



# mini' app'les



Apple Computer user group newsletter

Volume XII No.2 February 1989

Calendar of Meetings and Events

WHO	WHEN	WHERE	WHAT
Apple II Users	Wed. Feb. 1 7:30 pm	St. Louis Park Sr. High School	Note 11
Mac Users	Thur. Feb 2 (6:30) 7:00 pm	Hennepin County Library, Southdale Branch, 70th & Xerxes, Edina, MN	Mirror Technology Scanners and hardware. Notes 14 & 4
Board Meeting	Thur. Feb. 9 7:00 pm	Brookdale Hennepin Area Library 6125 Shingle Creek Pkwy., Brooklyn Ctr.	Members welcome, Note 1.
Mac Computer Art & Design Group	Mon. Feb. 13 6:45 pm	Mpls. College of Art and Design 133 East 25th Street, Room 325	Animation using VideoWorks™ in color on the Mac II--Note 7
Microsoft® Works™ S.I.G.	Mon. Feb. 13 7:00 pm	Washburn Community Library 5244 Lyndale Ave. S., Mpls.	Word Processing--Note 13
The Smalltalk Group	Recess until further notice		Note 10
Apple IIGS S.I.G.	Wed. Feb. 15 7:30 pm	First Tech Computer 2640 Hennepin Ave., Minneapolis	GS Animation--Note 12
Fourth Dimension™ Group	Mon. Feb. 20 7:00 pm	Hennepin County Library, Southdale Branch, 70th & Xerxes, Edina, MN	Note 2 Small Meeting Room, 2nd Floor
Beginning Macintosh™ Programmer	Tues. Feb. 21 7:00 pm.	Hennepin County Library, Southdale Branch, 70th & Xerxes, Edina, MN	Note 2 Small Conf. Room, 2nd Floor
MacCAD/E User Group	Tues. Feb. 21 7:00 pm.	Heath/Zenith Computers Shady Oak Road, Hopkins, MN	Note 8
Mac Desktop Publishing SIG.	Wed. Feb. 22 7:00 pm	First Tech Computer 2640 Hennepin Ave., Minneapolis	Note 3
AppleWorks© S.I.G.	Thur. Feb. 23 7:00 pm	Murray Junior High School 2200 Buford, St. Paul, MN	Database, Part 2 Note 1
HyperCard™ Group	Mon. Feb. 27 7:00 pm	Hagen Office Equipment 801 W. 77-1/2 St., Richfield, MN	Note 4
Mac Novice User Group	Mon. Feb. 27 7:00 pm	Highland Branch Library 1974 Ford Parkway, St. Paul, MN	Note 9
Northwest Branch	Tues. Feb. 28 7:00 pm.	Rockford Road Library 6401 42nd Av. N., Crystal, MN	Note 6
Apple II Users	Wed. Mar. 1	St. Louis Park Sr. High School	Note 9
Mac Users	Thur. Mar. 2	Hennepin County Library, Southdale	Tektronics Color Quickdraw Printer Notes 14 & 4
The Smalltalk Group	Recess until further notice		Note 10
Board Meeting	Thur. Mar. 9	Brookdale Hennepin Area Library	Members welcome, Note 1
Mac Computer Art & Design	Mon. Mar. 13	Mpls. College of Art & Design	Note 7
Microsoft® Works™ S.I.G.	Mon. Mar. 13	Washburn Community Library, Mpls.	Note 13
Apple IIGS S.I.G.	Wed. Mar. 15	First Tech Computer, 2640 Hennepin	CD ROM, Note 12
Fourth Dimension™ Group	Mon. Mar. 20	Hennepin County Library, Southdale	Note 2
MacCAD/E User Group	Tues. Mar. 21	Heath/Zenith Computers, Hopkins	Note 8
Beg. Macintosh Programmer	Tues. Mar. 21	Hennepin County Library, Southdale	Note 2
Mac Desktop Publishing SIG	Wed. Mar. 22	First Tech Computer, 2640 Hennepin	Note 3
AppleWorks© S.I.G.	Thur. Mar. 23	Murray Jr High, 2200 Buford, St Paul	Spreadsheet--Basic to Advanced, Note 1
HyperCard™ Group	Mon. Mar. 27	Hagen Office Equipment	Note 4
Mac Novice User Group	Mon. Mar. 27	Highland Branch Library, St. Paul	Note 9
Northwest Branch	Tues. Mar. 28	Rockford Road Library, Crystal	Note 6

Notes:

- |                                   |                                  |                                 |
|-----------------------------------|----------------------------------|---------------------------------|
| 1. Dick Marchiafava .....572-9305 | 6. Jere Kauffman ..... 535-6745  | 11. Tom Ostertag .....488-9979  |
| 2. Ian Abel .....824-8602         | 7. Joy Kopp .....440-5436        | 12. Mark Evans .....377-9000    |
| 3. Charles Bjorgen .....633-8850  | 8. Bill Langer .....937-9240     | 13. Ed Spittler .....432-0103   |
| 4. Mike Carlson .....866-3441     | 9. Tom Lufkin .....698-6523      | 14. David Stovall .....474-8015 |
| 5. Wesley Johnson .....636-1826   | 10. Martin McClure .....227-9348 |                                 |

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

**Board Members:**
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Software	Tom Gates	789-1713
Technical	John Hook	944-8510
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SIG: Apples	Tom Ostertag	488-9979
Membership	Anne S. Charity	935-4845

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Beginners' Consultant	Earl Benser	884-2148
Shows & Conventions	<i>(Your Name Here?)</i>	
Northwest Branch	Jere Kauffman	535-6745

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🍏 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
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**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: Anne S. 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
<b>Members:</b>	5 1/4" eDOMs \$3.00	Add
	5 1/4" System \$1.00	\$1
	3 1/2" Apple/Mac eDOMs \$5.00	per
	3 1/2" System \$3.00	disk,
<b>Non-Members:</b>	5 1/4" eDOMs \$6.00	Max
	3 1/2" Apple/Mac eDOMs \$10.00	\$4.00

Send orders to Mini'app'les at PO Box 796, Hopkins, MN 55343, attention eDOM Sales or Mac eDOM 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: Bob Lowe 612-933-0464  
 14717 Idylwood Road, Minnetonka, MN 55345

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
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## Advertisers

Hagen	BC
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## Membership Application and Renewal Form 2/89

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Address: \_\_\_\_\_

City: \_\_\_\_\_

State: \_\_\_\_\_

ZIP: \_\_\_\_\_

Home Phone: ( \_\_\_\_\_ ) \_\_\_\_\_ - \_\_\_\_\_

Work Phone: ( \_\_\_\_\_ ) \_\_\_\_\_ - \_\_\_\_\_

New Member (  ) or Renewal (  )

Spouse's name: \_\_\_\_\_

Children's names: \_\_\_\_\_  
(if interested in computers) \_\_\_\_\_

Sponsored by: \_\_\_\_\_

I own or use a:

Mac+ (  ) SE (  ) MacII (  )

Apple II/or II+or IIe (  ) //GS(  ) //c(  )

Other (  )

Special Interests - Check all that apply.

Programming (  ) Spreadsheets (  )

Business (  ) DT Publishing (  )

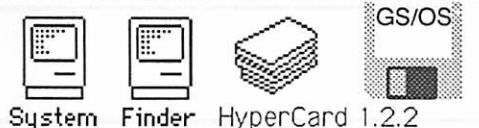
Education (  ) Novice (  )

Make checks payable to Mini'app'les

**Mail to: Membership Coord**

Anne S. Charity  
5116 Ridge Rd  
Edina, MN 55436

Allow 3-6 weeks for processing  
Club Dues: \$15/yr + \$5 application fee.



