopUpMenu MenuItems,
CheckedItem, Top, Left
```

The stack contains an example of the use of this XFCN.

PopUpMenu is Public Domain stackware by Andrew Gilmartin, Brown University.

Recipe Box

This is a very nice implementation of a conventional HyperCard application—indexing. This time a place to index recipes. Recipe box is intended to allow recipes to be placed in 15 categories. Each recipe may have key words assigned of your choosing so that you may locate certain recipes. Abbreviations may be used to group recipes together, such as: *MW* for microwave, *local* for your diet, *sf* for salt-free and so on.
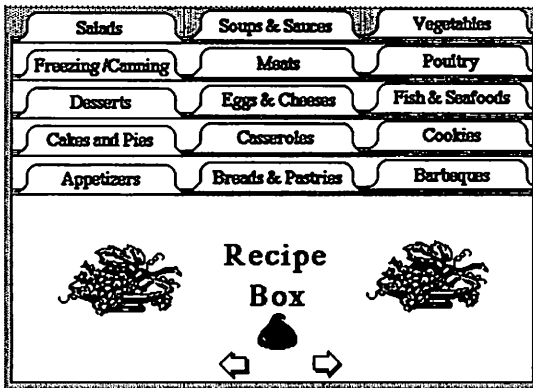
Clicking on a category on the index card takes you to the top card for that category. Clicking on index returns you to the first card in the stack.

The stack also contains art ideas that may be used within the recipe card.

Recipe box is locked. Unknown author.

Gun-Shy

GunShy is a stackware version of the GunShy game (©1987 E.C. Howarth) which is "Every-Where". It is based on the game Shangai, which is based on Mah Jong.
A tile, which is a HyperCard button (see picture to right) may be moved if it has no tiles on top of it, and it can "slide" left or right. When you click on a tile, it will highlight if it can be removed. When you click on a second matching, moveable tile, both tiles are removed. That's it! Remove them all!

GunShy is public domain stack by Terry Teague.
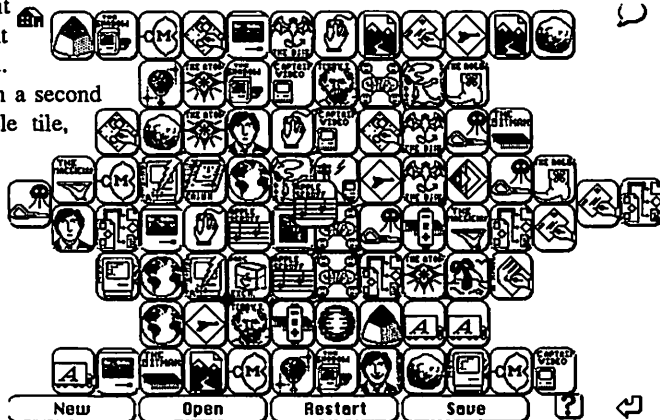
Spy Stack
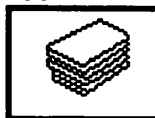
This is a HyperCard adventure game with good graphics. It defies any logical explanation. The introduction to it reads:
"You're agent 68020, MAC Swell Smart, known to all as either Mac or *you dummy*. You are the organizations top spy and computer espionage agent, much to their bewilderment. To the untrained eye your work is based on accidents, bumblings, and pure luck. To the trained eye it is even worse, but you are too smart/dumb to realize it. And with ego fully inflated you go about your cases with an air of superiority."

Spy Stack is a freeware stack by Micro Maniaxs, Rutherford NJ. $20 asked.

The last two items in this eDOM are not stacks but are utilities to help deal with ICONs. ICONs are key to HyperCard stacks, but Apple failed to include any mechanisms within HyperCard to deal with ICONS other than those furnished with HyperCard.
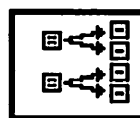
ICON Mover
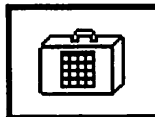
This is a desk accesory that allows a small ICON previously created in MacPaint or a MacPaint equivalent to be attached to a stack and then used as a HyperCard ICON.
ICON Mover is a freeware desk accessory by Steve Fine, University Park, PA. Send him what you think it's worth.

ICON Extractor v1.2

This is an application. It is not a stack or desk accessory! The author wrote Icon Extractor to take all the ICN# resources in a file, extract the icons in the lists, and save them to a new file in individual ICON resources. This is all the program does. It has a box to let the user watch the icons go by as they are extracted, since files with large ICN#s can take a while to be processed.

