




mini'app'les

newsletter

The Minnesota Apple Computer User's Group, Inc.

MAY 90

Calendar of Events

| M | T | W | T | F |
|--|--|--|--|---------------|
| | Northwest Branch CIG ¹ Rockford Rd Library Crystal - 7:00 pm Jerry Kaufman 535-6745 | Apple // Main Meeting ² Washburn Community Library, 5244 Lyndale Ave. S. - 7:00 pm Subject: DBMaster Professional Tom Ostertag 488-9979 | Mac Main Meeting ³ Hennepin Southdale Library 6:30 / 7:00 pm - Mike Carlson 866-3441, David Stovall 474-8015 Apple II DTP SIG-Note 11 Murray Jr. High School, St. Paul 7:00 PM | ⁴ |
| ⁷ | Microsoft® Works™ SIG ⁸ Washburn Community Library, Minneapolis Ken Edd 631-3679 | Dakota County SIG ⁹ Mac, Apple II, Apple IIGS Metcalf Junior High Intersection of Cedar Ave & County Rd. 30, Burnsville - 7:00 pm Tom Michals 452-5667 |  mini'app'les Board Meeting ¹⁰ Lexington Branch Library University & Lexington Aves. St. Paul, MN - 7:00 pm David Laden 488-6774 | ¹¹ |
| Mac Computer Art & Design SIG ¹⁴ Mpls. College of Art and Design 133 E. 25th St., Rm. 325 - 6:45 pm Subject: HyperCard & SuperCard Joy Kopp 440-5436 | Mac Programmer SIG ¹⁵ -Note 2 Hennepin Southdale Library-7:00 pm MacCAD/E SIG-Note 8 Heath/Zenith Computer Hopkins - 7:00 pm | Apple IIGS SIG-N. ^{12 16} First Tech 2640 Hennepin, Mpls. -7:00 New Richmond Mac CIG Wisc. Indianhead Technical College John Hackbarth 715-246-6561 | North Shore Mac CIG-Note 15 ¹⁷ Bethlehem Lutheran Church-7:00 pm Grand Marais | ¹⁸ |
| Fourth Dimension™ SIG ²¹ Hennepin Southdale Library Ian Abel 824-8602 | ²² | Mac Desktop Publishing SIG ²³ First Tech 2640 Hennepin, Mpls. - 7:00 pm Bob Grant 228-9637 | AppleWorks® SIG ²⁴ Murray Jr. High, 2200 Buford St. Paul - 7:00 pm Subject: ProDos and the Appleworks User Dick Marchialava - 572-9305 | ²⁵ |
| HyperCard™ SIG ²⁸ -Note 4 Hagen Office Equipment -7:00 pm Mac Novice User SIG -Note 9 Highland Branch Library, St. Paul | ²⁹ | ³⁰ | ³¹ | |

Notes:

- | | | |
|----------------------------------|-------------------------------------|--|
| 1. Dave Laden 488-6774 | 7. Joy Kopp 440-5436 | 13. Ken Edd 631-3679 |
| 2. Ian Abel 824-8602 | 8. Bill Langer 937-9240 | 14. David Stovall 474-8015 |
| 3. Bob Grant 228-9637 | 9. Tom Lufkin 698-6523 | 15. Jim Ringquist (218) 387-2234 |
| 4. Mike Carlson 866-3441 | 10. Dick Marchialava 572-9305 | 16. Tom Michals 452-5667 |
| 5. Wesley Johnson 636-1826 | 11. Tom Ostertag 488-9979 | |
| 6. Jere Kauffman 535-6745 | 12. Mark Evans 377-9000 | |

CIG - Community Interest Group
SIG - Special Interest Group

THE CALENDAR FOR JUNE IS ON PAGE 4

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

BOARD OF DIRECTORS

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Randy L. Dop - 452-0425

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J. Edward Wheeler - 881-5928

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Thomas A. Gates - 789-1713

Operations & Resource Director
David W. Undlin - 432-0913

Macintosh S.I.G. Director
Thomas W. Edwards - 927-6790

Apple // S.L.G. Director
Thomas G. Ostertag - 488-9979

Membership Director
Ian Able - 824-8602

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Jim Ringquist - 218-387-2234

New Richmond, WI
John Hackbarth - 715-246-6561

mini'app'les BBS - 892-3317
8data 1stop Oparity
300/1200/2400 baud

mini'app'les Contact Line
627-0956

Hear a message, leave a message.
Meeting news & special announcements
of interest to members & non-members.

S.I.G. COORDINATORS

Apple //

Apple // Main Meeting
Tom Ostertag - 488-9979

Apple // GS
Mark Evans - 377-9000

AppleWorks
Dick Marchiafava - 572-9305

Dakota County
Tom Michals - 452-5667

Northwest
Jere Kauffman - 535-6745

Publish It!
Jim Shields - 434-9836

Macintosh

Fourth Dimension
Ian Able - 824-8602

HyperCard
Mike Carlson - 866-3441

MacCAD/E
Bill Langer - 937-9240

Macintosh Art & Design
Joy Kopp - 440-5436

Macintosh Desk Top Publishing
Tom Edwards - 927-6790

Macintosh Main Meeting
Mike Carlson - 866-3441
David Stovall - 474-8015

Macintosh Novice
Tom Lufkin - 698-6523

Macintosh Programmer
Ian Able - 824-8602

MicroSoft Works
Ed Spitler - 432-0103

New Richmond, WI Branch
John Hackbarth - 715-246-6561

Grand Marais, MN. Branch
Jim Ringquist - 218-387-2234

mini'app'les NEWSLETTER STAFF

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Open

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Linda Bryan - 777-7037

Apple // Editor
Open

Macintosh Editor
Thomas W. Edwards - 927-6790

Graphic Arts Director
Kim Reeve - 934-0913

Production Manager
Cynthia B. Reeve - 934-7500

Business Administrator
J. Edward Wheeler - 881-5928

Advertising Director
David W. Undlin - 432-0913

Announcements
Kent Edwards - 452-4956

Calendar
John Hansen - 890-3769

Contributors

Tom Alexander
Steve Deyo
Ken Edd
Tom Edwards
Steve George
Dick Marchiafava
Jackie Miller
Lloyd Nelson
Jason Parker
Tim Rolfe
Craig Rosenblum
Frank VanAlstine

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CONTENTS

VOL. 13, NO. 5
MAY 1990

IN THIS ISSUE

| | |
|---|------|
| Inside Cover and Ask mini'app'les <i>These pages were done by Jim Wheeler (editor on p.2 refers to him.)</i> | 2, 5 |
| Minutes of the Board Meeting <i>Randy L. Dop</i> | 6 |
| Letter to the Editor <i>C. J. Olesen</i> | 7 |
| Announcements <i>Martin McClure, Joy Kopp, Dick Marchiafava</i> | 8 |
| ☐ mini'app'les Members Mugged by Michelle Palmer at Pagemaker 4 Demonstration - <i>Bob Grant</i> | 8 |
| ☐ Some Guidelines for Writing Software Reviews for mini'app'les <i>Jim Horswill</i> | 9 |
| ☐ New Life for Old Macs? <i>Computer Care</i> | 9 |
| Dear Appy <i>Tom Alexander</i> | 10 |
| System Software for Members <i>Tom Gates</i> | 10 |
| 🍏 AppleSoft Basic: Text Files <i>Tom Alexander</i> | 11 |
| 🍏 New Basic Interface to DB Master® Files <i>Courtesy America OnLine User Group ForumLink</i> | 13 |
| 🍏 The AppleWorks Advisor <i>Dick Marchiafava</i> | 14 |
| 🍏 Pixel Art for Paupers <i>Constance Babcock</i> | 16 |
| 🍏 Teachers and Apples <i>by Ken Ondash, via Steve George</i> | 17 |
| 🍏 Cameron's Review of Zany Golf, Electronic Arts <i>Cameron Klufkee</i> | 18 |
| 🍏 Appleworks in My Fifth Grade Class <i>Bill Klufkee</i> | 18 |
| 🍏 It's Only My Opinion, But. . . <i>Bruce C. Richter®, Courtesy America OnLine</i> | 19 |
| 🍏 Battle Chess <i>Rudy A. Guy</i> | 20 |
| ☐ Adobe Type Manager: A Discussion by Users <i>Tom Lufkin</i> | 21 |
| 🍏 Better GS Graphics in Your Future? <i>SYNnovation, Courtesy America OnLine</i> | 22 |
| ☐ Applying Styles from the Ruler in Microsoft Word <i>Jim Horswill</i> | 23 |
| ☐ Virus Detective 4.0a and Disinfectant 1.7 Detect Zucchini Virus and Trojans - <i>Bob Grant</i> | 23 |
| ☐ What They Didn't Tell You: SuperGlue II, SmartScrap, Curator <i>Frank Van Alstine</i> | 24 |
| Gloom & Doom <i>Emmeline Grangerford</i> | 26 |
| In Memoriam: Steven Tuber (1947-1989) <i>by Glenn Scott, via Steve George</i> | 27 |

ADVERTISERS

| | |
|-----------------------------|------------|
| NSP | 29 |
| For Sale, Wanted By Members | 30 |
| Ramco | 31 |
| MacChuck | 31 |
| Northwest Printing Company | Back Cover |

Many thanks to Maridee Ennis who spent about 25 hours on her supposed vacation week and Easter doing layout and editorial work since Linda was on vacation.

Yes . . .
I'd like to join!

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.

- | | |
|---|--|
| <input type="checkbox"/> Regular [1st year] \$20.00 | <input type="checkbox"/> Educational \$50.00 |
| <input type="checkbox"/> Renew [one year] \$15.00 | <input type="checkbox"/> Corporate \$100.00 |
| <input type="checkbox"/> Foreign \$30.00 | <input type="checkbox"/> Donation \$ _____ (tax deductible) |
| <input type="checkbox"/> 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 II GS
- Macintosh Plus
- Macintosh SE
- Macintosh II
- Macintosh SE/30
- Macintosh IIcx/IIci
- Laser - Other _____

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.
Special Area _____
- Check if you do not wish to receive non-club promotional mailings.

