$2

# mini´app´les

newsletter

Vol. 13
No. 3

The Minnesota Apple Computer User's Group, Inc.

# MARCH 90

Calendar of Events

| M | T | W | T | F |
|---|---|---|---|---|
| mini´app´les meetings are for the benefit of members. You owe it to yourself, you owe it to the User Group, you owe it to your computer to attend as many meetings as possible. **See you there!** | | | 1 **Main Macintosh Meeting** Hennepin Southdale Library 6:30 / 7:00 pm Subject: **Publish It!** Mike Carlson 866-3441 David Stovall 474-8015 | 2 |
| 5 | 6 **North Shore Mac Users Branch-***Note 15* Grand Marais Library-7:00 pm<br>**Northwest Branch-***Note 6* Rockford Rd Library Crystal -7:00 pm | 7 **Apple // Main Meeting** Washburn Community Library, 5244 Lyndale Ave. S. 7:00 pm Subject: **Publish It! 3** Tom Ostertag 488-9979 | 8 mini'app'les **Board Meeting** Lexington Branch Library University & Lexington Aves. St. Paul, MN 7:00 pm David Laden 488-6774 | 9 |
| 12 **Mac Computer Art & Design** 17430 Isleton, Lakeville 6:45 pm Subject: **Visit to a video studio** Joy Kopp 440-5436 | 13 **Microsoft® Works™ S.I.G.** Washburn Community Library, Minneapolis Ed Spitler 432-0103 | 14 **Dakota County S.I.G Mac, Apple II, Apple IIGS** Metcalf Junior High Intersection of Cedar Ave & County Rd. 30, Burnsville - 7:00 pm Tom Michals 452-5667 | 15 | 16 |
| 19 **Fourth Dimension™ Group** Hennepin Southdale Library Ian Abel 824-8602 | 20 **Macintosh Programmer-***Note 2* Hennepin Southdale Library-7:00 pm<br>**MacCAD/E User Group-***N. 8* Heath/Zenith Computer Hopkins - 7:00 pm | 21 **Apple IIGS-***Note 12* First Tech 2640 Hennepin, Mpls. -7:00<br>**New Richmond Mac Users** Wisc. Indianhead Technical College John Hackbarth 715-246-6561 | 22 **AppleWorks© S.I.G.** Murray Jr. High, 2200 Buford St. Paul - 7:00 pm Dick Marchiafava 572-9305 | 23 |
| 26 **HyperCard™ Group** *-Note 4* Hagen Office Equipment -7:00 pm<br>**Mac Novice User Group** *-Note 9* Highland Branch Library, St. Paul | 27 | 28 **Mac Desktop Publishing S.I.G.** First Tech 2640 Hennepin, Mpls. Bob Grant 228-9637 | 29 | 30 |

***Notes:***

1. Dave laden ..... 488-6774
2. Ian Abel ..... 824-8602
3. Bob Grant ..... 228-9637
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. Dick Marchiafava ..... 572-9305
11. Tom Ostertag ..... 488-9979
12. Mark Evans ..... 377-9000
13. Ed Spitler ..... 432-0103
14. David Stovall ..... 474-8015
15. Jim Ringquist ..... (218) 387-2234
16. Tom Michals ..... 452-5667

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

**THE CALENDAR FOR APRIL IS ON PAGE 5**

mini'app'les

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

## Board Members:

### Officers

| | | |
|---|---|---|
| President | *David E. Laden*<br>675 West Wheelock Pkwy,<br>St. Paul, MN 55117 | 488-6774 |
| Past-President | *Dick Marchiafava*<br>7099 N. E. Hickory Drive<br>Fridley, MN 55432 | 572-9305 |
| Vice-President | *Tom Lufkin*<br>2078 Highland Parkway<br>St. Paul, MN 55116 | 698-6523 |
| Secretary | *Randy Dop*<br>4128 Meadowlark Lane<br>Eagan, MN 55122 | 452-0425 |
| Treasurer | *J. Edward Wheeler*<br>P.O. Box 796<br>Hopkins, MN 55343 | 881-5928 |

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| | | |
|---|---|---|
| Publications | *Open* | |
| Software | Tom Gates | 789-1713 |
| Operations & Resource | Dave Undlin | 432-0913 |
| SIG: Macs | Tom Edwards | 927-6790 |
| SIG: Apples | Tom Ostertag | 488-9979 |
| Membership | Ian Abel | 824-8602 |

### Coordinators

| | | |
|---|---|---|
| Beginners' Consultant | Earl Benser | 884-2148 |
| Shows & Conventions | *Open* | |
| Northwest Branch | Jere Kauffman | 535-6745 |

| | | |
|---|---|---|
| Apple II Users | Tom Ostertag | 488-9979 |
| Apple IIGS SIG | Dick Peterson | 473-5846 |
| AppleWorks SIG | Dick Marchiafava | 572-9305 |
| Beginner's Basic SIG | Tom Alexander | 698-8633 |
| Languages/Tech SIG | Wesley Johnson | 636-1826 |
| Tech. Adviser (hdwre) | Roger Flint | 771-2868 |

| | | |
|---|---|---|
| Mac Users | David Stovall (eves) | 474-8015 |
| | Mike Carlson (days) | 866-3441 |
| Excel SIG | M. Nightingale | 545-9380 |
| Mac Programming SIG | Ian Abel | 824-8602 |
| HyperCard SIG | Mike Carlson | 866-3441 |
| CAD & Engin. SIG | Bill Langer | 937-9240 |
| 4th Dimension SIG | Ian Abel | 824-8602 |
| Mac Novice SIG | Tom Lufkin | 698-6523 |
| Smalltalk SIG | Martin McClure | 227-9348 |
| DeskTop Pub. SIG | Bob Grant | 228-9637 |
| MicroSoft Works SIG | Ed Spitler | 432-0103 |

### Software Director's Staff

| | | |
|---|---|---|
| Apple // DOM Editor | Tom Gates | 789-1713 |
| MaceDOM Editor/Prod | Bob Fellows | |
| CP/M | *Open* | |

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

| | | |
|---|---|---|
| - Genealogy | Les Dikis | 447-2870 |
| - Medical | Stewart Haight | 644-1838 |
| - CP/M | Jim Rosenow | (414) 261-2536 |

Circulation this issue: *1000*

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

**Membership –** Mini'app'les
attn: Membership Coord.
PO Box 796
Hopkins MN 55343

All members receive a subscription to the newsletter and all club benefits. New members receive a package of member lists and software catalogs.

| eDOMs | | At Meetings | Mail Order |
|---|---|---|---|
| **Members:** | 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, |
| **Non-Members:** | 5 1/4" eDOMs | $6.00 | Max |
| | 3 1/2" Apple/MaceDOMs | $10.00 | $4.00 |

Make checks payable to: Mini'app'les

Mail to Mini'app'les: Attn: eDOM Sales
PO Box 796, Hopkins, MN 55343

**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, Linda Bryan, 1752 Gulden Place, Maplewood, MN 55109. Contributions on 5 1/4" disks should be sent to the club PO Box, and marked: "Newsletter Submission." You can also reach Linda at 777-7037 after 4:00 pm.

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 and 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 BBS –** 892-3317 8 data 1 stop 0 parity

**Advertising –** Direct inquiries to:
Mini'app'les Advertising Coordinator
PO Box 796
Hopkins, MN 55343

### Newsletter Publication Staff

| | | |
|---|---|---|
| Editor | Linda Bryan | 777-7037 |
| Announcements | Kent Edwards | 452-4956 |
| Calendar | John Hansen | 890-3769 |
| Assistant Editor | Tom Edwards | 927-6790 |
| Assistant Editor | Tom Lufkin | 698-6523 |
| Contributing Ed. | Steve George | 935-5775 |
| Production Manager | Cindy Reever | 934-7500 |
| Business Manager | J. Edward Wheeler | 881-5928 |
| Arbitrator | Dave Undlin | 432-0913 |

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**Deadline for April Mini'app'les Newsletter is March 1.**


**The Fine Print**

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Copy your newsletter mailing label showing current address in this space:

I.D.#: _____ Exp. Date: _____

Name: _____

Street: _____

City, St., Zip: _____

PRINT YOUR NEW ADDRESS HERE.

Street: _____

City, St., Zip _____

MAIL TO: mini'app'les, P.O. Box 796, Hopkins, MN, 55343

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**Please accept my –**

**mini'app'les MEMBERSHIP APPLICATION.**

**Please Print or Type:**

1. Name _____

_____

Address _____

City _____ State_____ Zip_____

Res. phone _____ Bus. _____

Renew ID# _____ Exp. Date _____

2. **Please enroll me as a mini'app'les member.**

| | | | |
|---|---|---|---|
| ☐ Regular [1st year] | $20.00 | ☐ Educational | $50.00 |
| ☐ Renew [one year] | $15.00 | ☐ Corporate | $100.00 |
| ☐ Foreign | $30.00 | ☐ Donation | $_____ (tax deductable) |
| ☐ Sustaining | $25.00 | | |

3. **Please tell us your special interests:**

**Which personal computer do you use?**

- ☐ Apple II
- ☐ Apple II +
- ☐ Apple IIe
- ☐ Apple IIc
- ☐ Apple IIGS
- ☐ Macintosh Plus
- ☐ Macintosh SE
- ☐ Macintosh II
- ☐ Macintosh SE/30
- ☐ Macintosh IIcx

**Area of Interest?**

- ☐ Business Application
- ☐ Home Application
- ☐ Educational Application
- ☐ Desktop Publishing
- ☐ Other _____

**Do you own or use?**

- ☐ Printer
- ☐ Laser Printer
- ☐ Modem
- ☐ Other _____

☐ Sponsored by: _____

☐ Check if interested in volunteer opportunities.

☐ Check if you do not wish to receive non-club promotional mailings.

You'll receive your new membership kit in 3 to 6 weeks.
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**mini'app'les**
**PO Box 796**
**Hopkins, MN 55343**

# Special Savings On Power Protection For Mac Users

If you're using a Macintosh SE, Plus or 512, you can now have AC power protection at 42 percent off the regular retail price. NSP's Ultra Power Service is offering American Power Conversion's 110SE Uninterruptible Power System (UPS) to Mini'app'les members at the special price of $229, a $170 savings.

If you're an NSP customer, you can even finance your purchase through your monthly energy bills. But you don't have to be an NSP customer to order.

Enjoy these benefits with the 110SE UPS:

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- Unit slides under Mac, raising it only an inch and a half; no wire clutter.
- Runs cool and quiet.
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☐ Payment of $_____ is enclosed

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|---|---|
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| Shipping & Handling ($2.75) | _____ |
| TOTAL $ | _____ |

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Send to NSP Ultra Power, Northern States Power Company, 1518 Chestnut Avenue N, Minneapolis 55403, or call (612) 347-7383.

NSP

Northern States Power Company

# April 1990 Continued from the cover

| | | | |
|---|---|---|---|
| North Shore Mac Users | Tues. April 3 | Grand Marais Library, Grand Marais | Note 15 |
| Northwest Branch | Tues. April 3 | Rockford Road Library, Crystal | Note 6 |
| **Apple II Users** | Wed. April 4 | Washburn Community Library, Minneapolis | Note 11 |
| **Mac Users** | Thur. April 5 | Hennepin County Library, Southdale | Notes 4 & 14 |
| Mac Computer Art & Design | Mon. April 9 | Minneapolis College of Art and Design | Note 7 |
| Microsoft® Works™ S.I.G | Tues. April 10 | Washburn Community Library, Minneapolis | Note 13 |
| Board Meeting | Thur. April 12 | Lexington Branch Library, St. Paul | Members welcome – Note 1 |
| Fourth Dimension™ Group | Mon. April 16 | Hennepin Southdale Library | Note 2 |
| MacCAD/E User Group | Tues. April 17 | Heath/Zenith Computers, Hopkins | Note 8 |
| Macintosh Programmer | Tues. April 17 | Hennepin Southdale Library | Note 2 |
| Apple IIGS S.I.G. | Wed. April 18 | First Tech Computer, 2640 Hennepin | Note 12 |
| New Richmond Mac Users | Wed. April 18 | Wisconsin Indianhead Technical College | Note 16 |
| HyperCard™ Group | Mon. April 23 | Hagen Office Equipment | Note 4 |
| Mac Novice User Group | Mon. April 23 | Highland Branch Library, St. Paul | Note 9 |
| Mac Desktop Publishing S.I.G. | Wed. April 25 | First Tech Computer, 2640 Hennepin | Note 3 |
| AppleWorks© S.I.G. | Thur. April 26 | Murray Jr. High, 2200 Buford, St. Paul | Note 10 |