**HyperCard**  
**1.2.2**  
**is now**  
**available!**

✓ System Updates for Macintosh

✓ ProDOS and DOS 3.3 systems for Apple II/IIGS

## Apple II SIG

St Louis Park High

# Feb 1

(Note: New time of month!)

## MacUsers

# Feb 2

Southdale Library

## Mirror Scanner & hardware

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

March Mini'app'les Newsletter goes to press Feb 11.  
Please observe minimum one week leadtime.

# Announcements

## AppleWorks SIG Info and Meeting Schedule

by Dick Marchiafava

Despite being just a few days before Christmas, the December SIG meeting about AppleWorks data base was well attended.

There were many questions from persons at the meeting during the Open Discussion Q&A session at the start of the meeting. At this presentation of the data base program we ran out of time for the second time. The latter part of this meeting will be presented February 23rd. The Spreadsheet presentation will be pushed out to March 23rd.

Location of the AppleWorks SIG meetings are at Murray Jr. High School, 2200 Buford Avenue, St. Paul. Park on Grantham, the street on the west of the school complex. Meeting room is the computer lab at the center of the hall. Murray Jr. Hi is centrally located a few blocks east of Highway 280, near Como Avenue. This is near the border of Minneapolis and St. Paul. See the map for directions.

### Upcoming Meetings:

- February 23: Data Base, Part Two
- March 23: Spreadsheet, Basic to Advanced

Any corrections to the meeting calendar will be posted on the Mini'app'les Bulletin Board.

Meetings are held monthly at 7 PM on the 4th Thursday. Call 572-9305 if you need information about meetings. Dick

## Apple II Announcements

by Lloyd Nelson

### Apple IIGS S.I.G.: New schedule

Fred Evans announced that the IIGS Special Interest Group is moving time and location. Meetings will now be on the 4th Wednesday (previously 3rd Wednesday) at 7:30 PM. The site will be moved from its present location in Hopkins to uptown Minneapolis at First Tech Computer (2640 Hennepin Avenue South) starting in February. February's topic will be GS Animation; March's topic will be Mass Storage for the GS including CD-ROM hard drives!

### Coming Up for Apple II Users...

Lee Reynolds announced that the topic for Apple II User's Group February meeting will be Databases. It will be a "Round Robin" affair. Bring your favorite database and specific application or template you have custom tailored that you want to show off! Don't everyone bring AppleWorks unless you have something special for a template! That is a whole SIG by itself.

The Apple II Users meet on the first Wednesday of each month at the St. Louis Park Senior High School, 33rd and Dakota ((see map on this page). Time of the meeting is 7:30 PM.



### Current Apple System software available through Mini'app'les:

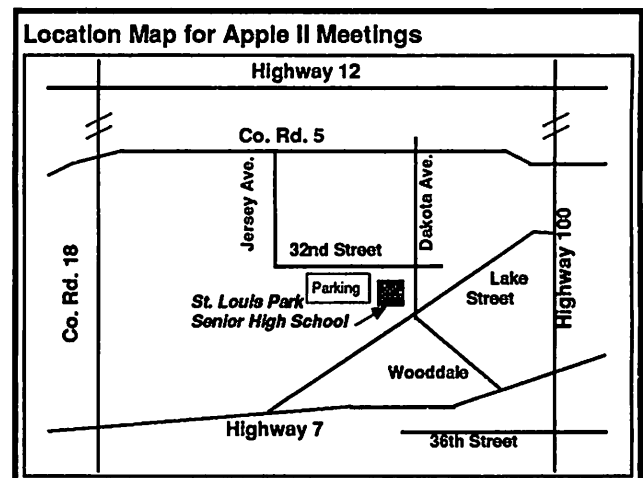
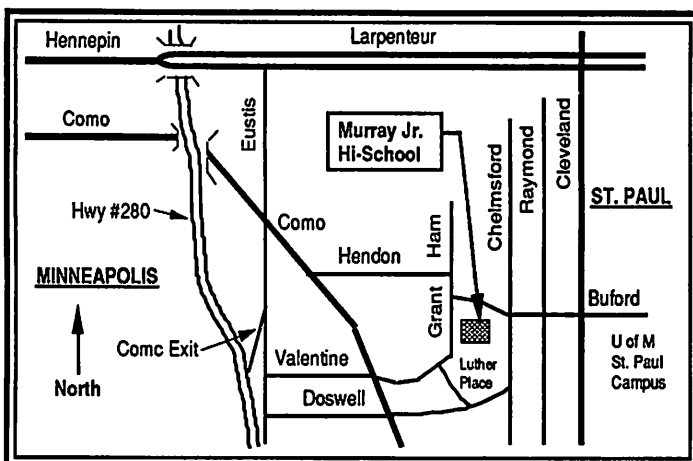
Software	Ver	Date	Format
<u>II, II+, IIc, IIe</u>			
DOS 3.3 Master	n/a	09/10/85	5.25"
ProDOS 8	1.7	06/13/88	5.25"
<u>Apple IIGS</u>			
GS/OS Syst. Disk	4.0	08/18/88	3.5"
GS/OS Syst. Tools	4.0	08/18/88	3.5"
<u>Macintosh</u>			
System Tools	6.0	05/01/88	3.5"
Print Tools	6.0	05/01/88	3.5"
Utilities 1	6.0	05/01/88	3.5"
Utilities 2	6.0	05/01/88	3.5"
HyperCard	1.2	04/25/88	3.5"
H. C. Update	1.2.2	05/25/88	3.5"

### Apple System Software disk prices are as follows:

- 3.5" Systems disks \$3.00 each.
- 5.25" Systems disks \$1.00 each.

#### Notes:

- 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+
- GS/OS System Disk and System Tools are available only as a set of 2 disks.



# The AppleWorks Advisor

## A Column For Users Of AppleWorks

by Dick Marchiafava

### Open-Apple Newsletter

The Open-Apple newsletter published by Tom Weishaar has been around since about 1985. This small, information packed publication has become a focal point for all kinds of information about Apple II computing. After reading a few issues, I subscribed to it. The tips, technical information and news are most useful to me.

In keeping with changes in the operation of Open-Apple, and at the insistence of Apple Computer, the name of that newsletter will soon be changed to A2-Central. This name will reflect the nature of this newsletter as a source of technical and other information on Apple II computers.

I glean AppleWorks patches from the pages of Open-Apple, and have printed some of them here (with proper credit given) which I found useful. Generally, the AppleWorks patches which I write about here I have tried or am using.

### More AW Patches

A letter from Mark Munz of Fort Lewis, Washington printed in the January 1989 issue of Open-Apple caught my eye. Mark writes "just when you thought it was safe to go back and use AppleWorks, another patch!" Actually two patches.

The first patch stops AppleWorks from marking a file as "changed" when printed or when page breaks are calculated, if the file has not been changed in any way. Files can then be removed from desktop without the AppleWorks mother warning that changes were made in the file.

Run the Basic.System file to get into BASIC. Place a backup of your working AppleWorks Program disk in a drive. Catalog that drive. Then enter:

```
POKE 768,234 : POKE 769,234 :  
POKE 770,234  
BSAVE SEG.M1, T0, A768, L3,  
B$A119 (for AW 2.0)  
BSAVE SEG.M1, A768, L3, B$A19D  
(for AW 2.1)
```

The next patch replaces the AppleWorks "GA-? for Help" message in the lower right of the screen with a constant message showing the desktop size available. Some modified versions of AppleWorks use this corner of the screen for a time display, or for some other use. Consider that before entering this patch. This is for AppleWorks version 2.0 and 2.1.