You'll receive your new member's kit in 3 to 6 weeks.
Make checks payable & mail to:

🍏 mini'app'les
PO Box 796
Hopkins, MN 55343

June 1990

| | | | |
|-------------------------------|---------------|--|--------------------------|
| Northwest Branch CIG | Tues. June 5 | Rockford Road Library, Crystal | Note 6 |
| Apple // Main Meeting | Wed. June 6 | Washburn Community Library, Minneapolis | Note 11 |
| Mac Main Meeting | Thur. June 7 | Hennepin County Library, Southdale | Notes 4 & 14 |
| Apple II DTP SIG | Thur. June 7 | Murray Jr. High School, St. Paul | Note 11 |
| Mac Computer Art & Design SIG | Mon. June 11 | Minneapolis College of Art and Design | Note 7 |
| Microsoft® Works™ SIG | Tues. June 12 | Washburn Community Library, Minneapolis | Note 13 |
| Board Meeting | Thur. June 14 | Lexington Branch Library, St. Paul | Members welcome – Note 1 |
| Fourth Dimension™ SIG | Mon. June 18 | Hennepin Southdale Library | Note 2 |
| MacCAD/E SIG | Tues. June 19 | Heath/Zenith Computers, Hopkins | Note 8 |
| Macintosh Programmer SIG | Tues. June 19 | Hennepin Southdale Library | Note 2 |
| Apple IIGS SIG | Wed. June 20 | First Tech Computer, 2640 Hennepin | Note 12 |
| New Richmond CIG | Wed. June 20 | Wisconsin Indianhead Technical College | Note 16 |
| North Shore CIG | Thur. June 21 | Bethlehem Lutheran Church, Grand Marais | Note 15 |
| HyperCard™ SIG | Mon. June 25 | Memorial Day - Call regarding meeting status | Note 4 |
| Mac Novice SIG | Mon. June 25 | Memorial Day - Call regarding meeting status | Note 9 |
| Mac Desktop Publishing SIG | Wed. June 27 | First Tech Computer, 2640 Hennepin | Note 3 |
| AppleWorks® SIG | Thur. June 28 | 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. Ken Edd | 631-3679 |
| 2. Ian Abel | 824-8602 | 6. Jere Kauffman | 535-6745 | 10. Dick Marchiava | 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 of the month preceding the issue month 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.

| <u>Apple II</u> | <u>Key</u> | | | | | | | | |
|------------------|------------|-----------------------|------------|----------------------|------------|--------------------|-------------|--|--|
| Applewriter | 2 | TO Graph | 2 | Music Studio | | Mac OS | 4 | | |
| AppleWorks | 1,2,9 | TO SideSpread | 1 | PaintWorks Plus/Gold | 15 | Microsoft Excel | 5,6,17,18 | | |
| Ascii Express | 3 | TO QuickSpell | 1 | Prosel | 2 | Microsoft Word | 4,5,6,14,17 | | |
| BASIC | 5 | TO SpreadTools | 1 | TML Basic | 3 | Microsoft Works | 11,17 | | |
| Beagle Buddy | 9 | TO Thesaurus | 1 | TML Pascal | 3 | Networking | 5,6,13,19 | | |
| BPI Programs | | WordPerfect | | Writer's Choice | 15 | OverVue | | | |
| Datalink 1200 | 1 | Apple IIGS | Key | Macintosh | Key | PageMaker | 4,6,17 | | |
| Dollars & \$ense | 1 | 816 Paint | | 4th Dimension | | PostScript | 8 | | |
| DB Master | 7 | AppleWorksGS | 15 | Adobe Illustrator | | Power Point | 5 | | |
| Epson LX80 | 1 | APW | | Beginners | 13,14 | QuickBasic | 5,6 | | |
| Hard & software | 9 | DeluxePaint II | | Canvas | 5 | ReadySetGo | | | |
| Home Acc'n't | | General | 3,10 | FileMaker II | 17 | Telecommunications | 19 | | |
| Laser 3.5 drives | 1 | Graphic Writer II/III | 15 | General | 14,17,18 | WordPerfect | | | |
| MPublishIt! | | Graphics Studio | | Helix | 16 | | | | |
| ProTERM | 1 | GS/OS | 3 | HyperCard | 6,19 | | | | |
| Talk Is Cheap | 3 | Merlin 16+ | 15 | MacDraft | 5 | | | | |
| TimeOut | 9,2 | Mousetalk | 15 | MacDraw | 5 | | | | |
| | | MultiScribe | | MacPaint | 5 | | | | |

Many thanks to Lloyd Nelson for all his help. Please post any future correspondence to Dave Undlin on the BBS or call the voice mail number 627-0956.

| | | | | | | | | |
|-----------------|----------|----|-------------------|----------|----|--------------------|--------------|-----|
| 1. Lloyd Nelson | 423-3112 | E | 6. Dan Buchler | 435-3075 | E | 12. Timothy Shea | 739-3764 | E |
| 2. Tom Ostertag | 488-9979 | E | 7. Ann Bell | 544-4505 | E | 13. John Hackbarth | 715-246-6561 | D |
| 3. Tom Gates | 789-1713 | EW | 8. Fritz Lott | 377-3032 | E | 14. Jim Horswill | 379-7624 | DEW |
| 4. Tom Edwards | 478-2300 | D | 9. Dick Marchiava | 572-9305 | DE | 15. Tom Michals | 452-5667 | |
| | 927-6790 | E | 10. Randy Dop | 452-0425 | EW | 16. Arnie Kroll | 433-3577 | E |
| 5. Earl Benser | 884-2148 | EW | 11. Ed Spitter | 432-0103 | D | 17. Michael Foote | 507-645-6710 | |
| | | | | | | 18. Richard Becker | 870-0659 | |
| | | | | | | 19. Timothy Kunau | 737-4957 | 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.

ask mini'app'les

Have
a question...?

Need
an answer...?

Send it to:

ask mini'app'les
PO Box 796
Hopkins, MN 55343

Q. I have just purchased a new Macintosh SE/30 with an 80SC Internal Hard Disk, Apple Two-Page Monochrome Monitor and a ImageWriter LQ. After getting them home and all set up - nothing works. Computer, monitor, printer - all Kaput. What's wrong..?

A. I suggest you have neglected one important element. Once a month your local electric power company sends you a thing they call a "bill" - and it is your responsibility to respond with a check-in-payment. I'm convinced this must be the problem inasmuch as you also stated in your letter that you were writing it by candle light.

(Editor Note: Where it is true "a Mac will do anything" - still, you have to give it some Joos!)

Q. Two months ago I bought a brand new computer complete with joystick. Now my wife is complaining that I spend more time with it than I do with her. What should I do..?

A. Sorry, not being acquainted with your wife, I find it difficult to answer your question.

(Editors note: I have met your wife, and believe you should continue spending as much time as possible with your computer complete with joystick).

From the Newsletter Staff--

As you can see, we have lots of space to devote to answering your questions.

We also need an Editor for the column -- without a sense of humor!

Volunteers call:

Linda Bryan, 777-7037

All the best to ya'



Minutes of the Board Meeting

March 8, 1990
St. Paul Public Library

Board Members in attendance:
David Laden, Tom Lufkin, Randy Dop, Tom Gates,
Dave Undlin, Tom Edwards, Tom Ostertag. Ex-
cused: J.E. Wheeler, Dick Marchiafava, Ian Abel.

Members in attendance: Dick Peterson, Steve
George, David Kloempken.

The meeting was called to order by President Laden at 7:04
P.M. The meeting agenda was distributed and reviewed. Mo-
tion by Lufkin to accept agenda. Second by Dop. Carried.

The minutes of the February 8 Board Meeting were submit-
ted by Dop.

Motion by Lufkin to approve February 8 minutes as amended.
Second by Undlin. Carried.

Agenda Item 2.1—President's Report

David asked Steve George to give an update on Jim Wheeler's
condition after he suffered a heart attack. He is getting along as
well as can be expected.

Agenda Item 2.2—Vice President's Report

No report this month.

Agenda Item 2.3—Secretary's Report

Name tags will be ordered this coming month.

Agenda Item 2.4—Treasurer's Report

Report for January 1990 submitted by Steve George for Wheeler.

| | | | |
|--------------------------|-------|---------|---------|
| INCOME | | | |
| Membership Dues— | | 1222.00 | |
| Savings Account Interest | 17.66 | | |
| eDOM Sales— | | 440.00 | 1679.66 |
| EXPENSES | | | |
| eDOM Cost of Goods | | 109.05 | |
| Telephone | | 45.31 | |
| Postage, shipping | | 254.00 | |
| Printing, publications | | 745.19 | |
| Bank Service Charges | | 15.41 | 1168.96 |
| MONTH GAIN | | | 510.70 |
| TCF Inv Mgt Acct | | | 3070.70 |
| Checking Account Balance | | | 1926.97 |

Agenda Item 2.5—Membership Director's Report

Tabled.

Agenda Item 2.6—Executive Committee Report

Randy provided minutes from the Executive Committee Meet-
ing held March 6.

Agenda Item 2.7—Publications Committee Report

David Undlin reported that there will be a meeting on March 10
in the home of Linda Bryan to discuss the newsletter content
and layout.

David reported that he has been in touch with Electronic
Easel and is currently negotiating with them to provide a color
cover for the newsletter free of charge.

Agenda Item 2.8—Software Director Report

No report this month.

Agenda Item 2.9—Resource Director Report

No report this month.

Agenda Item 2.10—Interest Group Directors Reports

Tom Edwards reported that the desktop publishing group is
moving ahead as well as is the HyperCard group. The North
Shore Mac group has changed their meeting day and time. The
next newsletter will reflect the new meeting date and time.

Tom Ostertag reported that **Publish It! 3** was the discussion
topic at the Desktop Publishing group and at the general Apple
meeting. The Apple // general meeting topics have been
finalized through the end of the year.

Agenda Item 2.11—Nominating Committee Report

Tom Gates submitted the following Nominations Committee
Report:

| | | |
|----------------|---------------|-----------------------------------|
| President | David Laden | Incumbent/ Nomination Received |
| Vice-President | Tom Lufkin | Incumbent/ Nomination Received |
| Secretary | Randy Dop | Incumbent/ Nomination Received |
| Treasurer | J.E. Wheeler | Incumbent/ Nomination Received |
| Publications | David Undlin | Nomination Received |
| Software | Tom Gates | Incumbent/ Nomination Received |
| Resources | Dick Peterson | Nomination Received |
| SIG: Mac | Tom Edwards | Incumbent/ Nomination Received |
| SIG: Apple | Tom Michals | Nomination Received |
| Membership | Open | |

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



OLD BUSINESS

Agenda Item 3.1—Status of IRS Penalties

Nothing new to report this month.

Agenda Item 3.2—National Apple User Group Conference '90

David Laden reported that he will be unable to attend the conference. Motion by Dop to appoint Tom Gates as a representative of **mini'app'les** at the National Apple User Group Conference. Second by Edwards. Carried.

Agenda Item 3.3—Participation in the Strictly Business Expo May 2-3, 1990

Motion by Ostertag to proceed with arrangements with Apple for table space and with Champion Expositions to trade advertising space for **mini'app'les** membership admittance. Second by Edwards. Carried.

NEW BUSINESS

Agenda Item 4.1—Election Procedures

David Laden reported that the election of officers is to take place in April and any platform statements of candidates will be printed in the April newsletter. Ballots will be printed in the April newsletter and may be sent to the P.O. Box or brought to any April SIG meeting. The election committee will be responsible for collection and counting the ballots and reporting the results.

David Undlin asked that the board consider running the election a month later to provide the opportunity to run a sample ballot in the April newsletter and the actual ballot in the May newsletter. David felt that this would allow the general membership a chance to see what offices are available. David Laden pointed out that the **mini'app'les** bylaws specify that the elections be held in April and a motion to change the election date would be out of order. Tom Gates will provide the election slate to Linda Bryan for publication in the newsletter.

Agenda Item 4.2—Proposal to Purchase CD-ROM Disks and CD-ROM Drive

The National Apple User Group Conference in Chicago will be offering an Apple // and a Macintosh CD-ROM disk for \$49.00 each. Each disk contains over 500 Mb of the most recent public domain/shareware software for the Apple // and the Macintosh. The CD-ROM drive would probably be in the neighborhood of \$500-\$600. Motion by Gates to purchase the Apple // and Macintosh CD-ROM disks at the NAUGC for approximately \$49.00 each. Second by Dop. Carried. Based on the current budget, it was felt that this would not be a good time to purchase a CD-ROM player for the club.

Agenda Item 4.3—Interim Treasurer's Duties

Motion by Ostertag to have David Laden take responsibility of the **mini'app'les** checking account and to look into finding an interim treasurer. Second by Lufkin. Carried.

Agenda Item 4.4—Brainstorming Session on Membership/Promotion Plan

There were a number of different items discussed by the board. These included:

- Setting realistic membership goals.
- Promotion. How do we get the word out to potential members?
 - Publicity committee.
 - Education-related users—teachers, students, children.
 - Cable TV, *Computer User* magazine, *Computer Access* magazine.
 - Local newspapers.
 - Non-computer related family events—picnics, etc.
 - Community & adult education, Science Museum classes.
 - Consistent presentation on what is **mini'app'les**.
 - Adopt a local Apple dealer.
 - Add club telephone number to business cards.
- Maintaining the current membership.
 - Members not receiving new membership kits.
 - Updates to the eDOM catalog.
 - **mini'app'les** not the only user group having problems.
 - Follow up on non-renewals.
- Processing membership forms.
 - Too much work for membership director.
 - Separate person to handle database work, send new membership kits, etc.