ICON Extractor is a shareware product, Copyright ©1987, by James L. Paul. Requested fee—$1.

Finalé continued from Page 12

getting attention.

There are five ways to enter music into the program. One of the most impressive is just playing it in from a MIDI keyboard... if you are a virtuoso, the program can catch your notes and even expression, place it on the clefs and all that's left is to hit the "Print" button and viola!... your printed score, maestro.

More than likely, what you do at the keyboard will need some editing. (I use toes and nose, so Finalé gets confused when it sees my 11 note chords.) All the tools are at your command for any amount of editing, transposing or adding more instruments as you may need. Each note is backed up with a lot of additional information, retaining all of that MIDI data and other information needed for the pretty-printing operations.

There's no way I can give you a list of features. The dozen or so that I noted (gotchya!) appeared to be just a small peek beneath the surface, as provided by Bill. Different views of the score, 64 channel MIDI, metronome, split keyboard, undo, move notes from clef to clef, key selection, tonality selection... it goes on and on. And for a non-musician such as I, there must have been a ton of things that I just shrugged and said "Sounds neat, but what's that mean?"

I did dig the terms Bill used to break music into stuff like for a band; you know, where you need a sheet for the trumpet, the drum, the tuba, the clarinet etcetera. You "explode" the music. The inverse is to "implode" music, where you bring individual tracks together and merge it all into a master score, perhaps for the conductor.

No question about this being a complex program. Documentation will be a major

New Pieces for the Erector Set

by Tom Edwards
May 1988 Mac HyperCard User Meeting

Did you think that Bill Atkinson had written the perfect program with the first release of Hyper-Card? Naw... if you've had your Mac for more than two weeks, you already know that programs are revised almost as often as you wash your sox! Glad to say that HyperCard is no exception. This versatile and pioneering program is being added to, gussied up and polished just like any other programming endeavor.

On May 16th, those with an interest in HC returned once again to the back room at **Hagen Office Equipment** for an exchange of examples, questions and (we hope) some answers. *Mike Carlson* again did double duty as host and chairperson. He tried to build the suspense toward the announcement of the HC upgrade to version 1.2, but as usual, the news had been on the local and national developer's networks to take the edge off of the "official" announcement release earlier in the day. Mike did not have more than the Apple announcement to review. Reading through the points cataloged by Apple gave us all a general idea of what the major changes, fixes and additions are, but the full discovery will have to wait a few weeks for the actual program to start showing up. (It should be available by the time that you receive this newsletter.)

Apple has added a support person for the promotion of HC. Should you need to practice you telephone skills, call Pam Lau, (408) 973-2400 to find out what the latest new wrinkles are.

One big item within HC is the ability to include sounds, a feature that was in the first release. However, the convolutions that you needed to go through to get the sounds into your stack were often more than "the rest of us" could manage. There have been a number of improvements to make the task easier, and now Farralon (maker of "PhoneNet" connectors for LocalTalk) has a whole system to capture, edit and place the sound into a HC button. The "talking computer" gets closer all of the time!

Show and Tell

Those brave souls who have been venturing into the HC program by creating their own stacks (or modifying the stacks of others in order to address particular needs) formed the nucleus of tonight's program. *Joy Kopp* lead off with a stack which she calls "HyperFolio", an electronic resume and collection of artsie examples of her commercial art livelihood. After taking us through a brief look at what she's put together thus far, Joy had some sticking points that she needed to get around to make the stack respond to her needs:

- Include VideoWorks files? This will probably be available via an XCMD, a miniature program (written by more techie types) that she can just "attach" to her stack and access with a button. This will allow "film clips" to be viewed as part of HC. Nobody (at the meeting) had actually seen this yet, but this is the type of extension destined for HC.
- Joy was looking for some initial visual effects that would "play" when HyperFolio is first opened. We kludged around a bit, and managed to include some examples that are invoked in a handler scripted into an "on-stack"routine. It needed some work, but did what Joy wanted.
- Any way to import tabbed text into a field? Well, yes and no! You can import the stuff into the field, but it messes things up if you open the field. Tabs are HC's means of moving from field to field, so the character is "reserved" for this use. If you want to place text that contains tabs in a field, strip out the tabs and/or substitute another character as part of the import script.

Mike Allison uses custom-designed stacks in his church-related work. He showed us a very impressive stack oriented to Bible studies for children. It includes time lines, lists of people and maps, all interconnected with simple point and click access. He has a long way to go to get all of the information in, but seems to have most of the structure in place to take care of it.