Run the Basic.System file to get into BASIC. Place a backup of your working AppleWorks Startup disk in a drive. Catalog that drive. Then enter:

```
POKE 768,76 : POKE 769,71 : POKE  
770, 208  
BSAVE APLWORKS.SYSTEM, TSYS,  
A768, L3, B$846
```

Once you understand the "GA-? for Help" message is there and what it is for, you probably don't need it anymore. The command still works, although the prompt has been replaced with a constant memory available display.

Mark Munz came up with a couple of terrific patches here! They change AppleWorks in ways in ways that I find useful.

### Split-screen Word Processing

The February 1989 issue of A+ magazine has an item from Lawrence A. Barr of Kissi, Kenya which appeared in the Tips And Techniques column. The technique describes a method of using the spreadsheet with windows to simulate a split-screen word processor.

Mr. Barr's example of a use for split-screen word processing is for translating documents. His method involves printing a WP file to disk as an ASCII text file, making a database file with 1 category per record and printing this file to disk as a DIF file. From there, a spreadsheet file is created using this DIF file. Next, the windows are set and synchronized. The text in the upper window can be viewed and new text can be entered in the lower window. The new text can be printed to the Clipboard for transfer to the word processor.

I tested this technique and found ways to make the process easier. The key factor in simplifying this process is the use of TimeOut Data Converter. The following description will help make the process clear. Text to be transferred should probably not contain printer commands or hyphenated words.

- Set the margin of the WP document for a 70 character line.
- Make a spreadsheet from scratch, set column width to maximum (70).
- Copy the WP lines to the Clipboard. Use Data Converter to change the lines for the spreadsheet.
- Copy the converted lines to the spreadsheet.
- Set and synchronize the windows. Use GA-J to move between windows as needed.

- When complete, Print the new lines to the Clipboard for the WP. Transfer the lines to a WP document.

Text which has been transferred to the WP from the spreadsheet will have a hard carriage return at the end of each line. This is a nuisance as they must be removed to re-format the text.

### AW File Saving Method

It is time to explain again, how AppleWorks saves an updated file to disk. When a file is saved on a disk where it exists with the same file name, AppleWorks uses an "indirect" save method.

A "direct" file save would begin writing the updated file to the same starting location as the existing file on disk, over-writing the existing file. In an "indirect" file save, AppleWorks assigns a temporary name to the existing file on disk and saves the updated file to blank blocks on disk. If satisfied that the save was successful, it deletes the previous version of the file (with the temporary name) from disk and releases the blocks.

When a desktop file to be saved to disk has the same name as a file on that disk, the indirect method is used to save the file. There must be as much free space available on disk to receive the file as the size of the file on the desktop.

Later versions of AppleWorks will warn "there is not enough room to save this file, is it OK to delete previous file?" This is a convenient feature, but the routine contains a bug! STOP! DO NOT answer "Yes" to this question if you are saving a database file! That is a sure way of letting the data bash bug have its way with your database file, making it unretrievable.

Use ESCAPE to break out of the save operation. Save the file to a disk that has enough room, or delete the old file yourself from Other Activities or with FileMaster.

Version 2.1 of AppleWorks is supposed to be free from the data bash bug. I cannot confirm that yet.

### QuickSpell Compares Well

One of our members who has been a heavy user of AppleWorks, and is now also running Microsoft Works on a Mac, recently got Beagle Bros QuickSpell to use with AppleWorks on an Apple //c. He reports that QuickSpell fares well in comparison with the

GOTO 11

# Growth in Computer Awareness

## A Saga of the Bloomington Community Education Program

By Ron Reich

**T**he original idea for this article resulted from a discussion with Dan Buchler about a month ago while I was investigating running an ad for a Computer Instructor for Bloomington Community Education. Dan suggested that I write an article on what I have been doing with Community Education. He also indicated that I needed to submit articles on floppy media and, although AppleWorks format was OK, the preferred format was a Microsoft Word document. Having recently (end of September) won a copy of Word for my Mac II, this provided me with additional motivation to install and learn my new software. Consequently, throughout this you will not only be *enlightened* with what has happened over the last five years in Computer Education in Bloomington Community Education but must also be *bored* with the details of my first experience with Microsoft Word.

For starters, I finally broke the seal on the software package and installed it on my hard drive on the 30th, two days before the due date for the February issue. I really needed something to do between bowl games anyway. Initially, I am quite pleased with the package, since I only had to refer to the documentation twice through the entire task. My motto for software documentation is, "The best documentation is that which is not needed." My basis for comparison is the word processing package in AppleWorks and Office Writer on my PC at work. Word is the first word processor I have used on the MAC, my previous experience being limited to MacDraw and Excel. I was up and productive with the package in less than one hour (This guy's either a genius or a manic depressive! Ed.). Even the spelling checker was quite easy to use without reference to the documentation. It operates at lightening speed but I suppose that has something to do with the speed of the Mac II.

### Here's the story...

Now on to the story of my experience with computer instruction. Shortly after purchasing an Apple II+, Christmas of 1982, I joined the Mini'app'les Club. Not long after that I responded to an announcement at a club meeting that Bloomington Community Education was looking for someone to teach introduction to computers. I contacted Katie

Lee, then coordinator of Community Education, and got involved in teaching a three week "Introduction to Apple II Computer" course in the spring of 1983. As I recall, other folks were teaching the course at the time, so Katie gave me a handout from one of their courses and told me to go to it.

The following fall I developed and introduced a course in VisiCalc. You old time Apple II folks remember VisiCalc, I'm sure, but for those newer to computing, currently dealing with Excel or Lotus 1,2,3, VisiCalc is the original electronic spreadsheet and the one single product that helped sell the Apple II personal computer into the home market. This course was developed in response to feedback from students, in addition to my desire to learn the package. (Note: my underlying motivation to teach any package is always based on the fact that I want to learn it anyway.)

The following spring I introduced a course in home finance using the Dollars & Sense software. This package is very complete but also very difficult to learn from the documentation, and impossible to learn without documentation. I taught this four week course for a few years until registration declined and we discontinued it. During this time the other computer instructors gradually moved on to other things leaving me as one of two computer instructors for Community Education over the last few years.

Over the summer of 1984 we also tried a computer camp format for kids in the Bloomington district. My wife and daughter presented a basic class to ten to fourteen year olds with alternate morning or afternoon sessions at the pool or doing other activities. This turned out to be an interesting experience for them because, as you know, kids don't have the inhibitions concerning computers that many adults have. For myself I admire anyone who can spend any amount of time in a classroom with a group of kids; I much prefer adult education. An increase in the average level of computer competence combined with summer school scheduling conflicts the following summer caused us to drop the program.

Throughout the past five years the Introduction to Microcomputers course was updated based on student feedback. Constant suggestions to include more material required increasing the format from the original 3 weeks to 4, 5, 6, and then 7 weeks. Somewhere

in the 6 to 7 week version, enrollment dropped off and we made a decision that a better alternative would be to restructure the program as two classes, giving folks an opportunity to sign up for either or both, as they saw fit. The current format consists of 10 sessions. The first four weeks — generally billed as "How to become as smart as your kids are on the Apple" — covers terms, DOS, some Applesoft BASIC and a survey of application software. The highlight of the first week is to have all folks take the cover off, unplug cards and generally get a feel for what the hardware looks like. It is interesting for me to watch the reactions of folks as they begin to understand that computers are really quite simple devices.

The second class evolved from a four week survey of application software, covering AppleWriter and VisiCalc, to a six week course on AppleWorks. Each session was also extended from two to over three hours. The basic course now consists of over 30 hours, starting with a general computer block diagram and Apple IIe physical description, to two class projects; a home budget using the spreadsheet and a set of mailing labels using the data base.

I recently totaled up the classes I have presented over the past five years and found them to add up to 84 with a total of 965 students.