The meeting adjourned at 9:00 P.M.
Respectfully submitted by Randy L. Dop
March 8, 1990



Letter to the Editor

Thanks to whomever uploaded the December newsletter (onto the **mini'app'les** BBS). The January, February and March ones look great. Can we expect copies of the text to appear in the transfers section of the BBS? Sure hope so. Again, they look great—NICE JOB! We appreciate your efforts.

—C.J. Olesen

Response from Publications Director David Undlin:

Thanks for the kudos, C.J., I am delighted you are interested in having the text of newsletters available on the BBS. We are working to have each issue available for downloading.





Announcements

Mac Smalltalk SIG

The Mac Programmers SIG meets the second Tuesday of the month at Southdale Library, usually in the small conference room. Meetings are usually attended by eight to twelve people. To make sense of a meeting, attendees should be knowledgeable about general programming even if they are not necessarily knowledgeable about Macintosh programming.

In the past few months, the SIG has dealt with object-oriented programming, specifically the Smalltalk language. In coming months, they will look at other object-oriented programming languages. There is no formal program, just roundtable discussion of topics posed by the members.

—Martin McClure

MCAD

Mac Computer Art and Design group 1990 meeting agenda:

May 14—HyperCard and SuperCard: a Comparison. *John Manning*, a Chicago HyperCard developer, will share his latest work. *Gary Brandenburg*, a local 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 19—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.

—Joy Kopp

AppleWorks SIG

Schedule of Upcoming AppleWorks SIG Meetings:

May 24—ProDOS and the AppleWorks User

June 28—Using AppleWorks Integration

July 26—Using RAM Disks

August 23—Macro Development

September 27—AppleWorks & Printers

October 25—TeleComm, TimeOut Dialer, working with ASCII files

November 29 (5th Thursday)—Using Mail Merge

December 20 (3d Thursday)—Spreadsheet Template Development

January 24—ReportWriter; Using AppleWorks relationally

SIG meetings are the fourth Thursday of each month (exceptions noted) starting at 7:00 p.m. Meetings are at Murray Jr. High School, 2200 Buford, St. Paul. Enter the school on the west side which is on Grantham Avenue.

Call me if you need information on meetings: 612-572-9305.

—Dick Marchiafava

Congratulations to...

Bob Lowe, whose tip about Microsoft Word was published in the May, 1990 *MacUser*.

Thanks to...

Dale Archibald, who gave the **mini'app'les** a plug when he was interviewed on KSJN's Saturday call-in in March.

Mini'app'les Members Mugged by Michelle Palmer at PageMaker 4 Demonstration

Our thanks to Michelle Palmer for a wonderful demonstration of the features and facets of PageMaker 4 at the March Meeting of the DeskTop Publishing Special Interest Group.

Maintaining her usual high standards for clarity of presentation, knowledge of product, and candor, Michelle took off her sweatshirt, rolled up her sleeves (it was warm in the First Tech training room) and gave a preview of the features of PageMaker 4. This "pre-roll out" demo for the **mini'app'les** DTPSIG excited the PageMaker faithful and tantalized them with text rotation; enhanced type control; and a separate editing environment which supports spell-checking, search and replace, and more speed than PageMaker editing has ever had before.

Several times during the presentation Michelle paused to distribute handsome PageMaker mugs, marked with the inscrutable visage of Aldus Manutius and the Latin phrase *Festina lente* which translates to "make haste slowly," surely an appropriate motto for any publisher or computerphile.

As if to strike a note for the *make haste* portion of the motto, First Tech, represented by **mini'app'les** member John Hyde, had set up the demonstration on Apple's new Mac IIfx—sigh, technolust again... What a screamer of a machine! What an incredibly accessible upgrade price (\$2,999 sans RAM) for those of us with venerable (read obsolete) Mac IIs. All of you IICI owners, eat your hearts out!

While we are rhapsodizing about worthwhile qualities let's take a moment to think about and thank John Hyde, mentioned above, for his unfailing good humor, timeliness and patience in making the First Tech meeting space available to the DTPSIG and for answering the myriad questions we shower upon him at the intermissions and after the meeting. Remember to buy stuff from him when you go over to First Tech.

If my memory hasn't failed me (sometimes it does) this coming month we have a visit from Phil Oenning of Adobe. Or LaserMaster, or MicroSoft, or something fascinating. See ya.

—Bob Grant



Some Guidelines

for Writing Software Reviews for mini'app'les

by Jim Horswill



We're excited by the member reviews in this newsletter. We want more!

In composing your review, please attempt to answer the following questions, bearing in mind that they are only suggestions. Some may not apply and you may not have space to answer others. One can cram just so much information into a limited number of words and the decision about what is or is not important is yours. The order in which the questions are listed is of no particular significance and need not be reflected in your review.

1. What is the name of the program? The version number?
2. Is the program intended to run on the Apple II or the Macintosh? Is a particular model required?
3. Is a special configuration necessary? For example, does the program require a hard disk and two megabytes of memory?
4. What kind of software is it? Spreadsheet? Game? Word processor? Does it attempt to perform several functions, such as a spreadsheet with enhanced charting and database capabilities?
5. How does the program function? Give a brief description of what steps one follows in using the program.
6. How well does the software accomplish what it sets out to do?
 - A. Is the interface well conceived and "user friendly?"
 - B. Does it run at satisfactory speed on your computer?
 - C. Is it unable to do anything that you regard as important in a program of its type? For example, the inability to import tab-delimited files would be a major limitation in a spreadsheet.
7. How good is the documentation?
8. Are you aware of any bugs in the software? Does it conflict with Mac INITS?
9. How does the program compare with others of similar type?
10. How sophisticated is the program? What level of sophistication does it demand of the user?
11. If you're reviewing a game, how playable is it? Might it be too easy for some users or too difficult for others? Does the action flow smoothly or are you required to struggle with a balky interface?

Please include the name and address (and phone number?) of the publisher as well as the list price. Also include your name, address, and phone so that the Newsletter editors can contact you if there are any questions.



New Life for Old Macs?

Local Company Makes Old Macs More Powerful Than Mac Plus



Computer Care, Inc. has received a lot of positive press for its Mac Rescue™ upgrades for what it terms "Classic Macs," the 128K & 512K Macintoshes. Mac Rescue allows users to add SIMM and SCSI capability to these old machines.

Now, the Mac Rescue itself has an upgrade—the RAM Disk. Mac Rescue, with its six SIMM sockets and special RAM Disk software, allows the Classic Mac to expand to 6 megabytes of memory.

The RAM Disk reduces the need for a hard disk because users simply load the application(s) into RAM and use the floppy drive for data transfer. Two of the six SIMM sockets on the Mac Rescue are available for RAM Disk SIMMs. Users can reuse old 256K or 1 meg SIMMs in the Mac Rescue.

John Depew, Computer Care's President, stated, "Now Classic Mac owners can add more memory than their newer counterparts. The Mac Rescue and RAM Disk software combination make an attractive alternative for them, and, in many instances, it replaces the need for a hard drive."

The suggested retail for Mac Rescue is \$317 and the RAM Disk is available for \$30. Original Mac Rescue boards (orders shipped before March 6, 1990) may be upgraded to include the RAM Disk control chip. Dealer and Corporate discounts are available. Computer Care claims that installation of the Mac Rescue is simple to perform, requiring no soldering or modifications to the original motherboard.

Apple's enhanced 128K ROMs are required. Step-by-step illustrated instruction manuals are furnished, and free technical support is available toll-free.

Computer Care
Ford Centre, Suite 1180
420 North 5th Street
Minneapolis, MN 55401
(612) 371-0061
(800) 950-2273
(612) 371-9342 FAX



| |
|---|
| <p>mini'app'les Voice Number 627-0956 BBS 892-3317 8 data 1 stop 0 parity</p> |
|---|



Dear Appey

By Tom Alexander

Dear Appey—With all the changes at Beagle Bros, I was wondering: Do the programmers still get to work in their hot-air balloon? Signed - The Red Barron

Dear Red—No. The balloon was confiscated by the California Highway Patrol. They use it to get to their coffee breaks. It's faster than driving on the highways out there.

Dear Appey—I'm having trouble communicating with my girlfriend. What's wrong? Signed - Donny Juan

Dear Donny—Is she Hayes compatible?

Dear Appey—When I'm playing the game "Airplane" on my Apple //e, my ears begin to ring after a few minutes. Do I need a new upgrade? Signed - Buzz Aldroon

Dear Buzz—No. This is a common complaint among users of an unenhanced Apple //e. First, get the enhancement kit then pressurize your computer room.

Dear Appey—I'm bonkers over the "Print Shop" graphics for my //c. They're so real. Do you think they'll come out with the Mona Lisa anytime soon? Signed - Leo DaVinci

Dear Leo—They had it but it was seized by the Art Enforcement Agency. Something about copyright violations.

Dear Appey—My little brother Skipper doesn't believe me when I tell him my Apple //GS has 512K of internal memory. How can I convince him? Signed - Audrey Aristotle

Dear Audrey—Kids have to be shown things. Spread the 512K memory out on your living room floor.

Dear Appey—I'm fascinated by the solar system. Where do you suppose it all started? Signed - R.L. Copernicus

Dear R.L.—Once upon a time there were two guys named Steve who were working in a garage one night....

Dear Appey—Fax machines are the new hi-tech communications devices on the market today. Will they take the place of modems in the future? Signed - A.G. Bell

Dear A.G.—I doubt it. Modems are strictly forbidden to send junk mail over the phone lines.

Dear Appey—I'm an 98 pound weakling. Will an Apple //GS help me attract girls when I'm at the beach? Signed - Charles Attalos

Dear Charles—Definitely. Start bench-pressing your //GS. When you get up to 340K they'll start noticing you.

Dear Appey—I'm desperate. My analyst told me to get in touch with my feelings but didn't tell me how to do it. Can you help me? Signed - Sigmund Fraud

Dear Sigmund—First, you have to be real honest with yourself then create a macro for your communications program to dial 555-2783. This will put you in touch with "Your Feelings." It's a new bulletin board in St. Louis Park.

Dear Appey—I'm writing a term paper on 5.25 inch floppy disks but don't know how they get that magnetic stuff all over them. Can you tell me? Signed - S. Tudent

Dear S.—At night, when everybody has gone home, the Fairy Godmother sprinkles magic dust on each one.

Dear Appey—I'm a great disco dancer. Can I get a sound program for my IIGS that will play "Stayin' Alive" while I'm running AppleWorks? Signed - John Trevolting

Dear John—Yes. Kenny's Disco Disks in Maplewood has it. However, you have to be a personal friend of the store manager before they'll let you in to buy it.



System Software for Members

Apple Computer System software for Macintosh and Apple // computers is available to those currently registered with the **mini'app'les** User Group and who have an active membership.

The system software is defined as follows:

- Macintosh —System Tools & Utilities
- HyperCard Upgrades*
- Apple // —ProDOS (includes 8 and 16 or GS/OS)
- DOS 3.3 System Master

*Members must present proof of ownership of HyperCard in the form of the HyperCard start-up disk or a Macintosh CPU sales receipt dated August 11, 1987, or after.

—Tom Gates



AppleSoft Basic: Text Files

By Tom Alexander



If the chapters on text files in the books I've seen don't give the subject a fair shake. It seems like they go out of their way to make the topic impossible to understand, at least for guys like me. The material is shrouded in mystery and superstition. After reading for a while you might conclude that the matter should be left to alchemists and their ilk.

A text file is like your toy box. Most of us have had one of those at one time or another. A toy box is where you keep your toys. As you get older, about 32 or 33, you learn you can keep other stuff in there as well, like your catcher's mitt.

When you want to play with your toys you have to OPEN the lid then take out the toys you want. When you're done playing with them, you better put all of them back in the box and CLOSE the lid or Mom might send you to bed without your milk and cookies.