Mike also uses a stack he's named **A.M.E.N.** (All of My Essential Numbers). This stack is used to keep information about church contacts, family names, history and the like. He needed a bit of automation to calculate all of the birthdays on a family card... we couldn't get a polished script for him, but suggested the structure which involved a "repeat" operation.

Frank Van Alstine has searched for an accounting program to assist with his electronics business. All of the commercial stuff he has tried sported all of the bells and whistles, but not to the tune that he wanted to hear... so he wrote his own system in HC! This really shows that if you know what you want, HC can be nudged, poked and prodded to do most anything. Frank still tweaks things here and there, but running the system for a month or two in tandem with his previous system gave him the confidence that his hand basket didn't have a ticket to hell to go with it.

Good news, Goodman news.

Tonight's demos underscored the universality of HC, and the fact that people who don't think of themselves as "programmers" can program HC to do something for them. A great resource for those who are taking this adventure are the books that have been written to aid those who are stretching the bounds. Danny Goodman's **The Complete HyperCard Book** is certainly a prime example of the help available. If you are anxious to try the adventure, check for such a book to help fill in the gaps. Apple's official package is also a big help, well worth the $50 to get started. Other authors are now hitting the shelves (check for a handbook by Jerry Daniels), so there's more formalized information almost every day.

Checkin' in at the next HC User Group meeting wouldn't hoit eader. But check the calendar! HC is taking a break for the summer. The next meeting will be in August.

More bytes later...
TWE

effort unto itself, and will include help cards to assist you with learning the program. If there is one area of detraction, it seems to fall here, by showing the lack of a full Mac interface in defference to the anticipated porting to other computers. There were sections in Bill's demo where he needed to chug through several menus to select what needed to be done. I had the feeling that a simple click and drag or other equally basic Mac primitive would have set up the operation and had you on your way long hence.

With an anticipated price of $1,000, you get the idea that this is not a program for the weekend rock musician. That ante will get you a program disk and 3 support files disks. Naturally, you need a meg to run all of these goodies, and this program has the goodies.

More bytes later...
TWE

Adding ICONS To Programs That Never Had Them

by S. Wardlaw, MD., Yale School of Medicine
reprinted from AzApple Newsletter, 3/88; *re-keyed by Steve George*

I find I have many good programs which do not have an icon. This is particularly true of public domain programs downloaded from COMPUSERVE or other sources. I spent several weeks trying to figure out how to add icons of my own design to those programs which only had the generic (Writing Hand) application program icons. Using ResEdit, I could easily change existing icons, either in the DeskTop or permanently, in the program. However, I could not add any icons to a "virgin" application program. I could make an icon and add it to the file, but it was never displayed. The following explains how to solve the problem so you can add your own icons:

First you will need ResEdit or the equivalent. ResEdit does not offer much in the way of icon design tools, but it allows you to at least make one, and has all the tools needed to create the other required resources. It may be useful to first design an icon using another program, cut it, and paste it into the resource file. PLEASE WORK ON A COPY OF THE APPLICATION! ResEdit can destroy the entire application if improperly used.

GETTING STARTED:

First, open ResEdit. You will see a list of files. Highlight(by clicking on it) the application to which you wish to add the icon. Choose "Get Info.," from the file menu and look at the information box that is presented. At the right side, under the file name, there is a box labelled "Creator". If there is anything but a blank or a "????", write down the name EXACTLY as it appears. Close the info box.

(NOTE: In the following discussion, you will be asked to make new resources. Before you make any, look at eh resource list to see if they already exist. If they do, don't make new ones, just check the existing ones as directed.)

MAKING AN "ICN#" RESOURCE:

In the file menu choose "Open". ResEdit will show you a list of resource types, arranged in alphabetical order. If there is no "ICN#" (THIS IS NOT THE SAME AS "ICON") resource listed, choose "NEW" from the file menu. You will be shown a list of resource list types. Choose ICN# from the list; this adds it to the resource fork of the application. Again choose "NEW" from the file menu. This will give you a blank icon. Open it by clicking it twice. The left panel is the left side of the panel. The right side of the panel is the mask, which when XORed with the left side, give the

appearance of the icon when selected. ResEdit has a "Data ->Mask" choice on the "ICN#" menu which will generate a generic mask. This can be modified to suit your taste. The appearance of the unselected as selected icon is previewed at the bottom of the panels, against several different backgrounds. After you have made you icon, NOTE the resource ID of the ICN# that you have created and close the ICN# resource.