### Back to the Future...

That brings us almost up to date with the program. This fall the current Coordinator for Adult Education, Mary Juberian, decided to expand the computer instruction offerings. In order to assist in this task we developed the concept of a lead instructor and I became the guinea pig as the first lead instructor for computers. Together, we put together a program this fall that included 6 classes in WordPerfect in addition to 6 Introduction to Microcomputer classes.

We took a survey of all the people attending fall classes in order to determine what other classes would be desired by the folks in Bloomington. The result was outstanding; over 60 people responded indicating a desire for more classes in many different areas of computer hardware and software. Based on this community input we developed the program for Winter that includes 14 classes in 6 different areas including introductory courses on both the Apple and PC, AppleWorks, Beginning and Advanced Word Processing, Basic Programming, and Introduction to Lotus 1,2,3.

Well you might ask why do I do it... take one night a week over the past five years to

teach community education. First, it seems that I learn something new from each class. Secondly, it's nice to be able to share my knowledge with other people. This brings me to the commercial part of this article. With these increased classes we have need for additional instructors to teach any and all computer classes. If you are a frustrated instructor and would like to get involved teaching for a few hours per night for 4 to 8 weeks, please give me a call at 888-7813 and we will get you involved. I'm sure you will find it as rewarding an experience as I have.

**And now the finalé...**

Now for a final update on my first experience with Microsoft Word. Dan gave me one piece of advice when he found out that I was going to be learning Word; that was to operate under short menus. This I did for a while, however my inquisitive nature, along with a desire to experiment with the outlining concept of Word, enticed me to bypass his good advice about half way through the article. I'm sure this exercise would have been much easier had I not turned on the full menus and started experimenting with outlining. At this point I understand there is a feature called outlining and how to switch between it and normal mode, however I still have not mastered the complete use of this feature. I currently have a problem with bold type that I can't seem to correct (I took care of it. Ed.). Oh well, I may just have to go read the book... and that will be another story.



**A Solution to the puzzle in the January '89 "Puzzled" article**

	Jar #1	Jar #2	Jar #3	Jar
Size	->100 u	70 u	40 u	moved
Begin	Full	Empty	Empty	-
Step 1	Empty	60	40	#1
Step 2	40	60	Empty	#3
Step 3	40	20	40	#2
Step 4	80	20	Empty	#3
Step 5	80	Empty	20	#2
Step 6	10	70	20	#1
Step 7	10	50	40	#2
Step 8	50	50	Empty	#3

Did it! Take either jar #1 or jar #2 to the nerdy guy in the next office, and leave the other two jars on the table for George!

**Now look what you've done!**

Open mouth, Insert foot  
By Tom Edwards

**B**oy! Why didn't you TELL me that you are a bunch of closet puzzle freaks out there? I was, idling the time away with a bit o' nonsense to stretch the brain tissue just a tad. I thought Puzzled might bring a smile to the face of a Mini'app'ler or two. January's puzzle was just a fluke... it came from coffee break chatter, not something that I went looking for.

The January issue hadn't even arrived at my house yet, when answers to the puzzle began showing up in my mailbox! I had 6 answers by the time my copy of the newsletter finally showed up. I had visions of sacks of mail, addressed to "The Fluid is Blue", fighting for room with the holiday packages and decorations. I expected a trench-coated, shadowy character to come to the door and start to question everyone in the family about a secret Project Blue Fluid!

**Back to Reality...**

Well, the rush was over pretty soon. I got 2 or 3 answers each day! for most of a week, then a straggler or two, to wind it up. They ranged from hastily scrawled instructions on how to divide the blue fluid with the three jars to solve the puzzle for George and the nerdy guy, to illustrations of jars step-by-step... some hand-drawn and some computer aided drafting! I even had a graph of the answer, no less!

- A few things became clear to me, very fast:
- Puzzle struck a note of fun for a score or so that sent answers. I hope that a lot more of you enjoyed it, even if you didn't take time to send in an answer.
- A lot of you said that you would like to see more mind benders. Gee whiz! I hadn't given any thought to making it a regular feature. If you see another, you know that I found a book of them in the library or somewhere... I'm not original or talented enough to make them up!
- It dawned on me, as the daily mail brought answers for more than a week, that the postmark was a poor way to pick winners. Newsletters are not delivered all on the same day. In addition, postmark time is no longer logged on the envelope... just the day of cancellation and "PM."

**And the winner is...**

I said I would award a DOM of choice to the earliest postmarked correct answer, or make a

drawing if more than one qualified. I received two correct answers on the first day. Rather than fuss with a tie-breaker, I'll pop for DOM's for both, and call them both the first members of the Puzzle Hall of Fame. They are Victor Campbell and Dave Rost. Congratulations!

I realize others probably answered as quickly... after receiving their newsletter... but were at the mercy of Uncle Sam's Snail Mail. Therefore, I put those correct answers into HyperCard and let Bill Atkinson's Software Erector Set pick a Random Bonus Winner. Not all entries will made it into the Bonus Winner selection. You know that I'm a sly devil at times. The Puzzle said to "leave the rest in a jar for George." About 25% of you quit before the last step, leaving George faced with two jars, each with some blue fluid in it. (Rumor has it, the janitor came by and found two jars full of a greenish fluid. He poured the fluid into the rose bushes and they died!)

After buzzing away at HyperCard for a few minutes, I had all the eligible names in and asked my wife to press the key for a winner. She did, and he is... Randy Smith! There's a certain justice here, for Randy noted that the solution was actually worked out by his seventh grader. Congrat's to the Smiths. They can battle over who gets the DOM, as Bonus Winners of the Puzzled puzzle.

**By the way...**

There were several variations that arrived at two jars, each with 50 units of blue fluid, in 8 steps. I counted a "step" as all pours from one jar without picking up another jar between. If someone listed two consecutive pours from one jar as two steps in their answer, I combined them as one step in the analysis. (A typical "correct" answer is diagramed on page .)

Most of the answers seemed to be from the male side of the club. At least one was from a female, 'cause it was my daughter, Cindi. Although "fewest steps" was not criteria for a correct answer, Cindi's was the only answer that took more than 8 steps... I won't tell you how many more. (But you did make it into the Bonus Winner group, Cindi. Hooray!)

More puzzles later...  
maybe...  
TWE

# Report of Apple II User's Group Meeting

Wednesday, Jan 4, 1989

by Lloyd Nelson

**T**om Ostertag opened the meeting with introductions and the regular Question and Answer session.

Earl Benser announced a new course for Apple Basic sponsored by Bloomington Education Center starting January 26 for 5 weeks, 3 nights a week. Earl will be teaching this course. Earl says: "The course is designed to provide the student with a fairly complete ability to program in AppleSoft, while recognizing that 'elegant' programming requires both talent and experience. The course assumes that the student has completed the Introduction to the Apple course, which covers fundamental operations, DOS/ProDOS commands, utilities, and launching applications. Some basic programming is covered, but only at an introductory level. The course I expect to teach is the next step toward fluency in AppleSoft."

The syllabus tentatively has the following structure:

- Apple memory usage, AppleSoft program memory usage, reserved words, variable forms, and other fundamental aspects.
- For-Next, If-Then, and other flow options.
- Arrays, files, and other data structures.
- Graphics and text control.
- Review, plus other subjects left over from the first four sessions.

According to Earl, "The course will concentrate on IIe/IIc level programming; i.e., the AppleSoft environment, in that the additional power of the IIgs will not be covered except very generally. Each session will include both 'blackboard' periods, and hands-on periods. Sample programs will be written, executed, and evaluated by the student."