***Notes:***

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| 1. Dave laden | 488-6774 | 5. Wesley Johnson | 636-1826 | 9. Tom Lufkin | 698-6523 | 13. Ed Spitler | 432-0103 |
| 2. Ian Abel | 824-8602 | 6. Jere Kauffman | 535-6745 | 10. Dick Marchiafava | 572-9305 | 14. David Stovall | 474-8015 |
| 3. Bob Grant | 228-9637 | 7. Joy Kopp | 440-5436 | 11. Tom Ostertag | 488-9979 | 15. Jim Ringquist | (218) 387-2234 |
| 4. Mike Carlson | 866-3441 | 8. Bill Langer | 937-9240 | 12. Mark Evans | 377-9000 | 16. Tom Michals | 452-5667 |

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

# Members Helping Members

Need Help? Have a question the manual doesn't answer? Members Helping Members is a group of volunteers who have generously agreed to help. They are just a phone call away. Please: only call if you are a Member, own the software in question, and *only* within the specified days/hours listed at the bottom.

| **Apple II** | **Key** |
|---|---|
| Applewriter | 2 |
| AppleWorks | 1,2,9 |
| Ascii Express | |
| BASIC | 5 |
| Beagle Buddy | 9 |
| BPI Programs | |
| Datalink 1200 | 1 |
| Dollars & $ense | 1 |
| DB Master | 7 |
| Epson LX80 | 1 |
| Hard & software | 9 |
| Home Acc'n't | |
| Laser 3.5 drives | 1 |
| PublishIt! | |
| ProTERM | 1 |
| Talk Is Cheap | |
| TimeOut | 9 |
| TO SideSpread | 1 |
| TO QuickSpell | 1 |
| TO SpreadTools | 1 |
| TO Thesaurus | 1 |
| WordPerfect | |

| **Apple IIGS** | **Key** |
|---|---|
| 816 Paint | |
| AppleWorksGS | |
| APW | |
| DeluxePaint II | |
| General | 3,10 |
| Graphics Studio | |
| GS/OS | |
| MultiScribe | |
| Music Studio | |
| PaintWorks Plus | |
| Prosel | |
| TML Basic | |
| Writer's Choice | |

| **Macintosh** | **Key** |
|---|---|
| 4th Dimension | |
| Adobe Illustrator | |
| Beginners | 13 |
| Canvas | 5 |
| General | |
| Helix | |
| HyperCard | 6 |
| MacDraft | 5 |
| MacDraw | 5 |
| MacPaint | 5 |
| Mac OS | 4 |
| Microsoft Excel | 5,6 |
| Microsoft Word | 4,5,6 |
| Microsoft Works | 11 |
| Networking | 5,6,13 |
| OverVue | |
| PageMaker | 4,6 |
| PostScript | 8 |
| Power Point | 5 |
| QuickBasic | 5,6 |
| ReadySetGo | |
| WordPerfect | |

**See your name in print!!**

All it takes is a quick phone call to **Lloyd Nelson** and say that you want to be a **Members Helping Members volunteer!**

**Key**

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| 1. Lloyd Nelson | 423-3112 | E | 2. Tom Ostertag | 488-9979 | E | 3. Tom Gates | 789-1713 | EW |
| 4. Tom Edwards | 478-2300 | D | 5. Earl Benser | 884-2148 | EW | 6. Dan Buchler | 890-5051 | E |
| | 927-6790 | E | 7. Ann Bell | 544-4505 | E | 8. Fritz Lott | 377-3032 | E |
| 9. Dick Marchiafava | 572-9305 | DE | 10. Randy Dop | 452-0425 | EW | 11. Ed Spitler | 432-0103 | D |
| 12. Timothy Shea | 739-3764 | E | 13. John Hackbarth | 715-246-6561 | D | | | |

D-days (generally 9a-5p), E-evenings (gen. 5p-9p), W-weekends (gen. 1p-9p).
In any case, call at reasonable hours and ask if this is a convenient time for them. We appreciate your cooperation.

# Announcements: Regular Meetings

***Hooray for the new SIG***

**Dakota County Special Interest Group for Mac, Apple II, and Apple IIGS...**

meets the second Wednesday of each month at Metcalf Junior High which is at the intersection of Cedar Ave. and County Rd. 30 in Burnsville. The meetings start in March. Call Tom Michals at 452-5667 for more information.

## March 7 Apple II SIG Meeting

*by Tom Ostertag*

If all goes according to plan. *Bill Warner* will be presenting Publish It! 3 (prerelease version) at the March 7th Apple II SIG Meeting. He will also present the same program at the Desktop Publishing SIG March 1st. Bill is very interested in Apple II DTP and is a very energetic and enthusiastic person. It should be an interesting presentation.

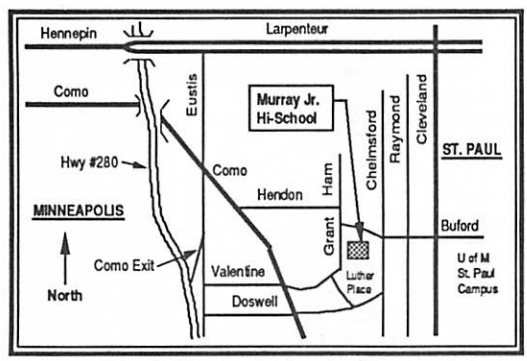
Get to one of our meetings if you can. Otherwise you'll miss out on some really graphic expressions. Watch what happens to Publi****!3 vs **Publish It!3.**

See what I mean by graphic?

April 4 meeting is projected to be *Tisha Jacobs* from Broderbund software.—Tom

## Apple II DTP

The program on March 1 is the same as the March Apple II meeting—Publish It!3. Topic for the April 5 meeting is not set yet. Call Bill Warner for information—644-0658.




## Mac Novice Meeting March 26

*by Thomas M. Lufkin*

Once again the Novice SIG tackles F O N T S... and we'll keep doing this until the SIG leader gets it right. This month we hope to see a little bit of Adobe Type Manager, the program that smoothes out the jaggies from larger—above 14 points—sizes of ImageWriter fonts. There will be the standard Q & A and all beginners are welcome. The meeting is March 26, 7:00 pm at the Highland Village Branch, St. Paul Public Library.

## MCAD March 12 meeting and future meetings

*by Joy Kopp*

On March 12 join us for an intimate tour of the Desktop Video production studio of *Mike Wilson*, American Videography. Mike is developing desktop media presentations and graphics for business, government, and schools. He is using a 3 chip video camera, a Color Space II board and **Macromind Director**. Final presentations are output to videotape.

We have been invited to his home/studio in Lakeville...and it will be worth the drive! Bring some PICT files along and be part of the demonstration.

Here's how to get there: Go south on 35W. Cross the river. Go past the Burnsville Center exit (County Rd 42/Crystal Lake Road) and past Buck Hill ski place. Take exit #85. Fleet Farm sits on the left side of the road at this exit. Go left onto County Rd 50. Go two blocks to 175th street. A Super America Station sits at the intersection.

Go left on 175th and go one mile to Isleton Avenue. This intersection is just before the Christina Huddleson Elementary School.

Turn left on Isleton. It's the fourth house: 17430 Isleton Avenue, Lakeville, MN, 892-1644.

**Mac Computer Art and Design group 1990 meeting agenda:**

April 9—Page Layout Bake Off! Watch fluent users of Pagemaker, Quark, Ready Set Go, Interleaf and Letraset Design Studio simultaneously prepare the same document. We'll see the strengths and weakness of each program.

May 14—Hypercard and Supercard: a Comparison *John Manning*, a Chicago Hypercard de-

May 14—Hypercard and Supercard: a Comparison *John Manning*, a Chicago Hypercard developer, will share his latest work. *Gary Brandenburg*, a Twin Cities multimedia developer, will demonstrate Supercard.

June 11—Bring your work, and your dinner, picnic out in the park in front of the Art Institute.

July 9—A discussion of file formats.

Meetings start promptly at 6:45 at the Computer Lab, Room 326, of the Minneapolis College of Art and Design, 26th and Stevens, Minneapolis.

## Mac Users Special Interest Group

*by Tom Edwards*

The MacUsers SIG meets the first Thursday of each month, which will be March 1 for the March meeting. The location is the Hennepin County Branch Library at Southdale (70th and York South) and the time is 6:30 for pre-meeting activity and program at 7:00. This group is co-chaired by *David Stovall* and *Mike Carlson*.

The program planned for March is a demo of the page makeup program, **Publish It!** by TimeWorks. The presentation will be provided by *Tom Edwards*, who professes no particular talent for DTP or presentations. Nonetheless, TimeWorks has consented to offer a "special buy" for those that suffer through Tom's presentation. The $395 list (mail order $225) program will be purchasable at the meeting for just under $200 *and* there is an additional $20 rebate from TimeWorks upon submission of the order. (Full details of this have not yet been received as this goes to press. I understand that credit card purchases will not be accepted for this offer.)

The wise co-chairs have planned a meeting on telecommunications for the April meeting. You are encouraged to bring balky hardware, fussy communication programs and all those nagging questions and problems that keep you from smooth communication sessions. These "sticking points" will be addressed following a general session about the basics of telecommunications at the April 5th meeting. A session using the Club's BBS will be part of the program.

## Mac CAD/E

*by Tom Edwards*

If you have a special interest in the Mac as a drawing, drafting or engineering tool, here's the group for you! We meet the third Tuesday of each month (it'll be the 20th for March), 7:00 pm at the Heath-Zenith Computer store on Shady Oak Road, Hopkins. Coordinator *Bill Langer* always has some new program or a new twist on an old program for the group to ponder.

One standby program that many in the group use, is **PowerDraw**, a 2D drafting program. The folks that publish PowerDraw have recently come out with another upgrade revision, so don't be surprized if that shows up at the next meeting or two.

If *Craig Johnson*, rep for the **InCAD** program from Insight, can cajole his hard drive into not misbehaving, he owes the group a peek at the latest tweaks and twirls that have been added to this program.

## and there's more...

Most every month, there are about a dozen Mac Special Interest Group meetings. You are invited to attend one, two, even all of them, if you can manage it. Check the calendar for full details. You'll find additional listings for Fourth Dimension, Programming, Novices, Works...even two regional meetings for those outside of the metro area, and one for the near-metro bunch (Dakota County).

If you have a special interest and think that you'd like to see a group that focuses on it, give me a call to discuss how something might be started. I'm Tom Edwards, 478-2300 (day), 927-6790 (evening).

More bytes later...TWE

# Minutes of the Board Meeting

## January 11, 1990

*St. Paul Public Library—Lexington Branch*

**Board members in attendance:**
David Laden, Tom Lufkin, Randy Dop, J.E. Wheeler, Tom Gates, Dave Undlin, Tom Edwards, Tom Ostertag, Dick Marchiafava. Excused: Ian Abel.

**Members in attendance:**
Dick Peterson, Steve George, Dan Buchler.
The meeting was called to order by President Laden at 7:00 P.M. The meeting agenda was distributed and reviewed. Motion by Dop to accept agenda. Second by Lufkin. Carried.

The minutes of the December 14 Board Meeting were submitted by Dop. Motion by Lufkin to approve December 14 minutes. Second by Marchiafava. Carried.

**Agenda Item 2.1 - President's Report**
David presented two issues that need to be a priority of the board. The first is to get more people involved in **mini'app'les**. The second is to address the declining membership.

**Agenda Item 2.2 - Vice President's Report**
The Mid-Winter Madness Swap Meet will be held on February 24 from 7 A.M. to 2 P. M.

**Agenda Item 2.3 - Secretary's Report**
Randy reported that all past-owed e-DOM coupons have been distributed to all people who have requested them. He will continue to coordinate the distribution of new e-DOM coupons as needed. A special thanks was given to Steve George for taking the minutes at the December board meeting.

**Agenda Item 2.4 - Treasurer's Report Report for November 1989**
Submitted by Wheeler.

| | | |
|---|---|---|
| INCOME | | |
| Membership Dues | $820.00 | |
| Savings Account Interest | 43.64 | |
| Newsletter Advertising | 286.40 | $1150.04 |
| EXPENSES | | |
| Telephone | 12.50 | |
| Postage, shipping | 130.00 | |
| Equipment Rent, maintenance | 99.00 | |
| Printing, publications | 955.39 | |
| Bank Service Charges | 10.87 | 1207.76 |
| MONTH LOSS | 57.72 | |
| TCF Inv Mgt Acct | 7511.81 | |
| Checking Account Balance | 745.16 | |
| BILLS | | |
| Outstanding Attorney Fees | 3300.00 | |

A check for approximately $1900 was received from the IRS. Jim reported that the amount of the check should be $2041.14. David requested that Jim go to the bank and get copies of the checks that the IRS has paid **mini'app'les** so that the actual figures can be determined. The $1900 check will not be cashed until this matter is resolved.

**Agenda Item 2.5 - Membership Director's Report**
Tabled.

**Agenda Item 2.6 - Executive Committee Report**
Randy presented the minutes from the Executive Committee meeting held January 9, 1990.

**Agenda Item 2.7 - Publications Committee Report**
Tom reported that work has started on the February newsletter. There are some problems with the postal permit and this must be resolved before the February issue can be mailed. The January issue was done by the new printer and Tom was satisfied with the quality of work. The total bill for the January newsletter was under $700.00. Tom reported that the February issue would be his last as editor.