That's essentially what a text file is. Mom taught you the important aspects of a text file when you got your first toy box. I still have mine. It's red with white elephants on it. I keep my computer stuff in it as well as my Captain Lightning Coloring Book, my Duncan Yo-Yo and my Slinky.

There are two types of text files: The SEQUENTIAL and the RANDOM ACCESS text file. For this discussion I will use the random access text file. There are major differences between the two and each has its own place. Generally speaking, information that is not likely to change over time is kept in a sequential file—information like a family history. Information that is likely to change often, like stock prices, should be kept in a random access file.

Information in a sequential text file is stored one after the other in a long, steady stream. When you want to find something you start at the beginning and go till you find it. In a random access file the information is stored by record number and when you're looking for something you go directly to that record. It's a lot faster. I've found that working with random access files is a lot easier too.

For our example, let's use a name and address file. I'm choosing the random access file because the people listed tend to move around a lot. They've got funny names, too.

The first step is to create a new text file. The names and all the rest will be added later. You can do this from a separate program used just for creating the file. Later I'll use a segment of the main program. We'll call the text file NAMES. The volume name of the ProDOS disk is DATA.

```
10 REM * Create text file NAMES
20 D$ = CHR$(4): REM * Control D
30 PRINT D$; "OPEN /DATA/NAMES, L200": REM * Open file
40 PRINT D$; "WRITE /DATA/NAMES, R0": REM * Write
   record 0
```

```
50 PRINT 0: REM * Record counter set to 0
60 PRINT D$; "CLOSE /DATA/NAMES": REM * Close file
```

Ok. Let's go through it. The program above will create a new text file called NAMES on your disk. CATalogue your disk to see if it worked. All ProDOS commands must be preceded by Control D which is ASCII code 4 - CHR\$(4). To make life easier line 20 sets D\$ to equal CHR\$(4). Just like your toy box, before anything can take place inside it must be OPENed. That's what line 30 does. You must give the full path name of the file—/DATA/NAMES. When OPENing a text file you must specify its length, L. In this case it's 200. Be sure to put a comma between the path name and the file length, L200.

The file length is the total amount of characters you estimate to be in one record. In our name and address file we're going to have six FIELDS: Name, address, city, state, zip and phone number. You don't have to be exact so just use your best guess. I always add 20 just to be safe.

We're going to put some information in the file so line 40 will tell the program to WRITE it in /DATA/NAMES. You must, however, specify which RECORD you want it written into. Because this is the first record used to create the file we'll call it record 0, or simply R0. Next you have to specify what you want written in record 0. Line 50 will PRINT a 0 in record 0. This is important. Everytime we create a new record we'll use this number as a counter for numbering the new record. Finally, you have to CLOSE the file. If you don't, no milk and cookies.

Now we can add the names of all of our friends. I've only been in town for six years so, understandably, my list isn't overwhelming—one name. A couple of years ago I asked Trucker, the salesman at Larry's Bargain Depot where I got my Apple //c, if it was really necessary to have a \$2,000 machine to keep one name. He said, "Yes!" so I guess it's ok. By the way, Larry's got a great deal on sump-pumps.

The names can be added from your main program, probably from a section in the main menu called "Add Names." That section might be listed as:

```
3000 INPUT" Name: ";N$
3010 INPUT" Address: ";A$
3020 INPUT" City: ";C$
3030 INPUT" State: ";S$
3040 INPUT" Zip Code: ";Z$
3050 INPUT" Phone: ";P$
3060 REM * Store in text file
```

Then you can put all this stuff into your text file by typing the following:

AppleSoft Basic GOTO next page



AppleSoft Basic: Text Files continued

```

3070 F$ = "/DATA/NAMES": REM * File name
3080 PRINT D$;"OPEN ";F$;" , L200": REM * Open file
3090 REM * Add 1 to current record number
3100 PRINT D$;"READ ";F$;" , R0": REM * Read record 0
3110 TR = TR + 1: REM * TR = Total records
3120 PRINT D$;"WRITE ";F$;" , R0": REM * Update record 0
3130 PRINT TR: REM * New record number in record 0
3140 PRINT D$;"WRITE ";F$;" , R"; TR: REM * Write new
      record
3150 PRINT N$: PRINT A$: PRINT C$: REM * Information for
3160 PRINT S$: PRINT Z$: PRINT P$: REM * New record
3170 PRINT D$;"CLOSE ";F$: REM * Milk & cookies

```

The REM statements should explain each line pretty well but I'll go through it. Line 3070 set F\$ to /DATA/NAMES, the filename. (Somebody told me it's easier to type F\$ five times than it is to type /DATA/NAMES five times.) Line 3080 OPENS the text file, NAMES, and gives its length, L200. You only have to give the length of the file when you OPEN it. Line 3100 will READ the value that is stored in record 0, the record counter. In the above short example this value is 0. The next line, 3110, will add 1 to this value so record 0 can then be updated to the current number of records in the file. This procedure will be done every time you add a new name. Lines 3120 and 3130 will do this.

Line 3140 will set up the new record number, TR, to be written to (WRITE). The next two lines will accomplish this. Note that each variable uses a separate line to PRINT the value to be recorded in the file. And, finally, the file is CLOSED. (Remember Mom's threat.)

Now that everything is tucked neatly away in your text file, what do you do with it? If you want to use the information, you'll have to OPEN the file again and READ what's in there. To see if everything is as it should be, type the following code:

```

3990 HOME
4000 PRINT D$;"OPEN ";F$;" , L200"
4010 PRINT D$;"READ ";F$;" , R1": REM * Record #1
4020 INPUT N$,A$,C$,S$,Z$,P$: REM * Get information
4030 REM * Print info on screen
4040 PRINT N$;: PRINT " "; A$: REM * Use the same
4050 PRINT C$;: PRINT " "; S$: REM * sequence as it
4060 PRINT Z$;: PRINT " "; P$: REM * was put in
4070 PRINT D$;"CLOSE ";F$

```

You should see something like this:

```

Al c/o Ben's Barber Emporium 12 First St
Minneapolis MN
55400 Disconnected

```

You'll probably have more than one record in your text file so READING the information out of the file can be handled by using a loop. However, you have to get the total amount of

records to use a FOR/NEXT loop. Let us say that we want to get all of the names in the file and their respective record number. The sequence could look like this:

```

5000 REM * Get names and record #'s
5010 TEXT: HOME: REM * Clear screen
5020 PRINT D$;"OPEN ";F$;" , L200": REM * Open file
5030 PRINT D$;"READ ";F$;" , R0": REM * Read record 0
5040 INPUT TR: REM * Get total number of records
5050 IF TR = 0 THEN GOTO 5120: REM * No records?
5060 REM * Fetch names
5070 FOR X = 1 TO TR: REM * Start loop
5080 PRINT D$;"READ ";F$;" , R"; X: REM * Read record X
5090 INPUT N$: X$ = STR$(X): REM * Read name
5100 PRINT X$; SPC(2); N$: REM * Print record # & name
5110 NEXT X: REM * Bottom of loop
5120 PRINT D$;"CLOSE ";F$: REM * Close file
5130 GOTO 500: REM * 500 - Main menu

```

With the information given in the routine above you can now go to the person's record number and retrieve all of the information in his/her file. Let's say you want to look up your buddy, Billy Bones. The routine shown above has given his record number as 14. You can print out his information using the following routine:

```

6000 REM * Print individual record
6010 TEXT: HOME: REM * Clear screen
6020 PRINT D$;"OPEN ";F$;" , L200": REM * Open file
6030 PRINT D$;"READ ";F$;" , R14": REM * Read record 14
6040 INPUT N$: INPUT A$: INPUT C$: REM * Retrieve data
6050 INPUT S$: INPUT Z$: INPUT P$: REM * Same
6060 REM * Print information on screen
6070 PRINT TAB(8); N$; SPC(2); A$
6080 PRINT TAB(8); C$; SPC(2); S$
6090 PRINT TAB(8); Z$; SPC(2); P$
6100 PRINT D$;"CLOSE ";F$

```

This would Print as follows:

```

Billy Bones 4780 Hwy 43
Stainsville MN
55307 452-6877

```

A suggestion and its warning: The text file need only be OPENed once at the beginning of the program and CLOSED once at the termination. This would relieve you of all the OPENS and CLOSEs you've seen above. However, all data in the file will be lost if the file remains open when you turn off the machine. If you know that a file or files remain open after you exit the program but before you turn off the machine, you can type CLOSE on the keyboard. This will close all open files.

Earlier I mentioned creating the text file within your main program. This can be done if you're using a menu to select

AppleSoft Basic GOTO next page



AppleSoft Basic: Text Files concluded

from a choice then the program will return to the main menu:
 8120 PRINT "Do you wish to create a new text file?"
 8130 HTAB (15): INPUT "Type YES or NO: ";X\$
 8140 IF X\$ = "NO" THEN HOME: GOTO 1000: REM * Return
 to main menu

After the above lines you can add the lines to create the new text file as shown above (10-60) but you'll have to start numbering the lines beginning at 8150.



several "ampersand" commands to access DB Master files and records. The commands include:

- Open
- File
- Close
- File
- Read Current Record
- Read Next Record
- Read Previous Record
- Write New Record
- Write Old Record
- Delete Record

New Basic Interface to DB Master® Files

Article courtesy America OnLine User Group
 ForumLink

In February, Stone Edge Technologies, Inc., of Maple Glen, Pennsylvania, announced the introduction of the **DB Master Basic Programmer's Pak**, a programming tool that lets Applesoft Basic programs interact with DB Master data files. With the Basic Programmer's Pak, simple Basic commands can be used to find, add, edit and delete records in files created with **DB Master Version Five** or **DB Master Professional**. The program is ideal for special data processing needs which cannot be accomplished with the tools available within DB Master.

For example, one of the first tests of the Pak involved building a large mailing list from a variety of source files, some of which had separate fields for first and last names where others had combined name fields. A Basic program was used to read records from the files with combined names, separate the first and last names, and write the modified records into a second file.

"DB Master was designed without a programming language so users can create and work with sophisticated data base systems without learning to program," said Barney Stone, coauthor of DB Master. "However, that left those who wanted to do some data base programming out in the cold. The Basic Programmer's Pak demonstrates our continuing commitment to Apple // users by opening the DB Master system up to anyone who can write a simple Applesoft program."

How It Works

To use the Basic Programmer's Pak, you run a small program which loads several files and moves them into alternate memory. Once that has been done, your Basic program can use

The Pak uses Basic variables to communicate with DB Master files. For example, the D\$() variables represent the data in each field. To see the contents of field 5, look in D\$(5). To change the contents of field 5, change D\$(5) and rewrite the record.

To search for a specific record, put the "primary key" information into D\$(1), D\$(2), etc., for as many primary key fields as there are in the file, then use the "Read Current Record" command to find the record.

The Basic Programmer's Pak can open more than one DB Master file at a time, and can also interact with ProDOS 8 text files. It is not copy protected. It cannot create files and does not have access to DB Master's screen displays or report generator.

Stone Edge publishes DB Master Version Five and DB Master Professional, data base management programs for the Apple //e, //c and //GS, and compatible computers. It also publishes *// at Work: Apple // Productivity News*. Stone Edge claims that DB Master Professional is the only relational data base manager for the Apple //.

The single-unit price is \$129. Distribution licenses are required for distribution of programs incorporating the Basic Programmer's Pak. Order from Stone Edge Technologies, Inc. PO Box 3200, 1841 Norristown Rd., Maple Glen, PA 19002, (215) 641-1825, AppleLink: D0043.



mini'app'les BBS
 892-3317
 8 data 1 stop 0 parity



The AppleWorks Advisor

A Column For Users Of AppleWorks

by Dick Marchiafava



AppleWorks Upgrade Orders by Phone

An AppleWorks user told me this week that Claris will accept upgrade orders for AppleWorks by telephone. All that is needed is the serial number from your original program disk and a credit card to bill for the upgrade cost. This makes the upgrade process easier and faster. The Claris telephone number to call for upgrades is 1-800-544-8554.