"The material will include both the classical aspects of AppleSoft, plus 'neat tricks' that will let AppleSoft execute 'Do-While', 'Do-Until', 'If-Then-Else', and other structures common to more complex versions of Basic. The lessons will also include maximum adaptation to the interests of the students, as much as possible, and may branch off into other related areas of exotic programming if time and interest permits."

The course is NOT limited to Bloomington citizens. Class times are 6:00 to 9:00 PM, Thursday nights, beginning January 26th. The site is the BEC building at 90th and Portland S.

Registration in advance may be required. Call the BEC office to find out, the phone number is 887-9252.

The course does have a \$42.00 fee. The class is limited to 12 persons. If the course fills out, that may be enough to initiate additional classes.

## The Program Events...

Fred Evans conducted a door prize drawing for a brand new package of **AppleLink**, a communications package with introductory free time to Quantum's new, exclusively Apple, BBS. AppleLink offers toll free 1200 and 2400 baud numbers in the Twin Cities area. The winner was *Dianne Steen Hinderlie*, our newest member who just signed up that night. Quite frequently, such a door prize is offered for members (only) and doesn't everyone like a chance at a door prize??

Fred Evans also did a great job of emulating a //c running **Publish.It!**, his recommendation of an all around program for the casual Apple II aspiring desktop publisher. He was assisted by *John Hyde*, a co-employee from First Tech Computers; both are staunch Minn'app'les members and they give generously of their time and experience with Apple computers. The "emulation" was necessary, due to a missing power supply for the demonstration computer. Fred brought sample printouts of demo newsletters that he had put together with **Graphic Writer** (IIGS specific), **Springboard Publisher**, **Publish-It**, and **Multiscribe**; the were printed respectively on an Imagewriter II, an Imagewriter LQ, and a LaserWriter showing the resulting print qualities. These were passed around for review while Fred gave us a run down on the various capabilities of these desktop publishing programs for the Apple II computers; and specifically Publish-It, as his all around best choice for casual desktop publishing, taking into consideration price, capabilities and ease of use. Multiple pages (a zillion says John with a laugh) are possible, and the latest version can use extended memory (up to 2 GIGs says John, not all too seriously).

Fred, in conclusion, hosted a short discussion on the merits of Checkmate's **ProTERM** latest release Version 2.1. It supports a lot of modems, including the old Hayes Micromodem II (which, Tom Ostertag tells us, is important because ProTERM is the

only ProDOS based program he knows of which is compatible with the Micromodem II). ProTERM has dialing/log-on capability, a good editor (which Tom Ostertag says is suspiciously similar to **AppleWriter**), emulation of several types of systems such as VT-52 and VT-100 (for mainframe access), up-to-date file transfer protocols, can be run on a hard disk, also supports the use of a memory card and will access aux memory cards automatically (John gleefully says up to 2 GIGS).

After more informal discussion, the meeting broke up, and was "reconvened" at the nearby Lincoln Deli for coffee, pie, etc. Sort of a tradition for those who don't want to go home right away!

Come on out to the Apple II User's Group meeting next month and join in on the fun. The more the merrier! Here's where you can get help, contribute to Club knowledge, and have a good time!

fini



## Minutes

**Board Meeting December 8, 1988 at Hennepin County Library, Brookdale Branch**

by Ed Spittler

Board Members in attendance: Dick Marchiafava, Ed Spittler, Tom Ostertag, J.E. Wheeler, John Hook, William Langer and Dave Stovall. Also present: Steve George, Tom Lufkin, Lee Reynolds, and Dick Peterson.

### AGENDA ITEMS

**MINUTES OF NOVEMBER, '88 MEETING** Submitted by secretary and approved.

### TREASURER'S REPORT

Submitted by J.E. Wheeler. Treasurer's report was approved. (See table at end of Minutes)

### OLD BUSINESS

Dick Marchiafava sent in Power of Attorney form because the original could not be found by IRS. He and Greg Klint, attorney have been discussing our situation with IRS and hope that a decision will be made soon regarding our liability.

### OVERHEAD PROJECTOR

John Hook has researched the type of overhead projector most appropriate for our needs and proposed the Elmo HP45 at a cost of



\$395.00. Purchase of the overhead projector was delayed pending resolution of our situation with IRS.

### NEW BUSINESS

Dick Marchiafava gave our SysOp, Chuck Thiesfeld a new clock card to resolve problems of members logging on.

### MEMBRSHIP LIST

Our membership list may have been illegally copied. If anyone knows anything about this, would appreciate hearing from you.

### NEWSLETTER COVER

Motion by J.E. Wheeler: For the time being, until our financial bind is settled, we publish self cover newsletter. Seconded and carried.

### P.O. KEY

David Stovall said that he could no longer pick up mail at the Hopkins Post Office. Ed Spittle agreed to do so on a temporary basis.

A motion was made, seconded and carried to adjourn.

Respectfully submitted by Ed Spittle  
January 12, 1988.

### TREASURER'S REPORT November 1 to 30 - 1988

#### INCOME

Membership dues	520.00
Savings Acct Interest	.na
e-DOM Sales	287.00
Newsletter Advertising	362.60

#### EXPENSES

Bad Checks	89.00
e-DOM Cost of Goods	626.54
Telephone	32.81
Postage, shipping	657.50
Printing, publications	722.89
Conf, conv, meetings	33.00
	2161.74

#### MONTH LOSS

Save Acct Balance	.na
Check Acct Balance	2208.16



### eDOM 50 AppleWorks Miscellany



5.25" ProDOS Format

by Tom Gates

This is a collection of this-and-that for AppleWorks. This disk contains a 12-month calendar spreadsheet written by Steve George. You initially enter a year, 1989 for example, and it will create a 12-month calendar for the year. You can print the calendar to the clipboard and then move it into the word processor to have it printed.

There are also a patch program for AppleWorks. Remember to always use a copy when patching "just in case". You will also find some miscellaneous fun stuff.

On the IIGS side, IIGS.08 contains utilities for altering file attributes, an Icon editor, some DA's and some games. See elsewhere in the newsletter for a full review of this disk.

The folks on GENie have been putting together an entire series of fonts for the IIGS. I will be putting some of these on the next IIGS disk(s) and a utility program to display any of the fonts you have loaded into your system. No more wondering what they look like.

I am waiting to see if there is the surge in software produced for the IIGS during the remainder of the winter. Last year with the IIGS just out of its infancy, there was an enormous amount of personal and public domain software created for the machine. It tapered off some in the spring as the weather got nicer. Now with the machine well into the toddler stage we'll have to see what these foul weather friends have up their sleeves!

And now for the somber portion of our program. This summer, due to a lot of added responsibilities at home and on the job, I am going to have to limit the number of hours I can spend handling all of the many facets of Software Director. I have really enjoyed the the last couple years, as this has been a real learning experience, and would like to continue but only feel it will be possible with your help. Joe Carroll, who puts all the Mac eDOM's together has also run up against some of the same obstacles. What I would hope would be possible is to build a staff of members to help with collecting public domain and ShareWare software that would be of interest to the members of Mini'app'les. Also some help with timely reviews of software for the DOM's is of great benefit.

As an example, I currently have literally

To show that reviewing software knows no age limits, I have included an article written by 11-year old Derek Cline. Ah, the excitement and enthusiasm is envied. - Tom

## A Smaller Byte of an Apple

by - Derek Cline, age - 11

### A Review of Destroyer, by EPYX

My Dad brought a new game to me from his trip to Apple in Cupertino. The game is Destroyer by EPYX and it's great!

Destroyer has the best graphics I've ever seen, other than Tass Times in Tonetown which is still the best! Destroyer is great. It's a navy game, there are controls such as the best sonar and radar graphics I've seen. There are surface guns, anti-aircraft guns, and torpedoes on the port and starboard sides. The arrow keys aim your weapons. You can also shoot depth charges over the side and rear of the boat and even see them explode.