**Agenda Item 2.8 - Software Director Report**
The Software Committee will be meeting within the next few weeks.

**Agenda Item 2.9 - Resource Director Report**
No report this month.

**Agenda Item 2.10 - Interest Group Directors Reports**
Tom Edwards provided a written report on Mac activities for the previous month. Tom Ostertag provided a written report on the activities of the Apple SIGs for the previous month.

Motion by Dop to accept the Directors' reports. Second by Lufkin. Carried.

## OLD BUSINESS

**Agenda Item 3.1 - Status of IRS Penalties**
A refund check in the amount of $1961.39 was

received from the IRS for tax year 1982. As stated earlier, this amount is incorrect and the check will not be cashed until the correct amount is determined.

**Agenda Item 3.2 - Report on Voice Mail Service**

The voice mail service started on January 2, 1990. A number of the board members have called in to see how the service works. A monthly report will be provided showing the number of calls received. The telephone number is 627-0956.

## NEW BUSINESS

**Agenda Item 4.1 - Policy on Contributions of Hardware and Software**

Club-owned hardware and software is available for **mini'app'les** Computer User Group meetings and events.

Our hardware and software is used at various regular meetings. These meetings take precedence unless other arrangements are made with the person(s) normally using the hardware.

Meetings and events involving large numbers of members or potential members receive precedence over smaller groups. Board members and board approved appointed staff can check out hardware and software for official user group activities.

To arrange for available hardware and software, contact the person who "usually" houses it. You do not need permission from the Operations and Resource Director to use club resources. Each member normally housing these resources will keep a record of other users and locations and make appropriate decisions about proper usage. If you have questions or a problem develops, call the Operations and Resource Director. When the normal location of the hardware changes, please notify the Resource and Operations Director of the new location.

When hardware or software is available for your meeting, you are responsible for picking it up from the person who is currently housing it. The next person scheduled to use the hardware or software will be responsible for picking it up fro m you. To save transfer time and effort, you may arrange to pick it up after the last meeting during which it was used.

Motion by Lufkin to amend the policy by adding the statement: "**mini'app'les** will support the copyright laws." Second by Wheeler. Carried.

Policy as amended carried.

DONATED HARDWARE AND SOFTWARE

Donated hardware and software, whether new or used, is accepted on the condition that **mini'app'les** Computer User Group will use these items in any manner deemed appropriate. We do not agree to use donated hardware or software, nor do we normally agree to endorse or review donated items.

A donation of hardware or software may qualify for a tax deduction. The Operations and Resource Director will issue a receipt for the current market value of the donated item(s).

The Operations and Resource Director will maintain a list of all items available for sale. This list will be published in the newsletter and can be available at meetings, SIGs and special events. When appropriate, the actual hardware and software can be displayed at an event. The Operations and Resource Director will house this hardware and software or determine an alternate location when necessary.

Carried.

**Agenda Item 4.2 - National Apple Users Group Conference**

Motion by Dop to appoint David Laden and Tom Lufkin as **mini'app'les** representatives to the National Apple Users Group Conference in Chicago on April 20-22, 1990. **mini'app'les** will cover the conference registration fees. Second by Undlin. Carried.

**Agenda Item 4.3 - Consideration of Bylaws**

Changes Proposal would prevent **mini'app'les** Board of Directors from passing a deficit budget and also limit proposed income (new members, advertising, e-DOM sales) and expense figures to 20 percent increase over real figures from previous budget year's statements. Budget may be subject to change by board budget review. The 20 percent figure may be waived by director area by justification supplied by director and agreed to by board majority.

***Board minutes** GOTO page 13*

# February mini'app'le Happenings

## Apple II SIG Meeting—7 February
*by Tom Ostertag*

The Apple II people gathered at the Washburn Community Library on a rather balmy night for the monthly get together. About twenty people were there to participate.

Announcements and introductions started the meeting. Board members, Dick Peterson (BBS Sysop) and the Apple II SIG committee members were introduced. *Tom Gates* gave a short description of a new hard drive (MegaDrive) and said that there would be one at a future meeting for demonstration.

Second on the agenda was question and answer time: More questions about telecommunications and the BBS, DOS 3.3 to ProDOS conversions, some IBM-bashing and others. It was a lively discussion.

Finally on to the presentation: *Todd McInroy* ran **Copy II Plus** and demonstrated the many utilities that are available on this fine program. He also demonstrated several other utilities, including **Shrinkit**, which is a program for archiving (compressing) and restoring compressed files. This program is used on the Club BBS to transfer files.

The other utility was **TEX**, which is a utility that handles some of the little annoyances with AppleWorks files and downloaded ASCII text files.

Adjournment: The meeting as usual, reconvened at Perkins for a burger, dessert, or a cup of coffee and lots of hot conversation. (Oh, oh...that should have been hot coffee and conversation.)

—Tom

## February 13—Dakota County SIG
*byTom Michals*

The Feb 14th Dakota County SIG meeting group tried to stump *Earl Benser*. Earl was asked questions which varied from ADA equipment/programming to BASIC programming with Appleworks. He also fielded questions on upgrades to IIGS and 3rd party cards, modems, printers and the PC Transporter. Earl discussed the Apple line of computers from the original Apple to the present day Macs.

*Dick Peterson*, the Mini'app'les BBS Sysop, also attended and he fielded many questions himself. Dick was unable to discuss modems and BBSs. That topic was deferred to the March 14 meeting when we hope to demo a sample BBS and give the floor to Dick.

Also for future meetings, MECC (educational software company) and Hagen Office Equipment have promised the use of a set of demo programs and possibly someone to demo them. The group expressed interest in a Mac music midi demo by a Prior Lake Player acting group Music Director/conductor. Also we hope to have individuals bring favorite programs/whatever to provide brief demos on an ongoing basis. Jason Mooney of Harris Labs is going to try to get use of the computer room for Dick Peterson's BBS demo and possibly a future Earl Benser training session.

---

## CUE Educators Convention in Palm Springs May 10-13

Looking for an educational computing convention? Computer Using Educators, Inc., (CUE) holds its twelfth annual spring conference in Palm Springs, California, on May 10-13. Practical sessions and exhibits on the theme "Technology: An Oasis for Learning."

Write CUE , P.O. Box 2087, Menlo Park, CA 94025 or phone Rose Ryland at 818-355-8807 for convention information.

CUE helps educators use technology to deliver and administer instruction. Founded in California in 1978 as a non-profit educational corporation, CUE now has 8000 members.These are the same people who brought us FREDWriter, FREDBase, and other useful, affordable Apple II software for the educational community.

Write CUE SoftSwap, Box 271604, Concord, CA 94527 for a CUE catalog. Your name will also go on a list for further mailings.

# Mac DTP: Publish It! will be a work in time

*Pointing at picas in February and March, by Tom Edwards*

The Mac DTP group must feel the way the warmup band for a Stones concert must feel when someone forgets to tell the Stones and they never show. So the fill-ins just keep filling in and never miss a beat.

The November meeting was to feature Aldus Persuasion, vers. 2.0. The Aldus rep called to say that he would defer to the turkey (the meeting was the day before Thanksgiving) and reschedule for February. Already, that presentation has been rescheduled for March. I feel like a guy at an auction, where every bid gets raised by another bidder.

I unilaterally cancelled the December DTP meeting with the excuse that it fell really close to the Christmas holiday. Well, it wasn't ALL that close, but I was on vacation and hadn't yet gone through enough of the promised demo of Publish It! for the Mac to pass along a fair review. By the January meeting date, I had the big pieces of the program in hand for the demo. With the cooperation of the members, and new coordinator for the group, *Bob Grant*, I jumped right into the demo at the start of the meeting. My hope was to zip out early enough that I could hear a piano recital by a girl in my son's high school class: she was to play a composition that my son authored. Admittedly, this twern't no Carnegie Hall deal, but I wanted to give it a shot.

## Whipping into the demo...

well, actually it was more like a conversation about the program. There were quite a number of folks there, perhaps enticed by the promise of a drawing for **Publish It!** at the conclusion. Though I had goofed on promoting that (the demo program brands each printout), I have since swung a deal with TimeWorks and been promised a fully working copy that I can raffle off to a lucky winner from the members who signed the attendance sheet that night. I expect to have this undisabled Publish It! in hand by the February meeting, along with some information about TimeWorks' "special buy" promotion.

The Publish It! program (or Publi****!, if you drop the space and run it through the BBS censor) turns out to be a very mixed bag of goodies. It contains some features that DTP'ers would kill for (built in object and text rotation, moderately complete draw and paint segments, and several other "wish list" things some of the mainstays in this field still lack). On the flip side, the "pencil" tool is the world's slowest, and some of the advertising hype, though technically correct, results in major disappointments to the DTP'er who is pushing the edge to stay in front.

One good question that I did not have an answer for at the presentation was about TimeWorks' future plans for the program. I have since learned that a revision is planned for June/July and perhaps some of the less-than-positive factors will be corrected. Even as it stands, I would give it good marks as a candidate package for someone who needs to work on internal publications where you won't be needing to import material from many sources. It offers a lot if you can stay within its integrated environment. Others who have tested **Springboard Publisher** keep saying that program offers much the same features and at a lower price. Yet when you roll down the feature list, Publish It! will come out the winner. I don't know Springboard Publisher's price, but at the February Mac DTP and March Mac User meetings, Publish It! will be available for you to purchase for a net cost of about $180.

## Into the breech...

left by my hasty departure to listen to the recital (gurrr! I was too wordy presenting the review and left about 10 minutes too late) came Bob Grant to field the Q/A's and lead the charge to better DTP understanding. Thanks also to First Tech Computers and host *John Hyde* for the unwavering support for this group over the months. It means a lot to have a regular and well equipped meeting place and to see what's new in the world of Apple and Macintosh.

I'll be talking to Bob about the coming meetings. One program that I have tried to locate is Freedom of Press. This reportedly gives high-resolution output capability to non-PostScript printers. What with the increasing number of printer options becoming available, and the impending reliance on QuickDraw with System 7.0, this sounds like a program to view. If there are any of you using it, please give me a call to tell me what you think of it.

More bytes later...TWE

# APPLESOFT BASIC: FREEZE-FRAMES 'N' STUFF

*by Tom Alexander*

Have you ever wondered how some of the commercial programs you've spent good money for have had a terrific screen layout that defied everything you knew so far about Applesoft BASIC programming? For example: A screen full of questions but the cursor is positioned following a question in the middle of the screen? This is impossible if not down right unconscionable. A guy you know only by the strange name of "The Disassembler" has the answer: "It's written in machine code. Only geniuses like me can do stuff like that." It doesn't help you out much but you'll shrug it off with a weak smile.

"The Disassembler" was probably right but you can do some pretty neat stuff with Applesoft BASIC nonetheless.

Dividing the screen up into sections is what I call creating a Freeze-Frame. You can freeze a portion of the screen you want shown on a number of consecutive screens. Suppose you had a series of questions you want printed under one heading that will take up three screens. The heading might be "Answer Each Question Yes or No."

In order to freeze this portion of the screen you must POKE a value into that memory location that holds the top margin of the screen. That memory location is 34. The code will look like this:

```
100 TEXT: HOME
120 A$ = " Answer Each Question Yes or No "
140 L = LEN (A$): T = 20 - (.5 * L): REM * Center A$
160 HTAB (T): INVERSE: PRINT A$: NORMAL
180 POKE 34,2: REM * Freeze first 2 rows
```

Now the available screen will consist of the lower 22 rows because the first two have been frozen with the POKE 34,2 statement. When you clear the screen for the next set of questions "Answer Each Question Yes or No" will remain on the monitor in inverse print. To dramatize this frame you might want to put a delay loop after you clear the first and subsequent screens:

```
400 HOME: FOR P = 1 TO 1000: NEXT P
```

To return to the 24 row screen you must reset the top margin by another POKE statement:

```
800 POKE 34,0
```

Borders can be frozen on each of the four sides of the screen to create a nice title or ending screen for your Applesoft BASIC program. Observe the following code:

```
100 REM * Frozen border subroutine
110 TEXT: HOME
130 S$ = "#": GOSUB 900
140 VTAB 8: HTAB 16: INVERSE
150 PRINT " TITLE ": NORMAL
160 VTAB 18: HTAB 10
170 FOR P = 1 TO 2000: NEXT P: REM * Delay loop
180 PRINT "Hit any key to end ";: GET V$
190 REM * Reset borders
200 POKE 32,0: POKE 33,40: POKE 34,0: POKE 35,24
210 HOME: END
890 REM * Frame Subroutine
900 FOR X = 1 TO 40: PRINT S$;: NEXT X
910 FOR X = 1 TO 21
920 HTAB 1: PRINT S$;: HTAB 40: PRINT S$;
930 NEXT X
940 FOR X = 1 TO 40: PRINT S$;: NEXT X
950 REM * Freeze border
960 POKE 32,2: POKE 33,36: POKE 34,2: POKE 35,21
970 HOME
980 RETURN
```

You will notice that the borders are reset to their orginal values in line 100. If this isn't done you'll have the borders for the rest of your program.