GS Shareware Hangs AppleWorks


Steve George reports a problem regarding AW 3.0 on an Apple //GS. He found if a GS shareware program called Alarm Clock is installed on the system and any change is made to an AppleWorks data base record, AppleWorks will hang when exiting the program.

On-Screen Indicator Needed

Recently I converted some data base files from a DOS 3.3 program to AppleWorks for a client. There were three disks, each with one file. The data was stored in ASCII text files about 125K to 130K in size.

I converted the files to ProDOS using Copy II Plus and then loaded them into the AppleWorks word processor for editing without any difficulty. The first step in editing these files was to remove some file header information which comes across as part of the file until the first field of the first record was the first line in the word processor document.

Each field (category) of all records in the file appeared in the word processor as an individual line. That was just fine, because this is what is necessary to create a word processor text file which can be made into an AppleWorks data base file. These fields had commas as field delimiters as in "Someone's Name." These commas had to be removed before the file could be made into an AW data base.

There were in excess of 7,000 lines representing data base categories in each file. This represented about 15,000 comma characters which needed to be removed. Removing characters in the word processor is no problem using the -R command. I chose to Remove All, and left the machine to run.

Even with my 10mhz-equipped Apple //e, the time required to remove 15,000 characters was astounding. I did not put a stopwatch on the process, so I cannot state exactly how long the process took. An elapsed time meter would have been more suitable. After a few minutes, I became concerned if the program was hung, so I pressed Escape to stop the Replace and determine that the program was still running. It was. In the end, I guess the deletions took about 45 minutes. This would have been even longer without a speedup chip installed.

The point of this account is to illustrate the need for an on-screen activity indicator for when searches, sorts, deletes, recalculations, etc., are being done. The indicator would enable users to see that processing is going on and the program is not frozen. (For some activities, the user would not lose the processing time already elapsed by pressing Escape to determine the program has not died.)

In previous versions of their AppleWorks Expand software, Checkmate had an option which put a single character in the extreme lower right corner of the screen. This character was a symbol indicating which bank of memory was being accessed. As processing was going on, the character would change to indicate a change of which bank was being accessed. Not all Apple //s use the bank switch memory technique, so one or more methods would have to be developed. Maybe an onscreen thermometer could be used, or an indication of elapsed time by reading a clock card could be used.

Quick & Dirty Spreadsheet Templates

Like many persons, I found myself pushing to get business records up to date for the annual accounting of the tribute exacted from citizens by the IRS.

One of the tasks I needed to do was to update an Inventory file. This file is just a description of the items, quantity on hand, cost per unit, extended value and a total for the whole works. This type of spreadsheet is easy to create.

One thing I had tussled with in the past was adjusting the cost of goods for each unit to reflect the freight charge. This is easy when only one type of item is in an order. It is more complicated when a shipment is mixed.

For this go-around, I decided to whip up a little spreadsheet to figure the adjusted unit cost. The first thing I had to decide was how the freight was to be apportioned. Shipping charges are a combination of cost elements. There is a charge for freight based on the weight of a shipment and the cost for insurance. To simplify things, I decided to apportion the cost based on the value of the goods.

This is what the template turned out to be:

| Column A | Column B |
|----------------------|-----------|
| Total For Goods | 0 |
| Total Shipping Cost | 0 |
| Prorated Shipping | +B3/B2 |
| Enter Unit Cost | 0 |
| Unit Cost + Shipping | +B5*B4+B5 |

All cells in Column B are set for Value with two decimal places. Formulas were added in two cells, as shown above.



The display above was achieved by using the **⌘-Z** command which shows formulas. In the normal mode, all locations show values with two decimal places. Appropriate entries are made in cells B1, B2 and B4. B3 shows the cost of shipping prorated against the value of goods. B5 is the adjusted unit cost.

With this quick and dirty spreadsheet, it was possible to rip through a pile of invoices and break down the costs to include the prorated cost of freight for each item. I cannot imagine why I did not do this two years ago.

Spreadsheet Navigation

Having just completed a heavy duty encounter with some large spreadsheets, it was more apparent that extending word processor cursor moves to the entire program makes AppleWorks integration more seamless.

The broadened cursor moves improve getting around in and editing spreadsheets. Also of note, are the new **⌘>** and **⌘<** commands, which in spreadsheets moves the cursor to the far right column used, or the far left column.

Taming the Manual

With the release of AppleWorks, Apple computer pioneered a new page size for software and computer manuals, 7.5" by 9". Claris has continued the standard begun by Apple with the AppleWorks 3.0 manual. This size is larger than older Apple manuals and manuals in the PC market, which measure about 6" by 8.5".

These larger size manuals are typically wire bound, with soft covers. In fact, the manuals are so soft and floppy that using them in any manner other than laying them flat on a hard surface is difficult. Trying to hand-hold one of these manuals for anything except very short times is frustrating and tiring on one's hands. As with anything which is both heavy and limp, just hanging on to it becomes a struggle.

Gluing some very stiff pieces of hard board inside the covers with rubber cement made the manual a bit easier to work with. Not wonderful, but an improvement.

On the most recent occasion to use the AppleWorks manual, I found the wire binding had become deformed and it had begun to let pages slip out. I decided to remove the pages of the manual from the wire binding and put it into a three-ring binder.

Aye, but the odd page size of the manual meant that it did not fit any of the old binders for Apple software, nor any of the spare binders for PC software which I have. Ah well, I would just use a standard size 3-ring binder, the kind which will accept an 8.5" by 11" page. It would be a bit larger than needed, but what the hey! At least it would be better than struggling

with the manual and having it self destruct, as the pages pull loose from the wire binder.

Well, this was not to be either. The pages of the AppleWorks manual are too small to engage all 3 rings in a standard binder. I finally found an old binder used for business checks was tall enough to accept the manual pages. It was way too wide, but I cut off the excess with a steel ruler and knife, and taped the cut edges with plastic electrical tape.

With this modified binder, it was unnecessary to punch holes in the pages, as the existing holes for the wire binding matches the rings. A good thing, too. The edge of these pages are a bit sparse because of all of the holes for the wire binder. Punching larger holes would have weakened the pages to the point they would tear out of the binder easily.

At last! My AppleWorks manual has been tamed! I pulled the staples from some of the other documentation and punched the pages and placed them in the modified binder. By adding a vinyl sleeve page to hold the original AppleWorks disk and a pocket sheet for the reference card, I now have all the documentation in one easy-to-use package.

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



**TELL US WHAT
YOU WANT TO
READ.
WE TAKE
PHONE CALLS
(627-0956)
MODEM
UPLOADS
(892-3317)
AND THE
WRITTEN WORD
(mini'app'les
PO BOX 796,
HOPKINS, MN
55343)**



Pixel Art for Paupers

by Constance Babcock

If your clipart collection is small to nonexistent... If you have more time than money (to buy art) and no talent (to draw your own)... There is an unlimited supply of art waiting for you—free.

How?

You need an Apple II drawing program that has a “fatbits” or ‘zoom’ mode (**Dazzle Draw** or **Paintworks Gold** work nicely). You need the patience to accomplish the ordinary but time consuming task of transferring needlework charts to your screen pixel by pixel. Or, let the kids do it.

The advantages to creating your own art in this manner far outweigh the investment of time. The selection of charts is truly endless. Needlework (both cross stitch and needlepoint) has been popular for centuries. Designs ranging from a simple two-color pattern suitable for a border to a full size elaborate oriental rug can be found at the local library. Monogramming articles of clothing is a favorite activity of needleworkers, and most design books include a number of different alphabets including highly ornate initials.

Many needlework designs include a lot of symmetry, so if your paint program can flip horizontally you can save some time. Borders can be created quickly by drawing one section and using ‘cut and paste’ to create the rest.



From Design Book to Screen

If you’re using **Dazzle Draw**, notice that the “Zoom” mode shows the individual pixels as rectangles. These rectangles are twice as wide as they are high, so a block of color 2 pixels high and 1 pixel wide will yield a perfect square. A charted design can be entered as it is portrayed in the design book with one square of design filling two vertical and one horizontal pixel on the screen. Once you become proficient, try enlarging the

design by allowing one square of the design to fill 4 pixels high by 2 pixels wide of **Dazzle Draw**. This enlarges the design by 200%.

Transferring a charted design to **Paintworks Gold** is a bit different. In **Paintworks Gold** there are three ‘fatbit’ magnifications that include a grid. The individual pixels are in a 1.3 to 1 ratio throughout—1.3 times taller than they are wide. Entering a design on a pixel by pixel basis may end up looking fine (as do the scotties that accompany this article) or your art may look too tall and thin. You could add pixels here and there to fatten things up, or employ a more accurate solution, which comes from the craft of knitting. A single knit stitch is 1 high by 1.4 wide. A **Paintworks Gold** pixel is 1.3 high by 1 wide. That’s close enough for the following tip to work.

Get some reusable “See-Thru Knitting Graph Sheets” (see below). These are transparent sheets correctly proportioned for knitting. Rotate the sheet 90 degrees and it’s correctly (almost) proportioned for pixels. Lay a sheet over your design and color in with waterbased markers. These sheets wipe clean with a damp cloth. The supplier offers five sheets in different scales, so enlargement and reduction may be easily accomplished.

Art Beyond the Charts

Now that you’ve got those handy transparent graph sheets, try making your own charts—from magazine illustrations, that 8" x 10" of the kids’ school pictures, the oriental rug over at the in-laws. If you’ve got a lot of time, you can get a lot of art—cheap.

Supplier for “See-Thru Knitting Graph Sheets” is:
Patternworks P.O. Box 1690 Poughkeepsie, NY 12601
(914) 454-KNIT
(\$14.98 for the graph sheets; call for a catalog)



Attention!

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If you have not received your membership kit or first newsletter, please call:

Voice Number
627-0956

BBS
892-3317

8 data 1 stop 0 parity



Teachers and Apples

Dealing with Tests, Games and Puzzles, Report Topics

—Reprinted from *Mahoning Valley's Nibbles & Bits* 8/89

Many teachers have access to a computer in the classroom or even possibly at home. However, if you're like me, even after having a computer (Laser 128) for almost a year, unfamiliarity with much of the terminology, programming techniques, etc., is common. Therefore, anything in the line of software or hardware that is user friendly is really appreciated. During the past year I have found several items in particular that have proven to be very beneficial and easy to use that I would like to share with you.

Every teacher has spent countless hours in front of a typewriter preparing tests, outlines, worksheets, and other class materials only to find later that mistakes were made, master copies were lost, or the material becomes partly outdated. When this happens, the only recourse was to retype. Programs such as **AppleWorks** which features a word processor, database, and spreadsheet can be extremely valuable for such situations. Using the word processor you can type on screen the materials you plan to use. If you have a spelling checker program, mistakes can be corrected before the printing takes place. Even if you don't, you can scroll through the text and catch mistakes easily. Save the file on disk and you have it forever. If in the future you find that parts need to be updated or changed, you can simply retrieve the file, make only the changes necessary and resave on disk. Printing can take place any time it is needed.

Another good feature of preparing class materials this way is that once you have saved and printed a copy of what you are planning to distribute to the students and you still have the original on screen, use **AppleWorks'** overstrike mode to type in the answers, rename the file (such as **CHAP.1.ANSWERS**) and save that renamed file. You now have a copy of the answer sheet which can also be printed when you need it.