This game is the nearest navy game since silent service, which is also a cool game. When you go to the bridge in Destroyer, there is a control panel for the whole ship. There are damage controls, compass, a speed control, and a lot more.

There is an Observation Deck, where you can swing around the whole area and see everything within 360 degrees. And you can go faster slower, or turn around. There is also Damage Control to check what's wrong with the ship, when you get into battle. You can

**GOTO 11**

dozens of disks of software that could be made available to the members but do not have the resources nor the time to get through it. I'm sure Joe is in the same position. If only I could get a couple of members for each of the following areas, it would help immensely:

- Apple II+, //e and //c software
- Apple IIGS software
- Mac software
- Mac II software

This would only involve an hour or two of your time per week but feel it will be a great experience. Anyone that may be interested can contact me evenings at the number listed inside the newsletter. I can then give you some more details. Thank you, and I hope to hear from a lot of you.



## SmartScrap and The Clipper

A Pair of Nifty Macintosh Art Utilities by Solutions Inc.

by Linda L. Bryan

**T**hese two programs are presently sold within a single package. Apparently they were created by the developer to solve its own in-house troubles in moving graphics between programs. Both are DA's, allowing me to engage them when I'm working within another program. Although the set is especially useful for desktop publishers, it's useful to any Mac user who keeps a lot of scrapbook items, reworks the scrapbook stuff, or has to anticipate graphic size considerations before moving items between programs.

Best of all, these two programs function on small systems, so I have no need for Multifinder when using them. There's no room for Multifinder on my MacPlus, but there's room for these two. Mac power users talk about "workarounds," ways to avoid upgrading the memory and speed of the machine, and this pair of DA utilities really does allow me to work around some of my system's limitations.

### SmartScrap 1.3

This wonderful scrapbook package replaces the limited Apple scrapbook which comes with the Mac system. It allows the creation and use of many concurrent scrapbooks and will switch among them and read from any. The user can name the scrapbooks whatever she likes. It even creates a table of contents for the scrapbook, a real timesaver when a user searches for an image. And, the whole actualized picture is available to view, if I extend the window to expose it.

A toggle box in the upper left allows me to bounce between a pre-determined mini-view and an expanded view that fills my screen. This is great as I search for images, since I don't always have to see the whole thing, but occasionally I do. Also, I can park the mini-view scrapbook just outside my active program's screen, ready to be touched and brought into activity when I'm ready for it.

I use the table of contents feature to seek out redundant images, duplicates inadvertently inserted in the heat of creative activity. I can also use it to get an idea of how large the scrapbook is and what the quality is.

I have begun to insert a scrapbook in each of my major files, ready to accept any odd

clipboard item I need to dump quickly. The scrapbooks can be read in text, or graphic mode, so text scrapbooks are as welcome as graphic ones. If a user had a word processing program which lacked a "glossary" function, the scrapbook would oblige.

Since I bought SmartScrap, I use the scrapbook function in my computer much more. I hadn't realized how useful the scrapbook was until I replaced it.

### The Clipper

If you use art in many formats or move it between programs this package is really worth buying, just for The Clipper. You can pluck any image from anywhere and confidently put it in the spot you want to use it!

### Learn by doing

If a clipboard graphic is to be made, the usual Mac-style marquee is dragged on an art piece... a scrapbook page, an art program file, or a layout program page... and you call the copy command. The copy is always rectangular. Let's say you copy a carriage picture from a HyperCard file. It is by nature cropped by your marquee placement, although you might have copied more than one image within that marquee.

Then, you bring the destination page on-screen. Let's say it's a page of a newsletter layout. So far, you haven't engaged The Clipper, you've just done a standard clipboard maneuver. When you choose The Clipper from the Apple menu, a transparent rectangle with ears midway along each side and scrollbars on left and bottom appears. These ears have numbers in them, corresponding to the position in which it lies on your page. The size of the rectangle depends upon the size it was when you last resized it, using the lower right corner resizing icon, just as you would with any Mac screen, or by using the Clipper menu commands. When you change the rectangle's position or size, numbers in the ears record the changes.

### Determine your size requirement

Because you need to paste the carriage in a designated place on your layout, you place the Clipper rectangle on that spot and size it to fit. Then, you choose "Show Clipboard" from the menu and you realize that the carriage is larger than the destination spot. What to do? You can either crop the carriage or resize it.

### Crop the image

If you choose to crop it, you will scroll within the rectangle until the image is positioned to

your liking. Then choose "Trim" on the Clipper menu. The image will be cropped and you can place it within the layout.

### Resize the image

If you choose to resize the carriage, you'll have to decide if you want the image to retain its original proportions. You can call out "Keep Proportions" or you can decide what horizontal and vertical proportions you actually want the piece to assume, and type those in. Then choose "Scale to Fit" and the image will be rescaled. It can be made larger or smaller. Quality of the rescaling is affected by how radically you distort the image, how detailed the image is, and how much bigger or smaller you try to stretch it. Simplicity!

This all sounds more complicated than it really is. The Clipper is so easy to use that I find myself rescaling or cropping images and storing them in the Scrapbook next to the originals, in case I need the reworked image again. I can't bear to waste all that conversion after using a clipped image just once!

You may ask yourself why someone with a program which has rescaling and cropping features, like PageMaker, might want to use the Clipper. First, because the Clipper works within other programs you needn't feel frustrated reaching for PageMaker tools in other programs; you'll use the same commands in each graphic situation. Second, the precision is wonderful, if you need the mathematical position capabilities. Third, it's a completely physical operation if you want it to be. The resizing can occur with the Clipper even if you're not good at math. That eared rectangle lying to the side of your program with the clipboard contents clearly looking at you will allow you to think within physical graphic boundaries of your own making.

—Linda



A graphic cropped with the features of The Clipper.



## AWA, Concluded from 5

operation of the built-in spelling checker in Microsoft Works version 2.0. With QuickSpell, speed of checking documents of the length a typical business user creates (1 to 5 pages) is very fast.

Before checking spelling in context, QuickSpell shows a list of error words. This permits batch processing of words to ignore, add to dictionary or correct immediately. This batch processing was found to be a great convenience which contributes to the overall speed and performance.

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



## Destroyer Review, Con'd from 9

even assign repair teams or move repair teams for damage control.

There are obstacles such as islands, enemy airplanes and boats. There are also levels or missions like Scout, Subhunter, Screen, Bombardment, Blockade Runner, Convoy Escort, and Rescue missions. Also it says in the book that if all else fails you can abandon the ship, I haven't abandoned the ship yet, because when something blows up you and get too excited to do anything and then its too late. Then the whole thing goes and you die.

There are also Target Radars that lock the target guns onto the enemy, and blows the boat or planes to smithereens. What's neat, is when you see a nearby enemy ship, you can even watch the ship fire at you.... Scary! A sight you don't get to see twice.

This is a strategy game and I have learned about the parts of a navy ship. I now know what port, starboard and aft mean. Getting used to a relative bearing, where north is not always at the top of the radar or sonar for example, is a real trip.



## It's a SNAP!

MacCAD/E meeting, December '88

By Tom Edwards

**D**rawing blueprint-type stuff is no easy task... at least not for me. I've used the old pencil and paper method back when it was "hi-tech" to draw on a piece of plastic, instead of vellum... and moved on to other work that doesn't require me to make a spectacle of myself by trying to make pretty pictures in three views. Nonetheless, I like to dabble with today's technology (computers and programs) that could even make an ace out of me, and stay up near enough to the cutting edge that I can see what's happening, but back far enough that I'm not dangerous to myself or others.