What about doing some of the things "The Disassembler" spoke of above? You can use one or two freeze-frames that give the same effect as the example given above. I'll use one frame with two questions to demonstrate:

```
100 TEXT: HOME
120 VTAB 5
140 PRINT TAB (6); "Do you own a computer (Y/N) "
160 VTAB 10
180 PRINT TAB (7); "Do you own a printer (Y/N) "
200 REM * Freeze left side of screen
220 POKE 32,32: POKE 33,8
240 REM * Position cursor for answers
260 VTAB 5
280 INPUT ""; A1$
300 VTAB 10
320 INPUT ""; A2$
340 REM * Reset screen margins
360 POKE 32,0: POKE 33,40
380 VTAB 20: PRINT"Hit any key to end: ";: GET V$
400 HOME: END
```

The INPUT variables, A1$ and A2$, were not tested to save space. They should be tested for nulls strings and for illegal characters. Example:

```
285 IF A1$ = "" THEN CALL -198: CALL -998: GOTO 280
290 IF A1$ <> "Y" AND A1$ <> "N" THEN CALL -198: CALL -998: GOTO 280
```

Sometimes a little movement will add some pizzazz to an otherwise dull title screen. You can slide the characters of the title across the screen, right to left with this routine:

```
100 TEXT: HOME
110 VTAB 8: HTAB 10: FOR X = 1 TO 18: PRINT "$":
NEXT X: PRINT
120 FOR X = 8 TO 12
130 VTAB X: HTAB 10: PRINT ":";: HTAB 28: PRINT ":"
140 NEXT X
150 VTAB 12: HTAB 10: FOR X = 1 TO 18: PRINT "$":
NEXT X: PRINT
160 FOR Z = 1 TO 1000: NEXT Z
170 M$ = "::::::::::::: How To Make BIG Money Real Fast
Without Working For It :::::::::::::"
180 REM * Print moving message
190 FOR X = 1 TO LEN(M$)
200 VTAB 10: HTAB 15
210 PRINT MID$ (M$,X,8)
220 FOR Z = 1 TO 150: NEXT Z
230 NEXT X
240 VTAB 22: PRINT "HIT any key to end ";: GET V$
250 HOME: END
```

Now the unlikely: Say you've written a really dull and uninteresting program like displaying seven X's on line ten. That's it! What can be done so you won't lose face? Create a spectacular ending! Folks will love you for it. Publishers will seek you out. Try something like this:

```
1000 TEXT: HOME: REM * THE END
1010 F$ = " ": INVERSE
1020 FOR X = 1 TO 24: FOR Y = 1 TO 39
1030 PRINT TAB (Y); F$;
1040 NEXT Y: NEXT X: PRINT TAB (39); " "
1050 NORMAL: VTAB (10): HTAB (16)
1060 PRINT "          ": HTAB (16)
1070 PRINT " THE END ": HTAB (16)
1080 PRINT "          ": VTAB (24)
1090 FOR P = 1 TO 5000: NEXT P
1100 FOR X = 1 TO 24: CALL -868: CALL -998
1110 FOR Z = 1 TO 500: NEXT Z
1120 NEXT X
```

---

***Board Minutes** continued from page 9*

Motion by Marchiafava to reject proposed bylaw change. Second by Lufkin. Carried.

**Agenda Item 4.4 - Appointment of Nominating Committee**

Tom Gates was appointed to form a nominating committee. The committee will elect a chair from a member of the group.

**Agenda Item 4.5 - Newsletter Production and Staffing**

Tom Edwards submitted the following suggestions concerning the newsletter: reduce the total number of pages per issue, use a static front cover rather than the current calendar format that needs to be updated each month, modify the label to show the newsletter issue date, convert the layout from PageMaker to a standard word processor , use more contributed articles rather than from BBS downloads.

These items along with other newsletter issues were discussed. A proposed newsletter production staffing chart was distributed and discussed. Each of the major positions' duties were described. There were no objections to proceeding with the proposed staffing chart. Jim Wheeler will contact Doug Benson to see if he would be interested in the Publications Director position.

**Agenda Item 4.6 - Brainstorming Session on Membership/Promotion Plan**

This subject will be addressed at the next regularly scheduled board meeting.

The meeting adjourned at 9:00 P.M.
Respectfully submitted by Randy L. Dop
January 11, 1990

# Your Apple IIGS and DOS 3.3

*by Ted Meyer via Steve George,* **mini'app'les** *Contributing Editor*
*Reprinted from Washington Apple Pi (WAP) Journal 5/89*

DOS 3.3 was the standard disk operating system for the Apple II line of computers for a long time. I've used it for more than half of my computing career, and still use it on my IIGS to run utilities that I haven't replaced with ProDOS versions.

I'm not going to try to explain all the minute technical differences between DOS 3.3, ProDOS, and GS/OS in this article. I only want to present DOS 3.3 to give those who started computing on Apples after the advent of ProDOS a starting point for using this software.

## Operating Systems

First, what is an operating system? Remember that computers are really very stupid. They can't do anything without first being given complete (absolutely complete) instructions. These instructions are called programs or software. Everything that your GS does requires software. We take a lot of things that the computer does for granted since they seem very simple. When you type on the keyboard, letters appear on the screen. When you hit control and reset, the computer restarts. Holding the shift key down while pressing another key results in an upper case or alternate character. Turning your IIGS on with a disk in the drive starts the software on the disk. But all of these things are actually the result of the "system"—software called the "Monitor"—running smoothly. The Monitor is always available in ROM memory and is automatically started when you turn on your machine. The Monitor is a form of an operating system (OS).

The Monitor by itself doesn't really have a way for you the user to easily read and write to disk files. One of the first things that the Monitor does when you turn your IIGS on is check to see if there are any disks in the drives. The Control Panel classic desk accessory allows you to determine which drive the Monitor checks first. If the Monitor finds a disk in the drive it will automatically load into RAM memory and run whatever if finds in "Block 0" of the disk. Usually this is a program to find and start loading whatever DOS (DOS 3.3, GS/OS, etc) the disk was created with. The DOS, in turn, starts some other program running (Printshop, AppleWorks, etc.). This process is called booting.

Without the DOS software in RAM memory, the Monitor can't do a variety of things. Dividing the disk up into files, directories, and free space is the responsibility of the DOS. The software in ROM can only see the disk in terms of "blocks." The DOS allows the disk to be organized and defined in ways to make access to data and programs easier to deal with. Saving and loading files, listing files, creating directories, and running application programs from disk are all functions of the DOS.

## DOSes

Now, a little history. IIGS buyers are currently receiving GS/OS and ProDOS 8 version 1.7 with their new purchases. GS/OS is more than a DOS. It takes over various functions from the Monitor and is responsible for the interfacing with a variety of devices and types of devices. Before GS/OS was announced, ProDOS 16 and ProDOS 8 were used on the IIGS. ProDOS 16 is a version of ProDOS 8 upgraded to interface with IIGSs 16-bit software. Before the IIGS was released back in 1987, Apple II's could only operate in 8-bit mode. The DOS of choice in those days was plain old ProDOS. When the IIGS came on the scene, ProDOS was renamed to ProDOS 8 to differentiate it from ProDOS 16. ProDOS (the 8-bit plain version) was released shortly after the Apple IIe computer was released. The Apple IIe could handle expanded memory (128k) and an 80 column card and ProDOS made better use of these and other features. Before ProDOS came out, the Apple II line used a variety of DOSes including UCSD Pascal, CP/M, and, finally, DOS 3.3.

## DOS 3.3

When I got my Apple II+ in 1982 it came with a 5.25" floppy labeled "System Master" and several manuals. The manuals included an Applesoft BASIC Tutorial, an Applesoft Reference, and a DOS 3.3 Reference. The System Master disk included a variety of sample programs that could be used in conjunction with the manuals to learn about programming and DOS 3.3.

Generally your interface with DOS 3.3 was more "hands-on" than it is now. Booting the System Master, you were presented with a title

and then, if you had 64K of RAM, the message "LOADING INTEGER BASIC INTO RAM" appeared. After a few moments you were presented with the Applesoft prompt which is the right bracket: ]. At this point you typed appropriate commands, hit return, and DOS 3.3 would load or run your file.

If you have a copy of the System Master, you can boot it on your IIGS without any problems. The II+ didn't come with lowercase characters. Remember that DOS 3.3 was designed with the Apple II+ in mind, so keep your caps lock key down when you use it. Most of us are familiar with Applesoft BASIC. When you boot the System Master disk on your GS, a second version of BASIC—Integer BASIC—is automatically loaded. Integer BASIC is similar to Applesoft, but doesn't include floating point numbers. This lack of decimal point number capabilities means it isn't great at mathematical-type programs. However, that same lack makes it simpler and faster for games. From the Applesoft prompt just type INT and return, and you can start loading, entering, and running Integer BASIC programs.

DOS 3.3 is not a hierarchical file system; that is, there are no "directories" or "folders." All the files on the disk are at the same level. The CATALOG command will produce a list of all files on the disk, not just those within the current "prefix."

Utilities in DOS 3.3 consist mainly of two programs: FID and COPYA. These are available on the old System Master. COPYA is a disk copying program which can be used to copy DOS 3.3 disks. FID is a file management program for copying, duplicating, deleting, and otherwise manipulating DOS 3.3 files.

ProDOS and DOS 3.3 are incompatible. ProDOS can't read DOS 3.3 disks and DOS 3.3 can't read ProDOS disks. Programs that were written for one, if they use the disk drives or machine language programs, can't be used with the other. *[That is too sweeping a generalization as there are many instances where programs which use the drives or use ml routines work just fine.—C.Ed]* It is possible to transfer files from one system to another using one of several utilities. Apple has provided a utility to transfer files with the ProDOS 8 System software which comes with the IIe and IIc. Also, **Copy II Plus** from Central Point will allow transferring files between the two environments.

DOS 3.3 only works with 5.25" disk drives. In its original form, DOS 3.3 does not recognize 3.5" or hard-disks. DOS 3.3 needs to be patched in order to make use of this hardware. Two packages that allow DOS 3.3 to use 3.5" disks are Glen Bredon's **DOS.Master**, which is a $20 shareware package, and **UniDOS Plus** from MicroSPARC. *[Another package, called **AmDOS**, is by Gary Little and is available in the Mini'app'les eDOMs.—C.Ed]*

Today, Apple seems to be aiming its computers at application program users rather than hobbyists and programmers. Whatever DOS you are using is supposed to be hidden behind Finders, program launchers, "save," "save as," "open," windows, graphic representations, and icons. Apple provides a brief manual called *A Taste of Applesoft BASIC* which gives you a bare bones start at the BASIC environment. This allows those users uninterested in getting into the "guts" of things to use their software without having to learn a new language. The Applesoft prompt is still available for those who want to get into ProDOS 8, but it is no longer necessary for basic functions.

## Why bother?

What is the point of learning about DOS 3.3? Or UCSD Pascal, or CP/M for that matter? Well, for one thing, there are a lot of sources of very cheap but very useful software for these operating systems. Washington Apple Pi's (WAP's) Public Domain Disk Library, for example, contains a lot of DOS 3.3 software. The DOS 3.3 System Master is available through the Disk Library, as is the ProDOS System Software for transferring programs. Everything from word processor utilities to games and graphics and programming languages is in the DOS 3.3 Disk Library.

EAMON is a series of text-based games which are extremely popular and very cheap public domain software. Dozens of arcade-type games, educational software packages, databases, and more are available. WAP's twice yearly garage sale is another cheap source of software. Low-cost professionally-produced packages are often sold there.

***DOS 3.3*** *GOTO next page*

# Superstar Ice Hockey

*Review by Arthur Daum via Steve George,* **mini'app'les** *Contributing Editor*
*Reprinted from Apple-Dayton ?/89*

**Superstar Ice Hockey** is a hockey simulation that includes coaching and general management strategy as well as ice play. It is designed for Apple IIe/IIc with 128K and requires a joystick.

The first step is to identify your team, its division, and the length of the regular season and playoffs all from an easy to understand menu.

The next phase is to establish your team by recruitment from the minor league, trades from other teams, and training camp. Each player is identified by position and rated in offensive and defensive skill. Bringing up a player from the minor leagues costs trading points (dollars) based on the player's skill rating. Trades can be initiated at any time during the season and are approved by the league based on the players to be traded and the trading points offered. Sending the team to training camp can make general improvements in the team, at the cost of trading points. Getting through this section is not difficult, but it is necessary to read the manual to understand the impact of your actions.

The next step is to establish your offensive and defensive lines by moving players around on your squad to get a good balance of skills. Viewing an opponent's lineup can help with your decisions.