Have you ever tried to make a master copy of the list of projects your students will be responsible for? And then next year you get to do it all over again! **AppleWorks** database to the rescue. While in the single-record layout, define your categories such as **CHAPTER**, **REPORT TOPIC**, **DATE DUE**, **FIRST PERIOD**, **SECOND PERIOD**, etc. Now list, chapter by chapter, what topics you want to assign. This template can then be saved for yearly use. Each school year you will only have to change the dates the assignments are due and which students in each of your classes will be doing them. Print one copy for yourself and another to be posted in your room so everyone knows what their responsibilities are.

There are many gradebook programs available for teachers in various price ranges and offering different features. If all you want is a program that will help you keep track of, calculate, and print grades by class, you can use **AppleWorks'** spread-

sheet. You can have a file for each class for each grading period as well as files for listing grades as they will appear on the report cards for the entire year. It's not as fancy as many of the gradebook software packages and doesn't generate progress reports, but it does make grade computations a lot easier than doing them with a calculator. If you have to average grades several times each grading period for athletic eligibility lists or progress reports, this can be a real timesaver.

There are several books and magazine articles available which can provide you with simple and understandable ways of using **AppleWorks** for your personal and professional use.

If you want an easy way to make up display materials for your classroom, I would suggest a graphics program such as **Print Shop**, **Print Magic**, or **Let's Make Signs and Banners**. All are very user friendly and, in a strange way, just plain fun to use. You can design class schedules, homework assignment lists, reminders, class and club notices, publicity and anything else your imagination can come up with. The fonts, borders, and graphics available in and for each program will help you make those "mini" signs attractive. Using **Print Shop Companion** or **Epyx's Create a Calendar** programs, you can also print a list of athletic schedules or birthdays for your class. The **Create a Calendar** software also permits you to include a graphic for any date you wish on the calendar and to print banner calendars.

Whatever you do, don't overlook the public domain software that is available at the educator's perfect price—free. I have found some pretty good programs dealing with math, science, social studies, home economics, and other areas. There are also several wordsearch or wordfinder programs in public domain software that will enable you to make excellent worksheets for your classes.

I discovered that it really isn't that hard to take some of the game programs such as **Hangman**, issue a command to list the programming, and make changes to adapt the program to the area I am teaching. One **Hangman** program had about twenty words built in which I changed to include twenty terms from the first chapter in the book I was using. I used another copy of the same program (renaming it **HANGMAN.CHAP.2**) for that chapter's terminology, and so on.

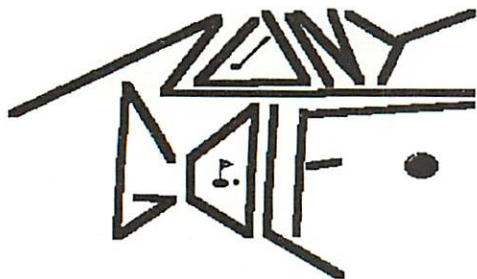
By the way, if you have a librarian or media person who has computers in the media center, let them have a copy of the public domain software and encourage them to have students use it as much as possible.

—by Ken Ondash, via Steve George,
mini'app'les Contributing Editor





Cameron's Review of Zany Golf, Electronic Arts for the Apple // GS, 512K



Welcome to Zany Golf, home of the unconventional putt. Zany Golf is a game about miniature golf that is not what you would expect. If you let the opening screen play (if you can stand the tacky music) you will find that it took careful planning to write this program. The reason I say this is because of the opening screen. The opening screen depicts the sign you would find in front of a miniature golf course. The graphics on the sign are very good because some of the light bulbs on the 'sign' for the miniature golf course are burned out. The graphics are also very good throughout the entire game, for each hole's opening screen and throughout the course itself. But it isn't for this reason alone that I like this game.

I like this game for its action and the impossibility of ever having these holes in a real miniature golf course. In one of the holes a hamburger bounces up and down over the cup. In another hole there are spots on the course where you can control your ball after the putt. In the hole called "Fans" fans are strategically placed on the course. After you tee off, you shake your mouse back and forth to cause the fans to go on and blow your ball towards the cup. In the next to last hole the action takes place in a scientific laboratory and the player must hit his ball against the buttons on the computer to make them light up and to activate the transporter which transports you up to the next level in the lab. Then you must weave in and out of holes to get to the final cup. In another hole you must hit your ball with bumpers after you tee off. When you get close to the cup, it begins moving around.

Also, in this game you do not have unlimited strokes. Each hole has a par which is a somewhat reasonable number.

In the last hole the music is very nice classical music which is a very pleasing change from the other music heard in this program. Unfortunately, the music cannot be turned off.

I very highly recommend Zany Golf. Also, this game was the number one attraction at the Martin Meylin Middle School computer club in Pennsylvania.

—Cameron Klufkee



Appleworks in My Fifth Grade Class

In Miss Jackson's fifth grade class at Hans Herr Elementary in Lancaster, PA, we have been using Appleworks 3.0 as part of our language arts class. We are making picture books to display at our annual Young Authors Conference. We have a poster in our computer room to tell us the different Open-Apple commands to use with Appleworks. My friend Scott especially likes the command Open-Apple 1 through 9 which can zoom him to the top, bottom or anywhere in between in his story. But some of my classmates (the ones who don't have computers at home) are confused with the computer system and prefer the old method of writing the story down themselves.

We should be learning how to use the computer because the computer is set up like a typewriter. The keyboard has the 'home row' keys, so while putting our stories into the computer we are also learning how to type. Knowing how to type will save us time. We are only in fifth grade now but just wait until we are in high school and college and have to do many long reports and essays. And also, we will probably not be able to get our mothers to type for us when we're older.

Appleworks is a fun program for younger children because it doesn't take a lot of disk switching. Younger children also like this program because it has a spell checker. This spell checker enables you to check your spelling at the end of a sentence, phrase, paragraph, page or the whole story.

—Bill Klufkee

This Program Is...

Perfectamundo

**Totally
Rad**

Gnarly



mini'app'les

P.O. Box 796
Hopkins, MN 55343

Voice Number
627-0956



It's Only My Opinion, But...

© 1990, Bruce C. Richter

Courtesy America OnLine User Group ForumLink

I should have bought a Mac. At least, that's what I was telling myself from the summer of 1987 until about a month ago. The summer in question was six months after I purchased my original "Woz" edition //GS. Now, before you start holding large assemblies and burn me in effigy, hear me out. You have to understand WHY I bought my //GS in the first place: Music.

I was (and still am) a guitarist. I've been playing on and off for over twenty years, but a badly broken hand and a severed nerve in the other hand effectively took me out of contention for "Guitarist of the Year." In the early 80s, I discovered keyboards and the standard known as the Musical Instrument Digital Interface, or MIDI. I watched that industry grow in leaps and bounds, but I never delved into it too much until the fall of 1986.

By then, I was ready to take my first step. I already knew what musical instruments/equipment I needed, but I wanted to add the one thing that would allow me to overcome the limitations of my injuries: a computer to run the whole mess. With my knowledge of computers limited, at that time, to "Big Blue," Convergent Technologies, MacIntosh, and a few other large business systems, I started my search. I wasn't comfortable with IBM since I found it to be much less user friendly. Convergent Tech didn't do music software. The Mac was user friendly, but that little screen was rough on the eyes. An Apple dealer brought me over to a computer in the corner and said, "You've gotta hear this demo." Early //GS buyers remember that demo, with the digitized saxophone. Most of us didn't know that there wasn't a piece of software around that could "tweak" the Ensoniq chip the way that little 3.5 inch disk did, nor would there be for a very long time. That demo, the stats, the promises, and AppleWorks sold me on the GS. (I needed AppleWorks for a variety of reasons, including writing.)

January 1990—Four years since the fateful day and what do we have to show for it? Well, we started out with **Music Construction Set**, a program that "tickled" the Ensoniq chip and gave a pretty good "piano" sound, among others. It was limited to MIDI Out (information sent from the computer to the MIDI keyboard), and only allowed two "voices" (melody line/bass line), but it sounded pretty good.

Music Studio version 2.0, broke the MIDI barrier, allowing MIDI In and Midi Out. My keyboard could now talk to the computer, but that screen...<ack!> On a complex song, you saw stacks and stacks of different colored notes. Music Studio has a print function to print the score, but why bother? No one could read it. Other K-12 styled music programs came along, but nothing let the GS live up to the S in its name.

During this period, Bill Basham did release a solid "down and dirty" sequencer with **Diversi-Tune**, which provided MIDI In/Out, its own internal instruments, but the editing capabilities were limited and difficult at best. Still, there is a vast

library of excellent DTunes songs in various online software libraries. It was a start.

During all this time, what were musicians saying? Well, after you could get them to stop laughing (which wasn't easy) they would simply say, "The //GS is a joke." While computer magazines were hedging and implying that "the new music software for the //GS from the XYZ company is almost ready," the music trade magazines, such as Keyboard, were calling it like it really was. Apple was refusing to provide information necessary to fully use the Ensoniq chip, and the third party companies were getting tired, so they went back to IBM, Mac, Amiga, and (shudder) Commodore 64/128. There were programs written for the Apple // line that could be used by musicians, but essentially, none were specifically written to take advantage of the sound capability of the Ensoniq chip or of the GS itself. The //GS, as well as the Apple // line, was left behind.

February 1990—There was change in the air. Nothing really earth shattering yet, but change none the less. Sometime in 1988-89, GS owners saw the introduction of **MusicWriter**. This three-version program allowed the printing of music scoring for the hobbyist, semi-professional, and even professional (with the 32 Stave version). The demo of this program frustrated me rather than impressed me. (If any of you own this program and would like to send me a copy of what a score looks like printed out, send me an EMail note and I'll give you my address.)

Around the same time, **MasterTracks Jr.** and ultimately, **MasterTracks Pro** were released. **MasterTracks Pro** surpassed **MasterTracks Jr.** and was probably the first really functional sequencer program available for the //GS that did not have the Mickey Mouse graphics. Though still not as flexible as the Mac version, Pro was definitely a step in the right direction.

By the beginning of this year, **Soundsmith**, a soon to be MIDI capable program out of Europe, debuted in the America Online A2 Music and Sound Forum (keyword: AMS). With a sequencer edit function that resembles an AppleWorks GS spreadsheet and eye catching graphics, **Soundsmith** opened up new possibilities for the musician.

Also debuting in Music and Sound, was **SysExGS**, an easy-to-use program written by Lindsay B. Hough. **SysExGS** is the first //GS program which allows the saving of MIDI "System Exclusive" data. MIDI musicians take note: You need this program!

Finally, the release of the new MIDI tools by Mark Cecys has become a reality. People that have heard **SynthLab**, also written by Mark, say that this program shows the true capability of the Ensoniq chip and allows the IIGS to literally become a high quality synthesizer.

The//GS may have just jumped to the head of the pack. Let's hope that it doesn't stumble again.





Battle Chess

A Review by Rudy A. Guy

It is always nice to report that a program has moved from the “vaporware” world into the real world. Interplay’s Battle Chess has finally made the move to the computer store’s shelf. The program is shipped on a 3.5 inch diskette and is designed to work on an Apple //GS that is equipped with a minimum of 512K. The program comes with an easy to read 34 page manual and a 6 page reference card.

Battle Chess originally appeared, I believe, for the Commodore computer system. Apple users who saw the program run on the Commodore began to save their money for the announced, soon-to-be-released //GS version. Well, months and months and months went by before the //GS version was finally released in October. I am happy to say that the wait was worthwhile.

The transition from Commodore to Apple //GS had no ill effect on the game. The graphics are superb and the digitized sounds will make your //GS speaker roar. I was in Pittsburgh when I got my copy of Battle Chess; unfortunately my computer was in Erie. So, for once, I read the manual before I ever loaded the program. I was excited to find that I would be able to load Battle Chess on my Sider hard drive and that the only copy protection was the type that asked for information from the owner’s manual. I couldn’t wait to get home and play a game.