MAKING A PRIVATE RESOURCE:

I order for the Finder to recognize the application as other than generic, it must have a "private resource". This is simply a resource with the same name as that of the "creator". If you found a creator's name earlier, look for it in the list of resources. If there is not one, you must choose one. It can be any four character name in any existing or (future) applications. Sound tough? Try some obscure combination using mixed upper and lower case, maybe with a number thrown in, and the chances are that it will be unique (like Xq4E). If there is an accidental duplication, the icon for this will be used for the other application also (or vice-versa, depending upon precedence). Having thought of a name, choose "NEW" from the file menu. This time, using the keyboard, enter the "creators" name, and ResEdit will name a resource of that name. NOTE that it doesn't"t have to contain anything, it just has to exist. Choose "NEW" again to create the actual resource, in this case, a "Data" box. Close the "Data Box" and choose "Get Info" from the file menu. Edit the "Resource ID" box to make the resource ID = O. Close the resource.

MAKING AN FREF

Using "NEW", make an "FREF" resource. Call "NEW" again to create the actual resource. Put "APPL" in the first box, labelled "File Type"; put "O" in the box marked "icon localID". Close the resource.

MAKING A BUNDLE

The resource must be bundled before the Finder can use them. Create (using "NEW") a resource called "BNDL". Call "NEW" again to create the actual resource. Look at the first two boxes. In the first box (Owner Name), enter your "Creator's" name exactly as it appears in the private resource. In the second box enter "O" for the owner ID number. Note the string of asterisks below the boxes. Click on the asterisks, and the box will appear around them. Now choose "NEW", and a box

will appear for a resource type. Enter "ICN#" into the box. Click on the line of dashes, and call "NEW". Two more boxes should appear. Enter "O" in the first box (local ID). In the second box (rsrcID), enter the resource number of your ICN#. Again click on the last string of asterisks and call "NEW. In the new box, put "FREF. Click on the dashes and call "NEW" as before. Use "O" for the local ID and give the resource number for the FREF. Close the bundle.

FINISHING UP

Close all the resources, then close the file. At this point, you will get a chance to save the file. With the file closed, but highlighted, call "Get Info..", and the file information will appear. Enter the "creator's" name in the space provided for it. Click on the selection "Bundle" until the "X" appears, showing that the bundle bit is set. Click on the "Inited" until the "X" disappears. At this point, on the "Bundle" box should have an "X". Close the box, you will get a chance to see these changes.

If this is an icon added to a file which previously didn't have one, the new icon should appear when you exit from ResEdit. If you are changing in existing icon, you will find nothing has happened. This is because the Finder thinks that it already has the correct icon. The Finder keeps a copy of all the icons that it runs across, and it will not look at a new one if the creator is the same. In this case, there are two ways to get the icon to appear. You must dissect the Finder files and change (or remove) the old icon, or, you can completely remove the DeskTop file. It is easier to wipe out the old DeskTop. To do this easily, make a new disk with only a System and Finder. Put the application on this disk and boot that disk with the "Option" button held down This will remove the old DeskTop and make the Finder look through all the files to find new icons. IMPORTANT: If you have a hard disk, make sure that you remove the DeskTop ONLY from the new disk, otherwise all organization will go up in smoke. Read the warning dialog box which comes up when you boot using this option — it will tell you which disk is being reorganized. When the application appears, it should have the desired icon on the DeskTop. You may now copy it back to the original disk, and the icon will follow it.

(Editor's note: Published elsewhere in this newsletter is a description of MaceDOM # 805 which includes some ICON tools, specifically an "ICON MAKER".)

Bill Gates Plays Santa... in June

by Tom Edwards

I came home from work and rummaged through the typical pile of mail that computer junkies all get. A new catalog from "Mess-DOS Computer Buyer's Guide," an offer to purchase 2016 "highest quality" computer disks for $1.99+ $899 S&H (5-1/4" disks, of course, and the sixth time that I've received this red and black postcard), and another "last chance" to get my FREE! copy of the Executive Report on Computer Mating Habits, a "must have" newsletter on what happens at the office AFTER the janitor turns out the lights and closes the door... only $195 a year for 6 issues, also shipped in WordStar format on a floppy disk for 99¢ extra.

I had this stuff on the couch, half opened, and pushed it all together in preparation for a straffing and bombing run on the kitchen wastebasket. Something stuck out from the edge of the pile, something I missed in the first sweep through all of these great offers for fame and fortune (for someone else). I grabbed the offending piece of snailmail to push it into the load for the bombbay, then stopped short when I felt that it was more than the typical 12 lb. recycled stock of all the rest of the flyers.