Finally you are ready to play the game. Luckily, if all you wish to do is play hockey, you can jump straight to this section from the main menu and play a practice game or a league game using default player selections. It is a good idea to start with a few practice games to get the hang of passing and shooting. It is not easy to be accurate at these skills but they can be mastered. You can control the center, goalie, and coaching decisions for your team and the opponent's via joystick or keyboard. The computer will control any of these functions that you do not wish to. This flexibility allows for a full range of options including two player games and computer vs computer action. Play is fairly realistic, including penalties, icing, forechecking, fake shots/passes, fatigue, two dimensional movement, and skating characteristics.

Three annoyances were noted. Because passing and shooting skills do take a lot of practice, they can be frustrating to the new user of the program. The split screen (left, right, and center) can also be disconcerting as you approach the "blue line." (However, the loss of detail that would be required if the entire rink was displayed on the screen at the same time would probably detract from the play.) Finally, the time clock is not very accurate, especially if you choose the 2 or 4 player game.

I would recommend this game to anyone interested in hockey and to those who enjoy games that involve both strategy and dexterity.

## Rating:

| | |
|---|---|
| **Graphics:** | 🍎🍎🍎 |
| **Enjoyment:** | 🍎🍎🍎🍎 |
| **Playability:** | 🍎🍎🍎🍎 |
| **Challenge:** | 🍎🍎🍎🍎 |
| **Realism:** | 🍎🍎🍎🍎🍎 |

Superstar Ice Hockey
Design Consultants Inc
17911-C Skypark Circle
Irvine, CA 92714

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***DOS 3.3*** *continued from previous page*

Also DOS 3.3 can be a valuable source of information, source code for doing programming tricks, and utilities for testing your system. Transferring a program from DOS 3.3 to ProDOS can be quite an education all by itself. Learning a bit about DOS 3.3 might provide some insights into the use of more up-to-date systems. ***Nibble*** magazine still sells DOS 3.3-based software at reasonable prices, and back issues contain hundreds of programming tips and examples which can be altered for your own use.

If you sometimes use an Apple II+ computer, there is probably more software available to you in the DOS 3.3 arena than in ProDOS. ProDOS uses more memory [requires 64K minimum — C.Ed] and most ProDOS software won't run on the II+.

*[Both the System Master (DOS 3.3) and ProDOS 8 System Software are available to* mini'app'les *members through our licensing agreement with Apple. See our Software Director for details.— C.Ed]*

# Parallel and Serial Port Comparisons

*by George Ellson, via Steve George, **mini'app'les** Contributing Editor*
*Reprinted from* Poke Apple *1/89 via* NEO Apple Bits *4/89*

## Parallel Port

The most common parallel port implementation is the "Centronics" port. The Centronics port is used primarily to connect the computer to printing devices. The Centronics port is suitable for applications where the cable connecting the computer and printing device is short (about six feet is the recommended limit).

A major advantage of the Centronics port is simplicity: there are few variations, and cable connectors and connections are clearly specified in the implementation so you can plug in the cable and start printing. Another reported advantage is speed, although if you are already communicating faster than you can print, more speed doesn't buy much advantage.

In a Centronics port, the data is one direction only. There are status lines coming back from the printer but they have assigned meanings. The status lines indicate conditions at the printer: is the paper in the printer, and is it ready to accept data.

The computer checks the status lines and, if the printer is ready for data, presents eight bits of data on a set of eight lines followed by a signal (called a strobe) on another line to indicate the data is available, The signals used in this interface standard are compatible with the signals used within the computer and printing device. This technique is the simplest means of sending information from the computer to another device.

The name "Centronics" comes from the company who established the standard. Centronics was one of the first manufacturers of general purpose printers, in particular the dot matrix printer. Centronics produced a high quality but low cost printer (well it was low cost in comparison to the printers available in the early 1970 era anyway). Part of their strategy was to produce one version of printer that could run on all computers.

Centronics established and documented a standard printer interface. It then spread the word and copies of the specification to computer manufacturers. Demand for the Centronics Dot Matrix printer forced the computer manufacturers to provide a Centronics interface and it became the de facto standard.

## Serial Port

The most common serial port implementation is the RS-232-C, more commonly referred to as simply "RS-232." The RS-232 port is used for a variety of data passing tasks, including passing data to printers. The RS-232 port is suitable for communicating over longer lines than is the Centronics port. Fifty feet is the recommended maximum length (although under certain conditions, RS-232 has been known to work reliably over as far as 300 feet).

In the RS-232 port, data is bidirectional and is transmitted one bit at a time over two isolated signal paths, one for each direction. The RS-232 standard specifies a set of status lines and control signals, called "handshake" signals, to govern the transfer of data. Transmission of one character is achieved by transmitting each bit for a prescribed amount of time; the time (or actually 1/the time) is called the "baud rate."

The technique used in serial communications dates back to the electromechanical Teletype machines. The first bit transmitted is a start bit (always a space or logical 0) followed by the agreed number of data bits and ending with a stop bit consisting of one or more mark or logical 1's.

For each transmission path there is a companion handshake signal which comes from the receiving end of the path. The conversion to serial format is usually accomplished with the integrated circuit communications chip designed to perform the functions. It is common for the communications chip to require these handshake signals before it will operate. It is equally common to wire the cable in such a way that the handshake signals are always true, overriding the handshake altogether.

The RS-232 specification was developed during a time when the equipment in question was either a terminal or a modem. The specification talks in terms of Data Terminal Equipment (DTE) and Data Communications Equipment (DCE). The hookup is different for each. The trick is figuring out which your equipment is.

In addition, there are few applications that fully implement RS-232. Many applications assign other uses to the signals not implemented. Couple this with a lack of standardization on the gender of

***Parallel/Serial** GOTO next page*

connectors that are used and you have the formula for a poor implementation success rate. Do not be discouraged though, for when it is connected properly, the RS-232 port provides extremely reliable communications.

Serial port implementation, in addition to the correct electrical connections, requires several protocol parameters to be met. The parameters of concern are baud rate, stop bits, data bits, parity and handshake protocol.

Baud rate, as I mentioned earlier, is the data bit transfer rate. Common baud rates in use for communications are 300, 1200, and 2400 baud. Baud rates for printers can vary and most are specified with switch settings on the printer. The fastest baud rate supported by MS DOS 2.x is 9600 but many IBM PCs and clones can go up to 19,2000 baud with special software. As a rule of thumb, the character (per second) transfer rate is 10% of the baud rate because there are effectively 10 bit times per serial character (the start bit, stop bit, and 8 data bits).

Stop bits are the number of markings states required for your machine to resynchronize on the next character. The stop bit specification is a function of the overhead to process a character. It is rare for a modem machine to require more than one stop bit but specifying two stop bits can't hurt, though it slows the transfer rate by 10%, and, if it is indeed needed, can prevent strange characters.

Data bits is the number of bits used for actual data. It does not include the start, stop, or parity bits. The common settings are 8 data bits if no parity is used and 7 if parity is used. Parity is an error detection technique. Its use depends on the service. Most bulletin boards and public domain software exchanges use 8 data bits and no parity. Most UNIX and ZENIX implementations use parity (most commonly even parity) and 7 data bits.

Parity can be always 1, always 0, even, odd, or no parity. The parity definition specifies the condition of the bit preceding the stop bit. Always 1 or always 0 are simply place-holders and do not provide error checking. Even and odd parity are techniques for detecting an error resulting from missed or struck bits. Even parity means that the number of marking data bits (binary 1's) plus the parity is always an even number. In even parity, if the number of marking data bits is an odd number, the parity bit is set to mark (making the total an even number). Otherwise it is a space.

Odd parity, as the name implies, does the same thing but uses the parity bit to make the total an odd number. The parity bit is calculated when data is transmitted. When the data is received, the parity is calculated again. If the result is not correct, a parity error is indicated.

Handshake protocol can be either hardware or software. In hardware handshake, the the system relies on the handshake signals to control the data transmission. In software handshake, the receiving unit controls the transmission of data by issuing a special character to start transmission (XON) and another to stop transmission (XOFF). The transmitting unit monitors its receiving line for the special characters while it is transmitting data on the transmit line.

Hardware handshake is most common between equipment intended to be connected directly and software handshake is common on equipment connected using a modem. The convention is primarily due to the fact that asynchronous modems (the most common and affordable type) do not reproduce the handshake signals.

The RS-232 standard comes from the Electronics Industries Association as a Recommended Standard. The original RS-232 specification was developed in cooperation with the telephone company and EIA during the 1960s. The specification has been rewritten recently, in three variations, and distributed as RS-422, RS-423, and RS-449.

## Troubleshooting parallel and serial ports

Hint for trouble-shooting a parallel port: if it doesn't work, check your interface card and your printer. It isn't likely that the problem is in the cable. A few hints for trouble-shooting a serial port: if there is nothing happening but garbage, or occasional garbage is being printed, check the baud rate settings. If everything looks right but occasional characters are missing, check the parity settings. It is common for characters with parity errors to be ignored.

# The AppleWorks Advisor

## A Column for Users of AppleWorks

*by Dick Marchiafava*

### TimeOut UltraMacro update

Early in February Beagle Bros sent out an update for **UltraMacros**. The current version is 3.1. If you have had any problems with UltraMacros version 3.0, or you have not upgraded UltraMacros to work with AppleWorks 3.0, contact a Beagle Buddy (me or another) for this update.

### TimeOut Program Selector

This handy desk accessory from Beagle allows a user to setup configurations to start other programs from within AppleWorks. The configurations can be set to return the user to AppleWorks when done, if one chooses.

I have used **Program Selector** for some time with AW 2.0 and recently with AW 3.0. The setup for starting Copy II+ version 8.3 with AW 2.0 worked well. Attempts to install **Sensible Grammar** and Checkmate **ProTerm** were not successful, however. Either I could not get out to the program desired, or I could not get back. Since I keep AppleWorks in a RAM disk, I can work around this.

As often happens, if one waits, software problems may go away when updates are released. I have had some minor problems resolved in this manner. I hoped this would be the case with Program Selector for AW 3.0. This did not prove to be the case. Sensible Grammar and ProTerm still cannot be accessed correctly with Program Selector.

Also, the one program which did work well before, does not work well now. **Copy II+** has developed some quirky behavior in AW 3.0, if accessed with Program Selector. Sometimes, instead of starting with the opening screen of Copy II+, it comes up as if it is already into the program with an error screen like this:

```
                TARGET: SLOT 0 DRIVE 1
DISK VOLUME 180


INSERT TARGET DISK
[RETURN]-CONTINUE [ESC]-EXIT
```

Sometimes, when this happens, pressing RETURN will crash the program, other times it will go to the Copy II+ main menu. It is safer to press ESCAPE at that point. Often when the main menu comes up, it shows a printer is turned on in slot F.

When Copy II+ is acting up in this way, it often displays screens that are normally 80 column as 40 column. Sometimes AppleWorks will behave oddly or crash after returning from Copy II+ via Program Selector.

This is a situation I lived with while I was busy with other things. Last week, an AppleWorks 3.0 user called me and described the same symptoms that I experienced with Program Selector.

For now, I will avoid using Program Selector. I have notified Beagle Bros about this situation and am waiting for a reply.

### AW ditto function

In the pre-computer days when we used typewriters, we often used the " " quotes symbols to indicate that information in a table was the same as the line above. When I began writing with a computer using Magic Window, this word processor had a Ditto function which copied the characters from the line above! It was unnecessary to use symbols, the actual characters could be repeated on the lower line. I found this handy when working with tables in which a line was to contain most of the same information as preceding lines.

The AppleWorks word processor does not have a Ditto function. I wrote a macro command for AutoWorks which acted as a Ditto function, but it was too slow and visually disconcerting to use. The characters were dittoed by copying them one at time from the line above. The Copy function begins by turning on the Zoom mode and ends by turning it off. This is hard to watch when one is holding down keys to get a command to auto repeat, while reading the screen.

I mentioned this at a meeting and someone volunteered that a Ditto macro would work better using UltraMacros. It is a more powerful macro program than the now discontinued AutoWorks. This member very kindly gave me the information for a couple of macros he wrote for Ditto functions.

The first macro prints a copy of the characters from the line above while the command key is pressed:

Character Ditto Macro:

```
:<awp><up read: left down $3 = $0 : print $3>!
```

***AppleWorks Advisor*** *GOTO next page*

I used both Apple D for the macro key in this example. Assign what ever macro key you want to use. This macro sets the cursor to the overstrike mode. I hope whoever gave me this will contact me, so I can find out how to have the macro operate with the insert cursor.

The following macro is for a Ditto by word. It prints the word from the line above. The cursor can be under any character in the word. Assign whatever macro key you want for this macro.

```
:<awp><up right oa-left begin : read : left down #3 + 0 :
print $3 : up A = asc $0 : if A = 32 down else : rpt>!
```

The macro Ditto functions works very well. Give them a try if it sounds like they could be useful to you.