So the stage was set for me to see how a *real* professional uses these things to best advantage, by attending the December meeting of the MacCAD/E group at the Hopkins Heath-Zenith store. I was treated to a presentation from George Buehl, a co-employee at MTS Systems with the coordinator for the MacCAD/E group, Bill Langer, and observed how the term "increased productivity" applies to the computer evolution. George uses SNAP!, a Kurta drawing tablet, Quickeys (and of course a Mac) to help him create schematics and parts details for equipment produced by MTS Systems.

The program, SNAP!, was not an arbitrary choice by George. It is a derivative of Intergraph, a drafting and engineering program that runs on MTS's mainframe computers. By using SNAP! on a Mac, George has access to material created in the other environment, and can export his drawings for use by Intergraph. With MultiFinder, he can also open a window into the MTS inventory system to check on the status of parts and materials that can be incorporated into his own drawings.

SNAP! offers 63 levels within a drawing, 256 colors to provide differentiation and easy "cut and paste" of selected elements for import/export. Although each drawing program (Mac or otherwise) will offer different capabilities in specific areas, all of the basic functions are available in SNAP! The only noticeable link to the "other system" is the structure of accomplishing operations. Someone familiar with the Mac would select an object, then direct an action to it. With SNAP!, the opposite is true... you select an action, then direct the action to an object.

Ahh, well. One of life's idiosyncrasies imposed by multiple choices.

### To gain added utility...

By adding a Kurta drawing tablet and Quickeys into his workstation, George has multiplied his ease of use by several factors. In addition to using the tablet to mouse around on for drawing, Kurta allows areas of the tablet to be "programmed" as alternate spots to access the menus of SNAP! Using Quickeys, he has enabled "spare keys" on his Saratoga keyboard to become shortcuts for common actions... one pressed key takes the place of a whole series of keypresses and mouse moves that were necessary without Quickeys.

### Stay In touch...

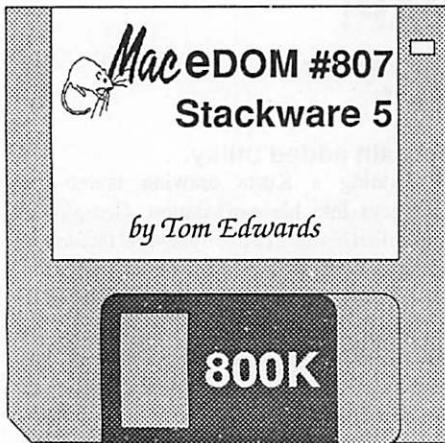
Thirsting for knowledge is a common activity of SIGs, whether Mac or Apple. Reading will keep you abreast of some of the late-breaking news, but there's a lot of information that is discussed at a SIG meeting prior to wending its way into the press. And, you get "first looks" at new stuff as well. The December MacCAD/E meeting followed in that tradition by:

- letting us know that PowerDraw (a well-respected drawing program for the Mac) will not be showing an anticipated version 3.0 at the winter computer extravaganza. Mini'app'les well-placed ear to the industry, David Stovall, reports that the program author has opted for a total rewrite, rather than a lesser bug fix, feature addition. Dave also suggests that those using the program send a list of wishes and needs to the author for consideration in 3.0.
- having a Mac IIx on the shelf. This was my first look, though there's not much on the outside to let you know that you're viewing the IIx. The box, color and operating system are all just like the II, except the slight logo change on the front of the case. The system was tied to Heath-Zenith's EtherNet, so even the reported speed increase was something that could not be judged.
- offering a quick peek at JonathanDraw in demo form. This is another CAD-type program that will be dissected by Dave to see if it offers special compatibility to the architectural markets. One very noticeable difference is its packaging, a white, hard-plastic case that holds disks and manuals. Sized, shaped and with a handle to look just like a yuppie attache case, except for the white color.

More bytes later...

TWE





This 800K Macintosh Educational Disk of the Month was assembled by Tom Edwards 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 EDOM #807 are briefly described below: some contain their own more detailed documentation. Some are also shareware; if you like and use them, please pay the shareware fee. **WARNING:** These have not been fully tested on all machines and system/finder versions. So, try them out first on something you can afford to lose!

Now, he.....re's Tom!!

To Mini'app'les Members:

Here's a bunch of things that I have found on the national BBS services (GEnie and AppleLink). I've looked at them, but must confess that I have done little more than explore what they are and do. Perhaps you will find something here that answers a specific need.

**Developer Stack 1.2r — (31120 stuffed)**



You wondered where the kitchen sink went to? So now you know. Here is a

documented and multifaceted collection of XCMDs and XFCNs that are designed to be dropped into your own stacks to "build" them quickly. (no fee) Here's the skinny directly from the man behind the collection...

This is the full release version of Developer Stack issue 1.2. Many new XCMDs, XFCNs, etc. (including many exclusive to the Developer Stack). If you have issue 1.1 and have customized it (adding your own cards, etc) the Developer Stack upgrader disk is available for \$10 from: Steve Drazga, Box 388, Southampton, PA 18966. It includes this stack, the upgrader stack, and other interesting stacks for HyperCard developers.

If you create stacks for HyperCard, get this stack!

**Terminal 1.7**



A shareware terminal program. More features promised, if folks send in the shareware fee (\$10.00 fee requested).

**Hyperchem**



For the chemistry student. A click on the element in the table, and more information about the item pops to the screen. (no fee)

**PrintField 1.1**



Want to print out the contents of those scrolling fields within your HyperCard stack? ALL of the field, not just what shows on the screen? This is for you! easy to install. (no fee)

**VCR Tapes 1.0**



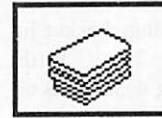
Got a big collection of video tapes and need to organize the information? Funny you should ask. Good looking card design and a utilitarian stack for the job.

**ResCopy XCMD(4.01b19)**



With a title this cryptic, it's got to be good. This is a dressed-up edition of the BEANIE stack that helps you install XCMDs, XFCNs, sounds and all into your stacks. (no fee)

**Sound Studio Stack**

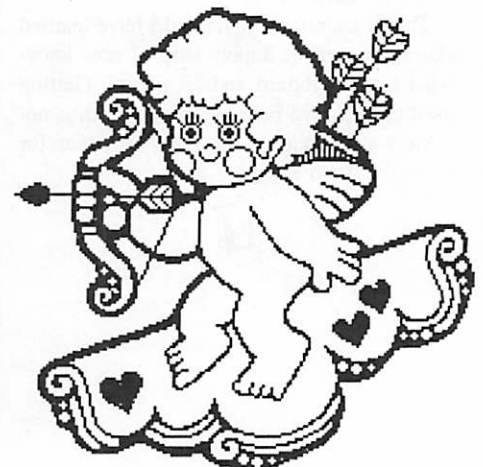


Sorry, no actual sounds here, but it does give you the organization and tools to work with sounds in your stacks. Store a sound on a card for easy moving into other stacks. The text file "SOUNDS and HC" adds some information about sounds and how to work them into HyperCard. (no cash fee, but if you like it, send a disk with some sounds)



**MacUsers  
Feb 2  
Southdale Library  
Mirror  
Technologies  
scanners  
and hardware**

**MacUsers  
March 2  
Southdale Library  
Tektronics  
Color Postscript  
Printer Demo**



## Presentation from Port to Port

### Mac Users Slide into the Future

By Tom Edwards

**A**s anyone who must deal with slide shows knows, after two or three, you have a bunch of slides that tend to collect dust and pile up in drawers. That is, unless you can recall them and combine them with a few old and a few new to make a new presentation. And as *Steve Vetter*, author of the *HyperCard Stack Presentation Passport*, explained, the "slides" can be any visual medium that needs cataloging, not just the film kind.