Retrieving it out of the stack (sorry, Atkinson!), I figured that I should have a closer look at it after all. It was a cardboard mailer, the kind that you might find a disk stuffed in for protection. It was also from Microsoft, a company that I've had a love-hate relationship with for years. Probably their latest sample of Excel 10.3 for the PS/2, I figured.

Surprise!

Taking weary fingers to the gummy tab, I pulled open the mailer and found a MAC disk inside for a change. The promotion flyer said that I could keep it for my very own, as a "Thank you" from Bill and the gang at Microsoft for being a Word user. Not only that, but the disk contained TWO programs... **Word Finder** and **AutoMac III** for the Apple Macintosh.

I'm impressed! I'm appreciated! I'm appreciative!

It's not every day you can find a gift worth $140 (sic) from a company that you've praised and cussed at over the years. I wanted to tear right in and give these things a try, but was tempered by a usual dose of reality. Still limping along without a hard disk makes one create a plan of attack on how to set up System files and disks to manage this new-found wealth. Somehow I did it, and was soon clicking my way to stardom.

Word Finder

This is a program that you install as a desk accessory. That doesn't take up too much room, but the point of the program is to let you select synonyms, and that adds a 220,000 word dictionary file! If you are typing along and want another way to say "confused", for instance, in a couple of clicks you can have all of this on the screen to pick and chose from:
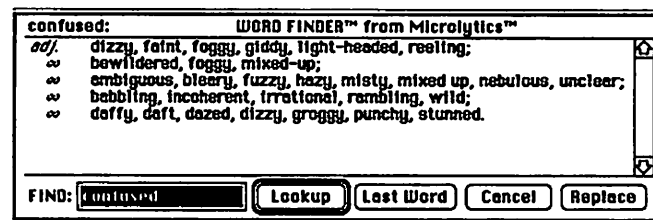
AutoMac III

Start up after you place this INIT file in your System Folder and you find a tiny "A" to the left of the menu. Click on this, and you have the following screen in preparation to building your own set of macro functions:
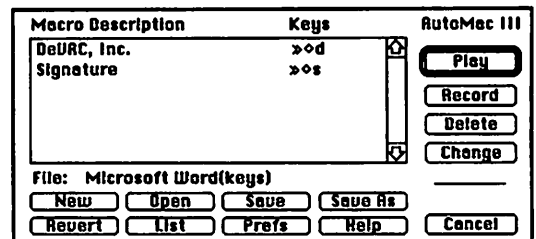
Now I don't profess to be a genius, nor am I the village idiot when it comes to working with the Mac. After a brief experiment or two, I was able to create a simple macro to sign my name whenever I press **Option Shift S** like this: **Thomas W. Edwards.** Other efforts to capture mouse actions proved that I would be able to do that also, but that will take a bit more training than the few minutes that I've spent with the program thus far (Quick, Pavlov! Place another biscuit behind the door).

It's nice to be remembered as a customer. Microsoft did it for me, and I hope for you, too. I say "thanks" to Bill and his band of elves and wish them well in resolving their tiff over look-and-feel with Scully's Marauders. How come Apple doesn't give this kind of promotion a try? Wouldn't we all like a new computer? Maybe in December, huh?

More bytes later...

TWE

/Doc.Stuff/, Concluded

saver. Using the SCLU editor, you simply type out your screen as you want it to appear. SCLU allows you to enter normal, inverse, flashing or MouseText characters, and to move text around on the screen. When you are finished, SCLU will translate your screen into lines of Applesoft code which will duplicate the screen you designed.

Note: This disk is in ProDOS format, but does not contain the operating system, ProDOS, or BASIC.SYSTEM files. To make this a bootable disk, you will have to copy these two files onto this disk from your current System Disk or other disk containing these files.

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Each Mini'app'les member may run one FREE non-commercial classified ad per month in the newsletter. Submit ads to Eric Holterman by phone (voice) at 822-8528, by US Mail to 3608 Blaisdell Ave, Mpls., MN 55409, or on TCCN, Box 0431.
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Ads received by the second Wednesday of the month will appear in the next month's newsletter. Ads may be edited for length and to fit our usual format. There is a charge for commercial ads, contact Eric Holterman for details.

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Mini'app'les caters to members with a wide range of interests and who own a variety of different makes and models of computers. The editorial staff recognizes that most members feel that the machine they use is the best choice for them. The editorial staff may occasionally poke fun at one or another of these machine types. We do this, not with animosity, but simply to liven up what may occasionally turn out to be dull technical stuff (to some readers). If we offend you, we apologize. Let us hear from you with a "Letter to the Editor!"

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