## SpellCopy

Randy Brandt of JEM Software (and Beagle Bros) sent me **SpellCopy** for evaluation, demonstration, and review. We will be looking at this product soon and I expect to have some words about it for the next newsletter.

In order to give a better idea regarding what SpellCopy does, the following is an excerpt from the documentation.

"AppleWorks 3.0 requires that the dictionaries be on a disk with the same pathname as AppleWorks itself. This means that you can't have your dictionaries on a RAM disk while running AppleWorks from a (physical) disk, and it means that you can't put AppleWorks on a RAM disk while leaving the dictionaries on the AppleWorks disk."

"SpellCopy allows you to choose a pathname where AppleWorks will look for the dictionaries. It also offers a program called SPELLCOPY.SYSTEM for automatically copying the dictionaries to a RAM disk upon booting AppleWorks. It's smart enough to skip right to AppleWorks if the dictionaries already exist on the RAM disk. It can copy other files, too, like the synonym file for TimeOut Thesaurus."

## AppleWorks printer drivers

One of the weak parts of AppleWorks has always been the limited support of printers. The standard printer drivers are convenient, but do not deal with many features of printers. For simple printing, they are okay.

The custom driver has some flexibility which allows better support of characters per inch and it can be tricked into doing a few things that are not supported. But, the custom driver does not support proportional printing.

AppleWorks 3.0 addresses some shortcomings of earlier versions regarding printer support by allowing three custom printers to be installed and adding six user definable Special Codes. The improved printer support has been marred by a bug which leaves code residue behind when printer drivers are deleted. The residue lurks in the printer segment waiting to mess up the next drivers installed. AW 3.0 Patcher and SuperPatch 6.1 will clear out the residue from deleted printers.

When creating custom drivers for AppleWorks, it is sometimes necessary to combine codes to get what you want and to get back again. I am presently using a Citizen GSX 140 24 wire printer. For use with Apple computers, it emulates the Epson LQ series of printers. There are no Epson LQ drivers in AW 3.0. The following is a clip from the custom driver I am developing for this printer.

| CPI\| | ENTER CODE | \| FUNCTION |
|---|---|---|
| 5 \| | ESC W1 ESC P | \| 5 CPI |
| 6 \| | ESC W1 ESC M | \| 6 CPI |
| 7 \| | ESC W1 ESC g | \| 7.5 CPI |
| 8 \| | ESC W1 CTRL O | \| 8.5 CPI |
| 10 \| | CTRL R ESC W0 ESC P | \| 10 CPI |
| 12 \| | CTRL R ESC W0 ESC M | \| 12 CPI |
| 15 \| | CTRL R ESC W0 ESC g | \| 15 CPI |
| 17 \| | CTRL O ESC P | \| 17 CPI |
| 20 \| | ESC ~37 | \| 20 CPI |

The characters per inch (CPI) shown can be categorized on one of three ways: as Expanded characters, Normal characters, and Condensed characters. The CPI 5 through 8 above are Expanded characters, 10, 12 and 15 are Normal characters, 17 and 20 are Condensed characters. The code for 10 cpi is ESC P. In the example above this has been preceded by CTRL R (to turn off Condensed mode) and ESC W0 (to turn off Expanded mode).

Experience has shown that it is often necessary (depends on printer used) to combine codes to turn off the last used CPI mode when changing character pitch. Therefore, the 10 CPI entry contains

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# Scrapbook—Assorted Macintosh Tidbits

*collected by Emmeline Grangerford*

## FDHD disk abuse

A user on a local bulletin board posted this general message regarding disks for Apple's FDHD drives:

> I've got a IIcx at work, and of course it's got an FDHD Drive. The other day I had an idea. If HD Disks have those second holes, why don't I punch a hole in a regular disk in that spot and see what the computer thinks of it. Well, I stuck it under the three hole puncher and punched a <huge> hole in it. After all, it's not really my computer so what the hell. Well, sure as that .25 inch hole was in the disk, it asked to initialize it as HD. And it did.
>
> The disk still works fine, the drive works fine, and I was thinking about the "old days" on the Apple II Plus with clippin' that extra hole in the disk.
>
> As far as data integrity goes, I know this is not the best thing. Any other thoughts? Does this hurt the drive? Does this hurt the disk? Is there anything wrong with putting 1.44 megs of stuff on a non-high density disk?

Answers to the posting came in loud and strong, usually under titles like "You're Crazy!"A sampling:

> ...I had friends try that, too. Their advice: DON'T DO IT! Not one of them has done it since losing all of the data on a disk. It's a time bomb. It will work OK for a while, then it all goes bye-bye....I hope this is not too strident of me but you have to be crazy to do that to your floppy and disk drive. If it isn't your data or disk drive I guess it doesn't matter but in almost every case your data is orders of magnitude more valueable than the media it is on....It's not a very good idea to format a HD disk to 800K in a regular machine as temporary storage with the intention of reinitializing it as 1440K on an FDHD drive. I initialized a few HD disks on my Plus, and then erased and reformatted them on my IIcx—almost every one of them has failed, usually taking all data with (**SUM** does help)....If you have high density disks use them in HD drives only because the 800K formatting totally destroys them for use...

And, by the way, the same sources (notwithstanding their ethics about damaging company machines) say never to store in the high density drives those yellow plastic dummy disks, the ones that usually come with 800K drives with the recommendation that they be used when a drive is being transported. You've been warned.

## Another tidbit

A destructive trojan program has been observed. It is imbedded in programs called **Mosaic** and **FontFinder**, and it can destroy the directory on your disk.—Emmeline

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***AppleWorks Advisor*** *continued from previous page*

CTRL R, ESC W0 and ESC P. The intent is to make the printer driver bulletproof.

I discovered that the Underline mode would not work if the CTRL R code was present in the 10 cpi entry. I have not yet resolved this conflict. This trouble represents an example of the point I am trying to make: the AW print drivers work for simple printing, but become unpredictable if one tries for more extensive printer use.

Well, if I did not have this to grumble about, I would have to find something else.

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

## Wanted Office Space

*If you or your company have vacant office space and need a tax deduction, you may qualify for a deduction by donating space to* ***mini'app'les****, a non-profit organization. We would like to have a base of operation where we can receive mail, house our BBS and other equipment, and conduct appropriate* ***mini'app'les*** *business. Please contact a member of the board of directors via mail, phone, voice hotline (627-0956), or our BBS (892-3317).*

# HyperCard Gives More

*Babbling along about the January HyperCard meeting*
*by Tom Edwards*

There was an even dozen—a baker's dozen—at the HyperCard meeting in January. In addition to all of the neat HyperCard talk, a few attendees came away from the meeting with something extra, but didn't know about that for a day or two. The "extra" came in the form of a virus—WDEF is its name, I think—that had been left on one of the Macs on the showroom floor. It was not one of the machines that we planned to use for the HyperCard meeting, but there was some discussion about color, and this Mac had a large color screen attached. Anyone who stuck a disk in that machine apparently got the infection.

As nasty as these viruses are, some good comes from the added awareness and safe-computing practices that follow...even if only for a relatively short time. *Frank Van Alstine* had used the machine to show off some new programs that featured color. He called to warn me the next day, and said that the freeware program **Disinfectant 1.5** would take care of the pest. Fortunately, I hadn't used that machine, but his warning did stir me to download a copy of the snuffer on the chance that I might do something elsewhere and end up with my own case of virus.

I'm not very astute in the matter of viruses and cures, but have heard from many that the nuisance level is high, even if the damage is not dollar-costly in the long run. I've tried to be cautious, but this new virus functions in a way that my cautions would not have proven effective. In the past, most of these things have spread through the program level, needing to be grafted on to a functioning program to spread whatever they do. Therefore, I've been cautious with programs that I've needed to place on a (floppy) disk to be transported or that I may have acquired from elsewhere. I've since learned this particular WDEF pest leeches on to the Desktop file, which is not a program but resides on every Mac disk...essentially the "table of contents" for the disk.

The documentation that accompanied Disinfectant 1.5 proved interesting reading. It describes the manner in which the virus functions and the speedy "cure" that was developed to track it down and eliminate the problem. If nothing else than for the education, I'd recommend that you read the Disinfectant documentation—or some other similar history of these things—to become aware of what you can do to avoid becoming a virus victim. There's plenty of freeware assistance to help you avoid and cure, and of course commercial programs also, if you want to go that route.

Somebody once said "Knowledge is power." It must have been last week, and uttered by a Mac User who nipped a viral attack in the bud.

## To the business at hand...

As I came into the HyperCard meeting Frank was showing off a new stack he had come across called **Disk Librarian.** This is something that automates the cataloging of all those disks you have scattered about. Fed into Disk Librarian, a program or file that can't be tracked with something like "Find File" can be quickly tracked down. What you get is a card in the stack for each disk, and a list of what's on the disk. To Frank the thriller was a second card that kept a list of all the disks, meaning that if you want a printout of all the disk names that you have available, just this one card needs to be accessed, not all of the hundreds(?) that you may have cataloged. And that means speed!

Frank also showed several other items, only one of which was a HyperCard item. They included **Black Box** (a NeXT-type desktop emulator), **SuperClock 3.8** (compatible with the new series of Macs), an **Oscar (The Grouch) trashcan**, and **Fish** (turns your desktop into an aquarium, but best when in color...which is what eventually led to the lesson in viral contamination).

The HyperCard stack that was really a toot was **Train Set**, an on-screen train track construction set. You lay down track, switches, and landscape items, then a little train runs around your creation. If you are not careful, it'll crash, too!

*Jason (Stak Hak) Parker* had two necessary utilities for the serious script writer. The first was **Script Edit**, an assistant that takes the drudgery out of getting to the script you want and making the changes. Those of you who have written HyperTalk scripts know what a pain debugging can be, as you need to move code, disable sections, and write corrections. This utility is really something that you should look into if you do much debugging.

The other stack is something that Jason is creating on his own. He calls it **ScriptCrypt**. It is a

*HyperCard SIG GOTO 26*

# Quick, the Key is from Iowa!

*February Mac User meeting with CE Software*

*by Tom Edwards*

One of the oldest Mac developer companies sent representatives directly from the home office to be at the Mac User meeting on February 1. Northwest didn't have to rattle the windows over Minneapolis to get them here, either. They didn't have to come from Silicon Valley, cross over the mountains and cruise above the dormant wheat fields of Nebraska and the Dakotas. Nope. I hear that they did the trip in a van, meandering through the cornfields of Iowa and southern Minnesota. These folks hail from Des Moines, in the heart of the Silicon Prairie.

Back when you had little more than the calculator and puzzle to fool with, CE was looking ahead and seeing the possibilities. CE Software ventured into the early Mac software market with a program that I think is on one of the Club's first DOMs—**DAM, the Desk Accessory Mover. MockWrite, MockTerminal** and a host of other utilitarian products followed. And now, CE publishes some of the most popular programs for the Mac: **QuicKeys, QuickMail, CalendarMaker, In/Out** and more.

## In one of the best presentations...

I've seen, *Kim Wilson* and *John Foster* worked as a team to show off the CE wares. The technique placed John at the keyboard and Kim as the standup vocalizer; Kim could direct attention to the large screen and describe action and features, and John followed the lead by executing the keyboard actions that demonstrated them. They hadn't done this so many times that it was relegated to a flawless but boring rundown of features. They worked well together, and though it was obvious they knew their products, the presentation had enough mixups to keep everyone interested in following along to see what might happen next.

In fact, their run through **DiskTop 4.0** (a more powerful Find File utility) got some added boost from *Jim Horswill*, a **mini'app'les** member who reviewed several CE programs in the February newsletter. He was able to point out how to accomplish some of the search and launch tasks when the stars of the show were momentarily stumped.

Kim and John (and our own Jim) walked us through the major commercial efforts from CE: QuicKeys, QuickMail, DiskTop, In/Out and CalendarMaker. Even this abbreviated schedule resulted in a full program. Had they demo'ed MockPackage, Widgets, LaserStatus and the rest of the stable from CE, the library staff would have locked us in for the night!

At the conclusion of the program, members were asked to place their membership cards in a box for a drawing. Several lucky folks went home richer not only in product knowledge, but also with product. Many thanks to CE for the support that they provided to the Club by way of the presentation and the donation of door prizes.

## It all started...

as do most Mac User meetings, with *David Stovall* (co-coordinator for the group with Mike Carlson) leading off with announcements and the Q/A session. Several questions popped up about telecommunications, and this will be the subject of the April 5th meeting of Mac Users. If you have a particular communications program question, or a balky hardware setup, bring the offending items to the meeting and we'll see if the "experts" can get you talking to the world....Well, maybe just the club BBS?

For March 1, the program will be a demo of **Publish It! 3**, a fairly new page makeup for the Mac. Since the January presentation of this package to the Mac DTP Group, TimeWorks has come up with a user group promotion.