When I got back to Erie, I powered up my //GS and installed Battle Chess exactly as the documentation instructed. I then attempted to launch the program; the title screen appeared and my //GS went off to “Never Never Land.” I tried to reset my //GS and couldn’t! Interplay (Mediagenic, Activision) had performed the ultimate Apple “no-no”—they had locked out the reset vector. When I was finally able to reset out, the GS began to act very strange. I turned off the system, waited for full amnesia to set in, and then powered up again and tried to launch Battle Chess from the hard drive, but I ran into the same results. I deleted the files from the Sider and booted the 3.5” disk. The title screen came up—I kept my fingers crossed. The game then made its grand appearance.

I played my first unorthodox game of chess against the computer. I watched as the rook turned into a rock monster and pounded his way across the screen. I watched the queen put her backfield in motion and zap her various challengers. I about split a gut when my rook (rock monster) swallowed the opposing queen without even belching! I even laughed out load as I watched the king cower from space to space trying to avoid his eventual fate, a zapping by my swivel-hipped queen. Yes, I had won my first game against the computer.

The manual that comes with Battle Chess does an excellent job of explaining how chess is played. The movement of each

piece, basic strategy, and 20 great games of chess are presented so that the user can learn strategy from the masters of the game. The 20 games of chess also contain the information needed to verify that you are using a legitimate copy of Battle Chess (What a pain.)

Chess pieces are moved with the mouse. Point at the piece to be moved and then point to the square where the piece should be placed. The piece will stomp, wiggle, walk, or cower to its new position. If an opposing piece is occupying the destination square, sit back and watch the animated fireworks that are sure to follow.

Battle Chess allows a game to be saved to disk and later reloaded. An option is even provided for playing the game over a modem (300 baud), an option that I have not yet tested. For those who find the 3-D screen hard to follow, there is a 2-D screen available. There is no fancy animation when Battle Chess is in the 2-D display mode. There are eleven different levels of play, so even the most hard core chess player can have a competitive game. If you get stuck for a move, Open Apple-M will provide you with a suggested move.

Battle Chess is a very entertaining piece of software. Its animation is smooth. The chess logic of the computer, according to some, is very weak, but I won’t pass judgment as I enjoy winning! There is nothing worse than a computer program that always wins. It’s too bad that Battle Chess won’t work on the hard drive, even though the documentation claims that it will. The use of a documentation-based copy protection scheme is inane. I’m sure that a bypass of the copy protection routine will become available in the very near future. Once it does, the program will contain a lot of useless data that serves no purpose. Oh well, sooner or later software manufacturers will learn that spending development money on copy protection schemes is useless—it’s always defeated! Overall, I like Battle Chess and would highly recommend that //GS owners add it to their software collection.

Battle Chess
Apple //GS-512K
3.5” disk
Interplay (Mediagenic)
3885 Bohannon Drive
Menlo Park, CA 94025
Suggested Retail Price — \$49.95



mini'app'les BBS
892-3317
8 data 1 stop 0 parity



Adobe Type Manager: A Discussion by Users

by Tom Lufkin

The Adobe Type Manager is a hot topic for those who have the ImageWriter as the printer most used or who want the best screen representation of the larger sizes of type. This string of questions and comments was extracted (and edited for space and clarity) from Chuck Bjorgen's DTP bulletin board.

The original discussion began with one posting:

Here's a question for ATM users: how many of you have actually stripped down your screen fonts as recommended to have just one size—like 12 point—loaded and, if so, has it worked for you? I seem to recall that it doesn't work with all programs.

Chaz: I was running ATM with about twenty-five Adobe fonts installed, each in 12-point only, and never had a problem [Word, PageMaker, Excel, Telnet, blah blah blah].

Bryan: I haven't tried ATM, mainly because I'm not pleased about having to buy all the fonts that I already have for my LaserWriter II. And, I'm not so certain about system 7.0 until after it's been out for a while. I've never known *any* system that has come out without a problem.

Darryl: I'll wager ATM will still be available (and useful) under System 7.x because even though Adobe will be publishing their specs for the fonts, Apple will not necessarily (maybe they can't) use Adobe fonts with their outline technology. After all, Adobe uses Bezier curves and Apple will use Quadratics. I say Tomato, you say V8.

Elwin: I have been running ATM with one size of about thirty fonts and have had no problem with a IIcx but I notice a significant slow down when using the Mac portable. I assume this slowdown would be unbearable on a Plus or even an SE (anybody tried?) On the portable I have to wait 15 sec or so for ATM to rebuild a 12 pt. font...ughhhh....

Chris: Yes, it's slow on a Plus...but that's what we slow folks have to put up with.

Dave: I hear that Adobe is getting mucho grief from dealers for promoting ATM as a great way to get great-looking type on an ImageWriter. And I heard that it's only true with larger type—10- and 12-point type look about the same [as they used to]. People are POed and are demanding their money back, even though ATM was pretty cheap. And dealers have said that virtually no one is buying the laser fonts they need to make it work—they are buying the program and then pirating the fonts because they are so expensive, they said.

Chuck: I think Adobe may have oversold the benefits of using ATM with the ImageWriter in their ads and promotions. I tried it finally and saw some improvement in the larger fonts sizes using Times. The current issue of MacUser had a chart that definitely showed an improvement in small ImageWriter sizes using the correct ATM fonts, however. It still won't turn

the ImageWriter into a 300 dpi printer and I think that's what many purchasers were somehow led to believe would happen. ATM has very definitely slowed down the redrawing of the screen in PageMaker documents. However, it's still very nice to select 21 point type to make a headline fit and see it come up clearly on the screen. All the other so-called benefits are secondary to accurate screen rendering of type in *all* selected sizes.

Hudson: I wonder if we could call this a Adobe marketing mess-up. I can see the engineer talking to marketing "and not only does it make the screen fonts look better it does make the ImageWriter look a little better too."

Chris: Why do fonts that come with ATM only have 10 and 12 point bitmaps, and the ATM PlusPack comes with 10-24?

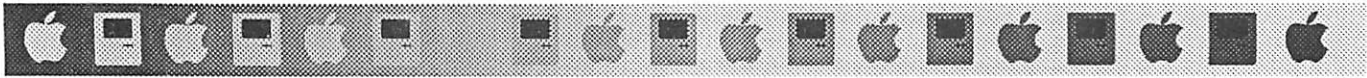
Larry: *Come on you ATM grouchies; there is no Holy Grail to turn your ImageWriter into a laser printer.* I bought ATM and think it's the slickest thing that has come out yet for us MAC users who don't have a laser printer. It does more than print out better on the IW II but it uses less room in your system, and makes your screen usable in large sizes. I think we should let it be what it is and not try to over-emphasize its positive or negative attributes. (Just my two cents worth.)

Chris: Well Chuck, do you have any words of wisdom on how **TypeAlign** works with ATM? It appears to be just the ticket for those of us who don't feel like plopping down the bucks for fancy text in **FreeHand**.

Chuck: I think TypeAlign's terrific! I've already used TypeAlign to set type and turn it on its side for a job I delivered to a printer yesterday. It'll set your type on a curve, circle, irregular path or on a slant. You can further stretch and distort your effects by pulling on and one of four points. Probably not as powerful in creating effects as **LetraStudio** or the **FreeHand/Illustrator** type of full-blown program, but *very* useful and it can be used on the fly from a DA. It saves in PICT, EPS, and Illustrator. For \$63 I highly recommend it. Admittedly, some of these things like turning type output vertically or on a slant can be done in **Canvas DA**, but TypeAlign™ is the winner for effects that place type on any kind of curved path. ATM required, by the way.

Paul: Instead of all the griping about ATM and the unrealistic expectations surrounding it (sure, Adobe's marketing has had something to do with it), I prefer focusing my gripes on Adobe's regular typeface costs. I suspect that even once System 7 appears (one of these days) I'll still use ATM and Adobe type, mostly because I often need Lino output and both my service bureau and I know what to expect. Fact is, compared to Adobe's regular prices, ATM and the Plus Pack are both *great deals*.

ATM GOTO next page



Adobe Type Manager concluded

Michael: Adobe's marketing of ATM is no more unrealistic or misrepresentative than anyone else's advertising. Remember the *Wingz* ads that showed a suit flying over amber waves of spreadsheets and charts? Remember the Macintosh ads that talked about the power to be your best and the computer for the rest of us? ATM is an incredible piece of software; I only wish it had been available sooner. Consumers have to accept some level of responsibility in how products get marketed. After all, you're the folks that buy the products as well as the folks that support the advertiser-supported publications. Did you people really think you were going to get 300 dpi output from an ImageWriter?

Robert: ATM is a great product for the price. So what about Adobe's hype, that's sales. Look at the cost of so many other products and what you get for your money. I really can't believe that people would be as nit-picky to complain about 12 and 10 point sizes. Personally I think they look fine. According to *MacWeek* people were complaining that the "y" in "Type"'s kerning was misleading. Sigh! I think Adobe did a great job with ATM, especially seeing as most people run an "on-the-edge-of-bombing" system, and ATM seems to blend in well. What did you expect for \$60-70?

Elwin: ATM is great. It does everything that it was advertised to do—it eliminates the jaggies. You don't realize how helpful it is until you put it on your machine for a week and then remove it. So it only works with Adobe's fonts, oh well probably an upgrade may support others. On an ImageWriter it is nice to be able to print fonts larger than 24 points, and for slide presentations it is nice to use large fonts on screen and have excellent output on a slide film output device. All in all ATM is a good investment at \$60-\$99

Dave: *But it's not just \$60 to \$99.* You have to spend a couple more hundred to get the laser fonts that are already resident in your LW ROM.

Allen: I'll keep it off.....the veteran, reeking of toner fumes, his face grizzled with years of raw postscript, shambles into the room.... "Shoot, I bin looking at those goldurn screen fonts for so long, I jest knows what ah'm gettin'!....Can't stands no delays and done messed with enough configurations to convince me I can't get rid of 'em—so off it stays, lessn I absolutely need to see what ah'm doin'!" (He goes....shambling back out of the room....)



mini'app'les
Voice Number
627-0956

Better GS Graphics in Your Future? SYNnovation Hopes So...

Reprinted with permission from the America Online User Group Forum news area—ForumLink.

(From the *816 Express*, newsletter of Group Support 8/16 of Milwaukee, Wisconsin. Used with permission)

Not everyone is giving up on the abilities of the //GS! SYNnovation, a third-party company located in California, demonstrated this product at AppleFest last September, and are continuing on the development for a major graphic enhancement for the machine. Their advertising and press releases title the project "graphics...the final frontier TURBOREZGS: taking you there and beyond."

Despite the fact that the prototype was more than just a little cranky and their demo software was limited, the response was very positive from what we could tell. So positive, in fact, that they're forging ahead and doing the design work on the second stage TurboRez prototype.

When asked when the card might be ready they responded that it would probably be no sooner than late fall of '90, but with luck, they should be at AppleFest in New Jersey with the second stage prototypes.

As for the ballpark price, they are figuring in the \$350-\$400 range. And that's assuming all goes well. What can you see for that much money in the shape of graphics you ask? PLENTY!

The TurboRez GS card is mounted in the slot 1/2 area. The card has its own video ram, and comes with 256 to 512K. The cards memory is user expandable to 1 meg, initially, and later to 4 meg, when higher density ram chips are more reasonably priced.

The stock GS RGB monitor is used, and it is still plugged into the same connector. The video ram is used to store image data, pattern data, palette data, and display list data.

Within the Color Resolution and Palette there are four basic pixel configurations:

- 1) pure 320 mode (8 bits per pixel—256 colors)
- 2) pure 640 mode (4 bits per pixel—16 colors)
- 3) pure 320 mode (4 bits per pixel-like SHR)
- 4) mixed 320/640

The palette system consists of eight groups of 256 colors. Each palette can be assigned to a given scan line. Also, in certain situations, sub sections of a palette can be designated (sub palettes)

Use of a stock GS RGB monitor sets limits of a maximum of 640 pixels in width and 200 lines in depth. Not to worry. Even though the absolute pixel density hasn't been increased, the Image Information has. By allowing a jump from sixteen colors on a line to 256 colors, the amount of hue and shading data that reaches your eye is tremendously increased. This results in images that take on an almost photographic appearance.