Steve is a local entrepreneur and has made it to other Mini'app'les meetings to show off this impressive stack. You can expect to see more about his efforts, as he is now branching out from just the local market into the first of (hopefully) several wider marketing agreements. He has relied solely on the HyperTalk programming language to enhance this custom database overlay with some elaborate search and sort routines, compatible with even the first release of HyperCard.

As a bonus tag to his presentation to the January meeting of the Mac Users, Steve showed some unreleased overlays for Excel. One was a variation on the familiar game of *Life*, a program that has been around small computers for some time. Both this, and the other template called *Neural Net*, are simple but functioning examples of the neural process found within the third "ware" (firmware, software and... WETware!... a real, live brain). Though certainly a rather esoteric exercise in programming, Steve managed to hold the interest of the Mac User regulars as he discussed the practical applications of this offbeat realm of programming.

*David Stovall*, coordinator for the Mac Users, called for announcements and introductions at the opening of the meeting. It seems that most must have been pretty exhausted from the year-end holiday splashes... only a few could muster the energy to raise an arm for a question or hot announcement:

- **HyperCard 1.2.2** is now in the club's library, according to *Joe Carroll*, manager of the Mac eDOM's. Look for bug fixes and nice, but relatively minor, enhancements, as HyperCard continues to be refined as the Computer Erector Set.
- Dave says that he is looking forward to a demo of a Color QuickDraw printer from **Tektronics**. These folks have been around the printer business for some time, so the

rumor that it will output 11" x 17" sheet size and sell for under \$3,000 is pulling at Dave's inquisitive mind.

- *Chuck Bjorgen*, coordinator for the Mac DTP SIG, was passing out some flyers about the BBS that he has up and running. This is primarily designed as an extension of the DTP group, but offers messages and UL/DL to others in the Mac community. The DTP Exchange supports 300 to 2400 baud and is up for most of a 24 hour day, unless Chuck needs it for business. The modem number is 636-7580... give it a try.

### The wish list...

The February meeting of the Mac User SIG (Thursday, Feb. 2), is expected to feature some announcements from Mother Apple. The stockholder's meeting (we all attend, don't we?) is often the forum for new product announcements, as well as the more mundane conversation about profits (Apple avoids losses so they don't have to talk about that side of the balance sheet).

You might just want to take this meeting in, to see if there is a NeXT-killer in the works.

**GOTO 14**



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## Font to you, Buddy!

Mac DTP meeting, December, '88

By Tom Edwards

**T**he December meeting of the DTP group was sandwiched in between the Christmas and New Year holidays. Apparently, not to many folks received excursion tickets for far-away places in their Christmas stockings for this week, because the walls at First Tech were still a bit stretched to maintain the 20 or so in the group's December meeting.

Coordinator Chuck Bjorgen had arranged to have a presentation by Bob Grant, who discussed how he manages FONTS as a necessary recreation for someone engaged in the DTP industry and using a Mac. Bob puts this to work as part of his company called Pragmat'ic, from which he does consulting and DTP contracting. Bob has also taught various classes at The Science Museum, which runs a rather extensive Mac-oriented program, ranging from beginner to advanced levels.

### WYSIWYG... some of the time...

One of the breakthroughs that pushed the Mac into a dominant position to lead the DTP industry, was the concept of seeing on the screen what you will get on the paper when you print it out. That was great for the ImageWriter, where the 72 dpi screen resolution was essentially the same as the printer's resolution. The advent of the LaserWriter (and other high dpi devices) changed that forever. Now the printed page was no longer a dot-for-dot representation of the screen, leading to mass hysteria as the first pages came off the LaserWriter and things that had been so painstakingly adjusted on-screen became a mocking distortion dripping with high tech gone awry.

The best way out of this dilemma is to have fonts in your system that are specifically designed to provide a good match to the fonts used by the output device, such as the LaserWriter. This means that internal algorithms to make text bold or italic are discarded in favor of fonts that provide a much closer appearance on-screen to what will show on-paper. Toss in the ability to download fonts, in addition to the on-board fonts of the output device, and you end up with a management task that is enough to shake the foundations like a 6.9 Richter Scale reading.

A management tool that helps to tread the path though all of this is a desk accessory such as Suitcase II or Font/DA Juggler Plus. This allows you to work around the limits of the

Mac operating system, which is often too constraining for the average Joe, much less the serious DTP user. Fonts (and other oft-used tools like DA's, sounds and F-Keys) can be swapped in and out of the active system without the tedious process of reconfiguring the system file and rebooting. Adding to the utility of these programs is the ability to compress the file space needed to keep fonts and sounds at hand, leaving room for more working space on the disk.

### The Oracle speaks...

Bob showed how these programs are used to best advantage. He also cautioned about changes on the horizon, laced with good news and bad news. The good news is that future System upgrades from Apple are expected to increase the number of fonts and desk accessories that the standard system can handle. The bad news is that the numbering system used to manage FONTS will go down the tube, to be replaced by a new numbering system for fonts now identified as NFNTs. This will create confusion within the operating system, probably requiring a dedicated commitment by the user for its resolution, and/or additional upgrades to the utilities such as Suitcase II to iron it all out.

In the interim, and probably even forever after, matching screen fonts to printer fonts is a necessary part of the DT publicists regimen to maintain some semblance of sanity. Purchasing the downloadable font (from folks such as Adobe) is a costly route, and does not offer the full answer anyway. Many DTP'ers don't own the output device anyway, they just rent it. Searching around, or contacting the manufacturer of the font(s) directly, you are likely to come up with screen fonts that cost a fraction of the "real thing", but will do wonders to help you maintain your sanity by making the screen look just like the printed page... almost... well, nothings perfect!


### From the future...

Part of DTP jobs often require that you get your client to look at and approve the design before it is committed to the printer's camera. Of course, this can be done in your office, but what if the client is miles away? If the client has a Mac, and you can get the file to them by disk or modem, they also need a means to read the file. This used to require that the client also have the program that created the file... a

costly option, if it was not also used for productivity. One way around this hurdle is the program "SuperGlue", which allows the file to be printed to disk. Transferred to the client (who needs a copy of "SuperGlue" too, but this is not as expensive as several full-blown applications), he or she can read the file and print it out in order to scan it for corrections and approval.

It sounds as though "SuperGlue" will soon have competition from a program called "Open It." As with any program that builds on the success of a pioneer, "Open It" is expected to have more features and truer representation of the final result. Don't be surprised to see it as the subject of a DTP meeting in the not-to-distant future. It's one more way that the DTP industry can give immediacy and value to their customers.

More bytes later...

TWE 


### Presentation Concluded

Some of the thunder-making headlines in the press of late has been stolen by a former Apple employee (hummmm... how quickly we do forget!) going around discussing a small, black cube.

In addition to this, the program will also feature a demo of a 200 dpi scanner from **Mirror Technologies**, the same folks that bring you disk drives and memory bumps. Now what I'd really like to know is how Dave managed to scoop this demo out from under the DTP bunch!

Have a heart... it's February.

More bytes later...

TWE 



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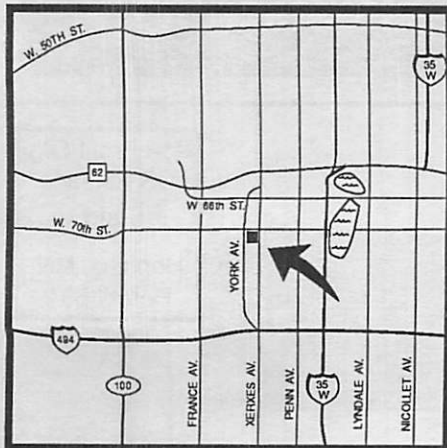


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