Following the presentation, if this is the program for you, you may buy it for a touch under $200, and then receive an additional $20 rebate from TimeWorks. That makes a pretty good deal for a program that lists at $395 and mail orders at about $225.

(Yours truly will do the demo, as I did for the DTP group. I'd classify the program as very good for the user who needs to turn out a newsletter or such on a weekly or monthly basis. It offers a lot of bells and whistles that are lacking even in some of the "pro" packages. But if you are anticipating that you will run a business in DTP and deal with material from a variety of sources, you had best spend a fair amount of time exploring its shortcomings to see if you want to work around them.) More bytes later...TWE

# Hyperion Hyperpyrexia

*by Jason Parker ©1989*

## The intelligence age

1990? What...a few months have already passed? I guess time does pass rather quickly. With the turn of a new decade there has been a renewed trend lately in talking about the information age, or rather the glut of it. It is certainly true that information is growing at a staggering rate. How do you find time to read this article? How do you find time to *read*? More importantly how do you decide what *not* to read? I was in the office the other day of a co-worker, and he pointed out a quote that he has put on his wall. It went something like "Data is knowledge, Intelligence is applied." Over the last 20 years the computer industry has learned how to produce data, lots of it! In the next two decades we must learn to apply it better. We have to become smarter computer users, not just prolific ones.

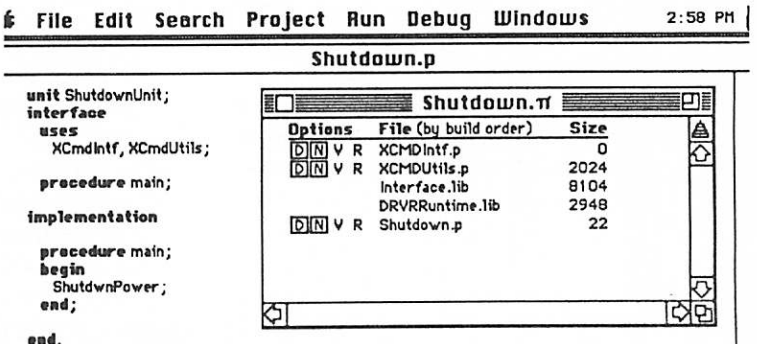
Jim Manzi highlights this problem in a recent issue of *Computerworld* when he says "So we now have more information, but not necessarily any greater understanding of the world around us. This is one of the unmet promises of information technology." So how are we to hold on to the tiger's tail? Michael Swaine in the December *Dr. Dobb's Journal*, talks of programmable agents that gather information based on a user's specifications. He gives acute insight into how this might change the electronic marketplace when he says, "Imagine a market managed by customers and driven by their needs. Imagine a market in which there were no marketing costs to the vendor because there was no marketing. If you wanted a tool to help you do your job, you would sketch a description of its desired properties and dispatch your agent to search for one." Well I can't imagine *no* marketing costs! But perhaps less. The freeware/shareware market found over electronic services is a rudimentary example of this idea. I think Michael Swaine is pointing out the right path. This path means we need to achieve intelligent use of our computers...personal control over them, and over the software that runs on them.

Throughout the history of the computer, our software tools have evolved upward from binary code and machine language to high level languages. This evolution continues today. The use of CASE (computer aided software engineering) tools is increasing. And we begin to see growing excitement for object-oriented environments that allow programmers (and perhaps people) to focus on the concepts surrounding a problem, instead of the problems of machine implemention. As our computer systems become more abstract, we build more useful mental paradigms in which to simulate informational worlds.

Ideas need freedom of access, expression, and recombination. Computers are getting better at accomplishing this freedom, of making our ideas more accessible to people worldwide. In doing so the computer becomes a more useful tool to our minds, and to humanity. This is the goal of intelligence applied, the goal of computer use as it enters the 21st century. The future is very exciting indeed.

## The shutdown XCMD

In January's article we started to look into the world of XCMDs for HyperCard. We looked at XCMD "glue routine" files that allow a Pascal program to communicate with HyperCard to become an XCMD. We also spent some time learning enough Pascal to understand what is going on. It's time now to finish what we started and write our SHUTDOWN XCMD. Below is a screen dump of the shutdown.p Pascal file and the Lightspeed Pascal shutdown.π project window. Prepare yourself—it's going to shock you...




The shutdown.p Pascal code file and the shutdown.π project window which lists all the required files needed to build our XCMD.

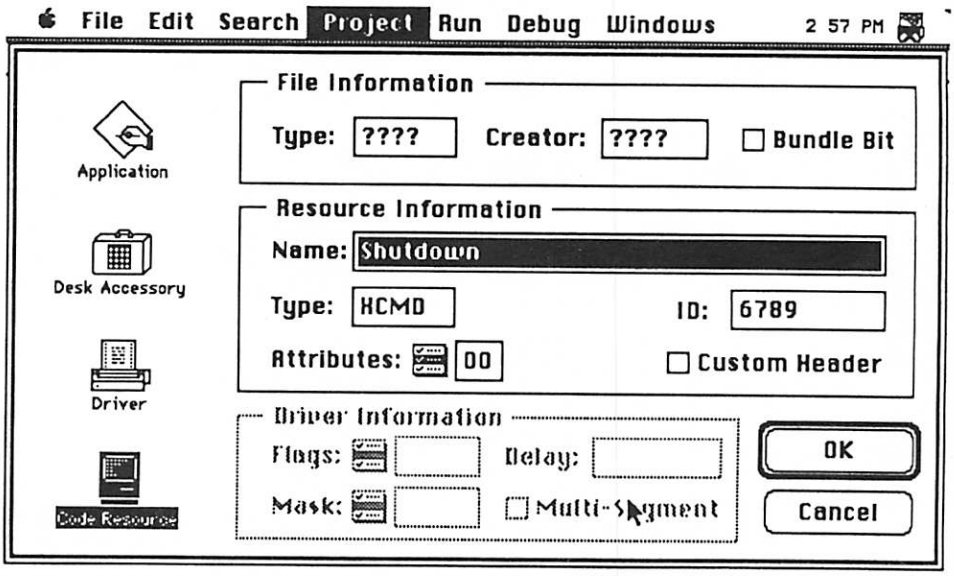
That's it! Yep that's our XCMD. First I'll give a tour of the Pascal that is happening in our code file. Then I'll explain how to put it together with Lightspeed Pascal to create the XCMD and move it so it is accessable to HyperCard.

The **unit** statement is used by Pascal to identify this code, not as a program, but as a unit. That is, a unit is a piece of Pascal code that is, or will become, part of a larger program. A more general Pascal **program** has **begin** and **end** statements that define where the program begins and ends its execution. A unit on the other hand has no place that marks where the code will begin executing. Instead we declare some procedures or functions defined within the unit as being public or available from the surrounding larger program. A unit consists of two sections. An **interface** section where we declare constants, variables, types, procedures, and functions that are made public or available to the larger surrounding program, and an **implementation** section where we define any procedures or functions that the unit will consist of. These procedures can be public, if listed in the interface section, or private, available only from within other procedures defined within the unit.

In the shutdown interface section we first declare the glue routines and types needed for them as being public by listing the files containing their code with the uses statement. Remember these are files already included on your Lightspeed Pascal disks. Then we need to list a procedure as being public so that the surrounding program, in our case HyperCard, can execute its code. Finally we have the implementation section. This is where we write the code for all the procedures we use.

Shutdown is an extremely simple XCMD and so we have only one procedure called main. Since it is the only procedure, it also has to be the one listed as public. The procedure declared as public in the interface section defines where execution of the unit's code will begin and is the entry point for the unit. XCMDs in general only list one procedure or function as being public so that it has a single entry point.

The guts of our XCMD is found in the one line Shutdwnpower. This is a command whose code is found in the interface.lib file that we must include as part of our project. You can see it listed in the shutdown.π window above. The interface.lib file is needed by all programs that use the software built into every Macintosh inside ROM (Read Only Memory) chips. We also need to include a Runtime.lib file, which provides other functions that are standard for a Pascal language. These two files are already compiled for us and so are not listed in the uses section. They are in the project window so that Lightspeed Pascal knows to link or include the code pieces of these files that our unit uses. Since our code is a unit and not a program, it is not meant to be launched from the Finder, but rather to be called as an XCMD from inside HyperCard. This type of program is called a Code Resource. Hence we must use the DRVRRuntime.lib file which is specially created for use by code resources. To add these files and the HyperCard interface files to our project use the "Add File..." command in the Project menu. Before compiling our XCMD, we also have to tell Lightspeed Pascal that we are creating a code resource.

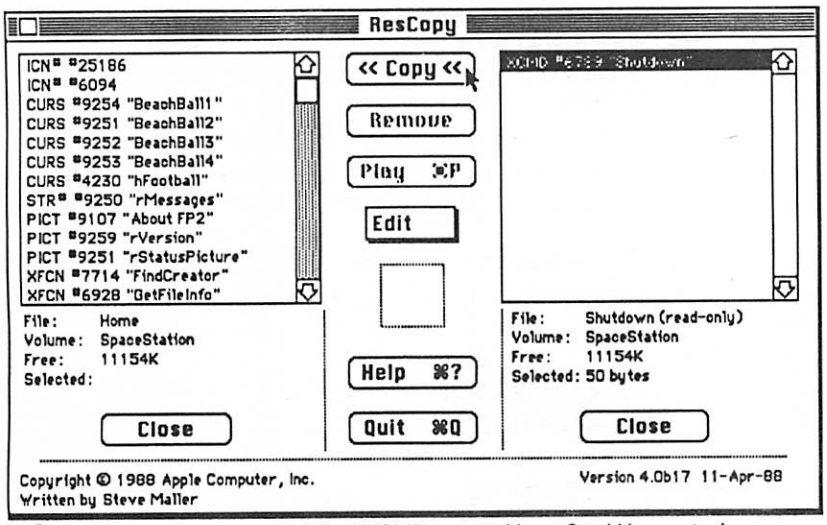



This is the screen for telling Lightspeed Pascal that we are building a code resource whose type will be XCMD, and whose ID number will be 6789.

***XCMD** GOTO next page*

***XCMD** Continued from previous page*

The screen shown on page 25 is found in the compile options menu. When you have typed in your program code, correctly included the Macintosh ROM library files and the HyperCard interface glue files, and filled out the correct information in the compile options window, you are finally ready to build your XCMD code resource. Choose the "Build Code Resource..." item from the Project menu. This will place a file in your project folder containing your XCMD resource. Now all you have to do is use ResEdit or ResCopy to move your shutdown XCMD resource into your home stack.



Use ResCopy to move your finished XCMD to your HyperCard Home stack.

Once you've done that, and after restarting HyperCard once in order to allow it to know that the XCMD exists, you can type "shutdown" into the message box to safely shutdown your Mac from inside HyperCard. There is something very satisfying in creating and using your own XCMDs!

Shutdown was kept intentionally very simple. It uses no parameters and does not attempt to pass information back into HyperCard.

If you are interested in creating more sophisticated XCMDs, I suggest getting *XCMDs for HyperCard* by Gary Bond. You will also need the volumes of *Inside Macintosh* from Apple for understanding what all that wonderful software built inside your Mac does.

I also want to bring to your attention that starting in the February issue of *MacUser* there is a series of articles teaching Macintosh programming using Think C (by the same people as Lightspeed Pascal). C is becoming more important for programming the Mac. And Apple has basically told developers that C++, an object-oriented version of C, is going to be the language of preference for future Macintosh software development. So if you want to dig deeper into your machine, now might be a good time to start.

***HyperCard SIG** continued from 22*

database for storing the scripts from buttons and fields so that you can find them and reuse them. Even with the meager stack creation that I've done, I can see how this could be useful. If you can write code in a "generic" manner (avoiding specific references that tie the code to a particular stack), then storing and recalling the scripts can make developing something new muceasier task.

## And a last question...

came from one of the group who is developing a handicapping stack for catamaran boats. What was needed was a means to do multiple sorts, organizing the classes of boats, etc. Although this could be done with multiple sorts within HyperCard, a better answer seemed to be offered by external functions. The **Developer's Stack** is a freeware source of such utilities, and some can be purchased as commercial add-ons.

This kind of exploring, questioning, and exchange of tips can be yours each month. Take in a HyperCard meeting and bring your own questions or tips. Check the calendar for specifics, but remembering *Mike Carlson* (SIG leader), Hagen's Office Equipment (the place), and last Monday of the month at 7:00 will give you all of the main pieces.

More bytes later...TWE

*[Editor's note: **Disinfectant 1.6** was the latest version of that program at press time.]*

# What They Didn't Tell You

## An Ongoing Critical Evaluation of Macintosh Software

*by Frank Van Alstine*

With all apologies to *Jason Parker* I am going to poach a bit on his territory this month. Last month I started thinking I would quit griping about what I didn't like about programs and tell you about ones I did like, but then PageMaker crashed and burned and I spent the column reminding you that you can save your trashed data with a little care and work. Now it is time to get back to the programs I do like, and actually the program I use the most, with the least problems, is the program that comes free with your Macintosh, namely **HyperCard.**

### I use HyperCard for business

I think I put HyperCard to better use than most, with a 6000+ card, eleven stack interacting bookkeeping system running under it.

It took us three months to write all the scripts to make HyperCard generate my sales invoices and purchase orders, track my accounts receivable and payable, unfilled orders and late supplier shipments, build a complete customer records database, and generate a complete profit and loss statement all with the touch of a few buttons, but it would have probably taken longer to learn how to do the same thing with a commercially available database program and this way my bookkeeping program does what I want, not what somebody else thought I would want. And finally, if I later decide that I want it to do something else, it is easy to enhance it.

I thought you might like to have a small sample of how easy it is to make HyperCard become a much more useful tool. Thus the following is a very simple HyperCard program for non-programmers that will allow you to cull out and print out much more useful reports from HyperCard" using to any criteria you desire.

### Printing selected reports

Users complain that HyperCard cannot print selected reports. With this "Make Subset" button (written by my electrical engineer Aado Perandi) now it can.

The problem with the "print reports" command in HyperCard is that it is not selective. You can print the address field (for example) from all the cards with a single background in a given stack, but you cannot just print out a list of only everyone with a California address, for example. This new **Make New Subset** button gives you that easy capability.

The way we do it is simple. The button makes a new stack that is a subset of the original stack, stepping through the original stack and copying and pasting to the new stack only those cards that contain the criteria you specify (only those cards that have a California address, for example). After the subset stack is generated you just print your report from it. Throw the subset stack away when you are done if you desire.

The beauty of this little Make New Subset button is that you can make a new stack based upon any string of characters that exists in any field in your original stack. And, you can paste the button into the background of any stack you have. It is up to you to see how much more valuable HyperCard is when you can selectively print reports for any criteria you can dream up. Here is the complete program script:

```
on mouseUp
  subset
end mouseUp

on subset
  ask "What criteria are you selecting?"
  put it into criteria
  if (criteria <> "Cancel" and criteria <> "") then
    put the name of this stack into stack1
    put the number of this card into card1
    doMenu "New Stack..."
    put the name of this stack into stack2
    go to card card1 of stack1
    put the number of cards into nCards1
    put 0 into nCards2
    repeat with i = 1 to nCards1
      go to card i of stack1
      put the number of fields into nFields
      repeat with j = 1 to nFields
        if (field j) contains criteria then
          doMenu "Copy Card"
          go to last card of stack2
          doMenu "Paste Card"
          put nCards2+1 into nCards2
          exit repeat
        end if
      end repeat
    end repeat
    go to card 1 of stack2
    if (the result = "") and (nCards2>0) then
      doMenu "Delete Card"
    end if
  end if
end subset
```

***Business Stack** GOTO next page*

*Business Stack continued from previous page*

That doesn't look too hard to do, does it?

## Creating the button

Here are the instructions for the production, care, and feeding of this very useful HyperCard button.

Open HyperCard and select the New Stack command from the File meno. Turn off the Copy Current Background checkbox and name the new stack Make Subset. Click on the New box and you will have a new blank stack, simply a resting place for this new button.

Now select the New Button command from the Objects menu and a new button will appear in your blank stack and the button tool will be automatically selected. Double click on the new button and you will open its dialog box. At the top of the box change the button name to Make New Subset. Make sure the Show Name and Auto Hilite boxes are checked and pick a style for your button (rectangle, round rect, or shadow are appropriate). Click OK and then grab the button by a corner and make it big enough so the whole name shows. Easy so far, right?

Double click on the button again to get back in its dialog box and click on the Script box to get into the script writing area for the button. Now enter the script exactly as shown above (with a carriage return at the end of each line) into the script area. When you are done hit the tab key and the script should self indent to match the layout above exactly. Check the OK box and you are all done making the new button.

To use the button first be sure you have selected the button tool (middle of top row from Tools menu) and click once on the button. Then select the Copy Button command from the Edit menu. From the File menu open the stack that you need to make a selective report from (for a tryout, open the original Apple address stack that came with HyperCard). Select Background from the Edit menu and then the Paste Button command. Drag the button to an unused corner, select the pointer finger (browse) tool and you are ready to put the button to work.

For a demo, click on the button and cull out all those from the address stack that live in California by entering California in the box when asked what criteria you are selecting for. Check OK and then you will get another dialog box asking you to name the new stack. Give it an appropriate name (such as California Addresses), make sure the copy current background box is checked, click the New box and sit back and watch the button generate a new stack containing only those address cards with a California address. Just think of all the neat things you can do with this. When you are done you can go back to the original stack's background and delete the button if you don't want it cluttering up things. You can always copy it again from the Make Subset resting place stack when necessary.

## The easy way

Yes, there are other faster ways to do this, but this is the easy way!

We could write a much more complicated script that copies just the data from the fields of the original cards into temporary storage fields in memory and then makes the new stack in batches for much faster execution (kind of like using a schoolbus rather than sending a taxi back and forth many times). Setting a lockscreen while the action is going on speeds it up a lot too (HyperCard uses much more time showing you each card than it needs for the actual processing). Running in black and white rather than color makes HyperCard run faster yet. And finally, running everything from a giant Ram Disc (if you have got lots of memory) gives another large time savings. But we wanted to get the general idea across that two stack manipulation can be easy to do in HyperCard, and that by generating subsets of stacks, you can make HyperCard into a much more useful database for you because you can now easily sort out whatever data you want for report generation. Enjoy!

## For those who want details...

The first three lines of the script simply let you call the routine (subset) from the message box instead of needing to push the button. The next few lines give a graceful escape from the program if the button is pushed inadvertently. Then the script generates a new stack and keeps track of the stack names and the number of cards in the original stack. It then loops through all the fields in each

***Business Stack** GOTO next page*

# Outwitting a PageMaker Lock

*by Linda Bryan*

"Lock unexpected but found" is a PageMaker dialogue which I was appalled to see while working on page 33 of a PageMaker document.

Suddenly, I was unable to move to any other page, and I could not "Save" or "Save as." (Interestingly, I was able to print. The printout allowed me to make a copy of my page in progress so that I could use it as a blueprint to reconstruct the page if necessary.)

Thereafter, every time I reloaded that document and tried to go to pages 33 to 35, bombs, seize-ups, and crackling plaid displays awaited me.

I phoned the Aldus long distance help line. I was told that internal lock errors are possible, especially with conflicting style information. The deleting of "Normal" style (which typically comes through Microsoft Word documents) may be all the troubleshooting you need to do. If that doesn't work, try deleting more styles, especially those which are complex and based upon one another.

If that fails, Aldus recommends a more complicated kind of troubleshooting—the "seven step process":

1. Close the publication without saving.
2. Quit out of PageMaker.
3. Restart the computer.
4. Open PageMaker and the problem file.
5. Select "Define Styles."
6. Edit a style, or try to do so ("pretend to edit a style" was the phrasing Aldus used). Click OK.
7. Save as, using a new name.

I regret the Aldus advice didn't work on that particular document, but it did work on an internal lock I met while working on the document you are now reading. The culprit was Normal style. Be sure your styles do not key to Normal if you are planning to move them from Word to PageMaker. Create a different base style name such as "body."

Another technique did help me salvage some text material to use in reconstructing the bad pages in my first doument: Put the cursor somewhere into a troubled story, "Select all" of the text, then export it with the Export command under the File menu. Save it twice, once using tagged format just in case. With this technique, I was able to preserve an edited story which had segments on internally locked PageMaker pages which I was no longer able to go to.

A second tip: The Aldus tech support person told me that **Can Opener** is a commercial application which can sometimes retrieve otherwise unretrievable material from corrupted PageMaker files.

—Linda

---

***Business Stack** continued from previous page*

card of the original stack looking for the criteria string and then copies and pastes the appropriate cards into the new stack. Finally it deletes the first card of the new stack because that card was created when the new stack was created (before the selection loop started) and that card might not contain the appropriate criteria.

## One minor bug in this script and one incompatibility

If the loop finds no cards at all with matching criteria, it will still generate a one card new stack because there is no good way to delete an unwanted stack from the script. Thus, if you end up with a selected stack that has only one card, check to make sure that card contains the appropriate data – it may or may not, but with only one card to think about the process isn't too difficult.

The incompatibility is with the program Reports. That program can append an additional card on the front of a HyperCard stack, a card this button is not expecting. To use the button if you also use Reports, make a copy of your stack and delete the Reports card from the copy before installing this button in the stack copy. Then discard the copy after you have culled out the desired subset.

—Frank Van Alstine

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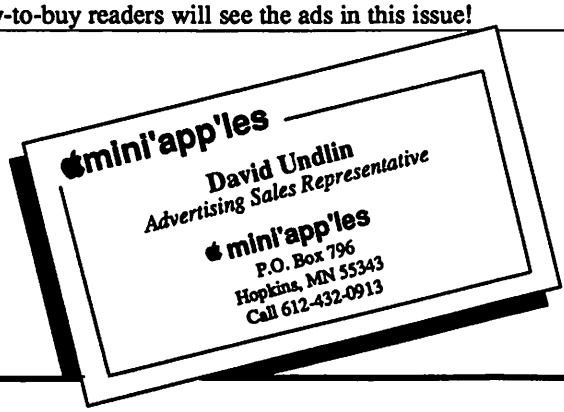


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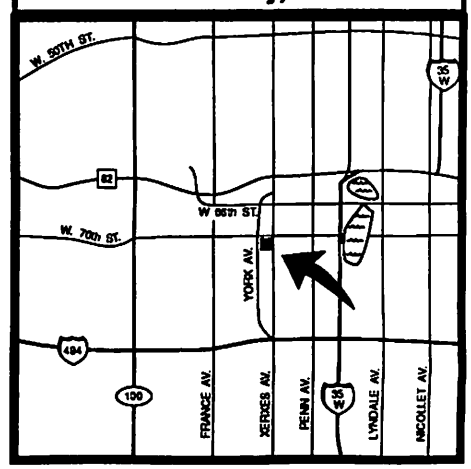

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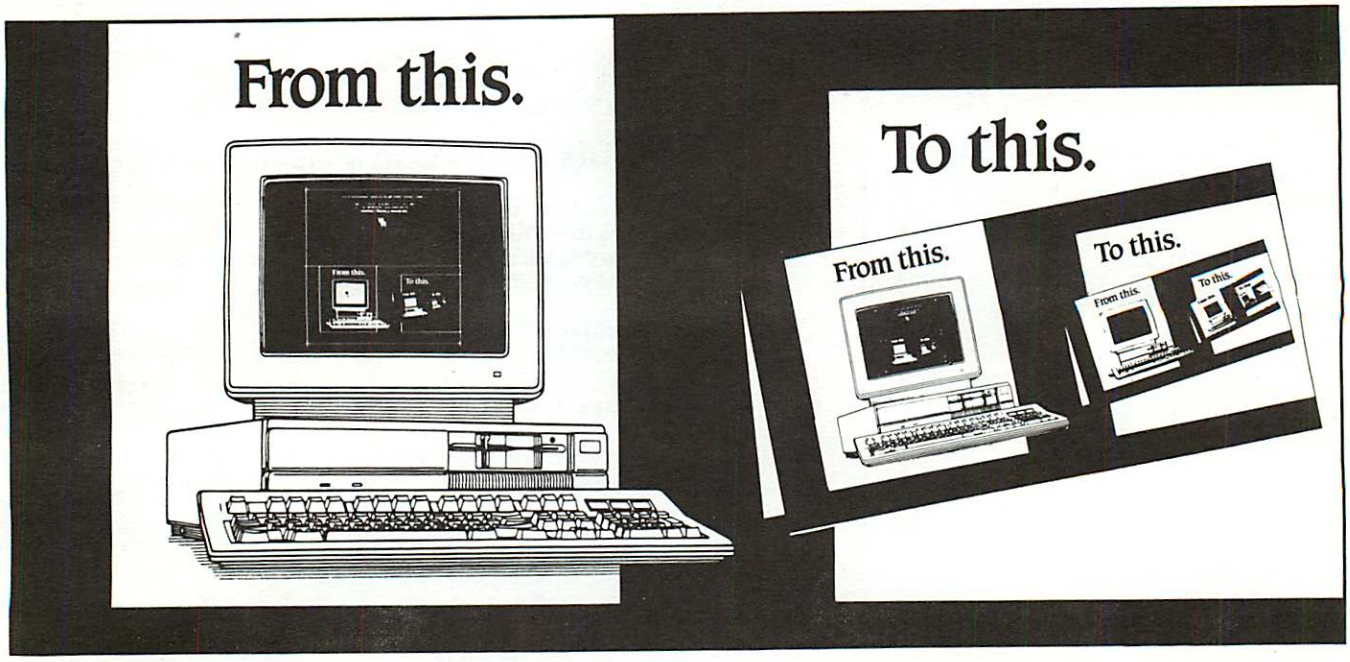


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