SYNnovation
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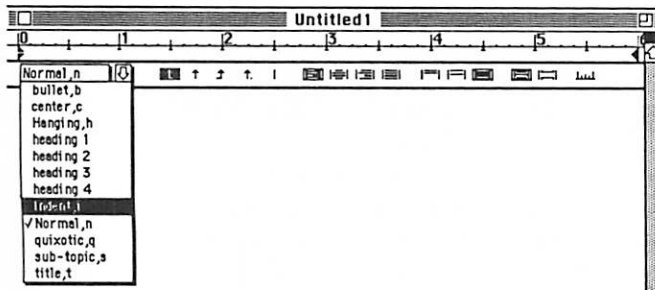


Applying Styles from the Ruler in Microsoft Word

by James Horswill

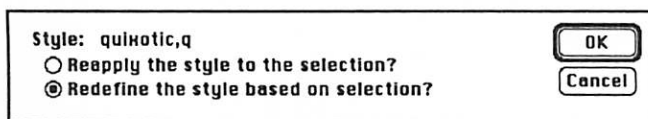
Style sheets are an enormously powerful tool and can save a great deal of time in the formatting of documents. However, I am constantly surprised to discover how many Microsoft Word 4.0 users are unaware of the fact that it is possible to define, change and apply styles from the ruler, without ever opening the Define Styles dialogue box. You say that you are, yourself, one of these benighted souls, and don't know how to work such wonders? Well, stick with me, kid, and you'll see the world.

It's easy to apply styles from the ruler. Simply place the insertion point in the paragraph whose style you wish to change. Then, click on the downward pointing arrow next to the style box on the ruler and a pop up menu of styles will appear.



Drag down to the style you wish to apply, release the mouse button, and the paragraph is formatted in the style you have selected.

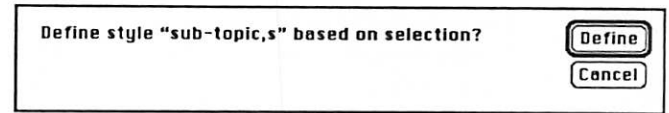
If you wish to change a style that you have already defined, select a paragraph which is in the style that you wish to change. The name of that style will appear in the style box on the ruler. Make whatever changes you wish to the formatting of the paragraph, click in the style box, and then click in your document. A dialogue box will appear asking whether you wish to reapply the style to the selection or redefine the style based upon the paragraph you have selected.



Click the button for the second alternative, click the OK button, and the style is redefined. If you click on the button for the first alternative, the paragraph will be reformatted in the style that was originally applied to it.

If you wish to define a completely new style, the procedure is slightly different. First, format a paragraph the way you wish and select it. Then, click once in the style box on the ruler to highlight it. Type the name of the new style into the style box, and hit the return key. A dialogue box appears, asking if you

wish to define a new style based upon the paragraph you have selected.



Click the Define button and the new style is defined.

Unfortunately, it's not possible to *link* styles without opening the Define Styles box. You can open it by choosing Define Styles from the format menu, by typing *Command T*, or by double clicking in the styles box at the bottom of the window.




Virus Detective 4.0a and Disinfectant 1.7 Detect Zucchini Virus and Trojans

New versions of **VirusDetective** and **Disinfectant** have recently been posted on local and national bulletin boards. Both programs check for the Zucchini virus (named after Don Zucchini, one of the co-discoverers—the other person is Francesco Giagnorio *and you thought Zucchini was hard to spell...*) The info file with Disinfectant says the following. "The ZUC virus was first discovered in Italy in March, 1990. ZUC *only infects applications*. Applications do not have to be run to become infected..."

...approximately 90 seconds after an infected application is run, the cursor begins to move diagonally across the screen, changing direction and bouncing like a billiard ball whenever it reaches any of the four sides of the screen. The cursor stops moving when the mouse button is released.

ZUC has two noticeable side effects. On some Macintoshes it causes the desktop pattern to change. It also often causes long delays and an unusually large amount of disk activity when infected applications are opened. ZUC can spread over a network. Except for the unusual cursor behavior, it does not attempt to do any damage. Vaccine is not effective against ZUC. GateKeeper 1.1.1, however, is effective against ZUC."

VirusDetective 4.0a also checks for three Trojan Horses: Mosaic, FontFinder, and Virus Info. Look on page 26 in this issue for one user's encounter with FontFinder: congratulations to Bill Hedrick of North Star Services for perseverance in the face of adversity.

—Bob Grant 



What They Didn't Tell You

An Ongoing Critical Evaluation of Macintosh Software

by Frank Van Alstine

Free software! There, that should get your attention. Come to the next Mac Users meeting and you members could win one of the three useful programs just donated to us by the kind folks at Solutions, Incorporated. This company produces “paperclip” like software, stuff you use all the time and cannot get along without once you start using it. But because it is pretty utilitarian stuff, lacking in glamour, it isn't talked about very much. Actually I have owned and used two of the programs for a couple of years now but it would never have dawned on me to tell you about them. The three free software packages for the club is a good way for Solutions to remind me to remind you how useful their software “tools” are.

The programs are SuperGlue II, SmartScrap, and The Curator.

SuperGlue II allows you to “print” files to disc instead of to paper. SmartScrap significantly enhances the Macintosh Scrapbook function, and The Curator organizes and catalogs many of your graphics files for easier access. Once you start taking advantage of the capabilities of these programs you may simply classify them as operating system necessities and wonder why Apple doesn't make them standard equipment.

SuperGlue II prints to disks instead of to paper.

When you select SuperGlue's ImageSaver function with the Chooser, then your file will be “printed” as an electronic disk file you can store or copy to a hard disk or floppy. Why would you want to do this? You need SuperGlue II because it is the only way to translate some files from one format to another and because you can then send a copy of the disk file to another person who can open it without needing access to the program it was written with. In addition, with SuperGlue II you can do some really neat things, such as “stretching” MacPaint files without getting nasty looking moire patterns when you print.

SuperGlue II comes with six separate parts—none of them called SuperGlue. So perhaps you are using one or more of the component parts now without knowing that you already have SuperGlue working for you. The first part is a chooser document named **Super ImageSaver II**. This program is placed in your System Folder and is accessed through the Chooser utility under your Apple menu. You select Super ImageSaver II as your printer when you want to use it. Next is a utility application called **SuperViewer** that is used to open, read, and manipulate the Glue format files that ImageSaver makes. SuperViewer also opens Paint and PICT files (even grey scale and color PICT files but not TIFF grey scale files). Of course ImageSaver will save grey scale TIFF files to disc as Glue files,

but the saved images will be in a PICT, not TIFF format. SuperViewer is also provided as a Desk Accessory so that you can use it without leaving the program you are working with.

Because it can get to be a pain to have to go to the Chooser to select ImageSaver each time you want to print a disk file and because you always forget to go back and select your regular printer again, a clever utility called **One Timer** is provided, together with a specialized FKEY Installer to load One Timer into your function key ranks. This allows you to call up ImageSaver from the keyboard. Finally, a less sophisticated version of the Viewer is included, a copy you are supposed to give away so that others can read the Glue files you provide to them.

There is a big difference between saving a copy of your file in its native program and saving it as a disk file with SuperGlue. Typically when your data is saved as a program file, only the original program can open it. When it is saved as a disk file by being “printed” with SuperGlue, then it can be opened and read with SuperViewer (and further translated into a PICT or Paint files for use in a word processing program) or the Glue file can be directly “Placed” into PageMaker and some other desktop publishing programs. Of course you need to save the file in its original format too. The creating program probably won't be able to read a Glue file directly. However, there are endless possibilities. I found that I could print to disk SuperGlue files from my circuit board layout program which makes files nothing else can use, and place these files into Freehand. Then in Freehand I could ungroup all the component parts and manipulate these graphic components in ways that the original circuit board layout program could not begin to do.


SuperGlue works much better than a “screen snapshot.” It saves the whole file (or selected pages), not just what fits in your Mac window. More important, the information is saved in a kind of PICT format that can be resized instead of just being MacPaint dots. Thus if you place a Glue image of a Paint file into PageMaker, for example, you can stretch and scale it without making it look awful.

SuperGlue has other useful features such as the capability to insert “Post-it”-like notes in files for later reading. It also provides for the substitution of fonts when the people using the Glue file do not have the same fonts installed in their computers as the person did who made the file.

The retail price of SuperGlue II is \$119.95. The “street” price is significantly less. This clever utility goes into my short stack of programs I could not do without.

SmartScrap and its companion, The Clipper, are just as useful.

The Apple Scrapbook utility is useful, but is very limited. You can only access one Scrapbook, you cannot resize its



window to see all of an entry, and you have to step through it a page at a time to see what is in it. When you copy from your Scrapbook file you get all or nothing—you cannot select part of an image. SmartScrap fixes all this. It accesses the same Scrapbook files you have already made and lots more.

SmartScrap is loaded as a Desk Accessory replacing your original Scrapbook DA. It can access multiple scrapbook files. The Scrapbook files do not have to be in your System Folder, so you can put them wherever you want. The SmartScrap window can be resized as large as your monitor will allow, and it has scroll bars too. A marquee tool and lasso are provided to allow you to select only that part of a Scrapbook file you wish to copy for further use. The keyboard arrows can be used to make very fine adjustments in the size of the selected image portion. The program generates a Table of Contents for each Scrapbook file with thumbnail versions of each image to make it really easy to find what you want quickly. What more could you want? Can't think of anything? Solutions did.

The SmartScrap package comes with a clever accessory program called **ScrapMaker**. No—it does not tear your carefully written text files into shreds, it automates the process of making Scrapbooks. You open this little program, give a name and location for your new Scrapbook file, go to the folder you want to archive, and tell SmartScrap to grab all the paint and/or PICT files it can find and put copies into the new Scrapbook file. It makes the table of contents too. You can also use ScrapMaker to add images to existing Scrapbooks. Each Scrapbook file can hold up to 256 images depending upon how much storage space you have available.

That's not all. SmartScrap comes with another Desk Accessory called The Clipper. The Clipper allows you to make refined cuts and pastes in and out of the Clipboard. It brings up a transparent resizable window when called. It allows you to scale and resize an image you want to copy and paste. It is especially useful when you are trying to drop an image into a pre-defined space. Although a paint type image resized by The Clipper might look bad on your Mac screen, it will print without distortion on a laser printer. You can even use The Clipper to make special type effects with PageMaker. If you copy an entire text block (a headline for example) into a scrapbook file and then into The Clipper, that action transforms the text into a PICT image that The Clipper can resize. You can then reshape the text block and recopy it back into PageMaker where it will print with Postscript resolution, but stretched or squashed as much as you like. Yes, SmartScrap is a useful set of utilities. The list price is \$89.95. It's worth it.

Last, but certainly not least, is The Curator.


The Curator is a program (desk accessory version furnished too) that manages your graphics files in remarkable ways. First, its companion program, **The Curator's Assistant**, surveys your disk and makes a Curator Catalog of all the graphic files contained therein. The catalog contains miniature "thumbnail" images of all your graphic files and much more.

The Curator can search and select files by name, keyword, or by letting you step through the thumbnails. Or you can simply browse folders. When you find the image you want, The Curator will display it full size on your screen and print it too.

More importantly, The Curator is a translator. It can convert your graphics file from one format to another. It can open paint, draw (PICT), TIFF, Glue, Encapsulated Postscript (EPS) and PostScript files. It can then convert most of these formats into the others so that you can change a graphic into a format your program can use. For example you can convert EPS clipart into a form MacPaint can use.

The Curator has limitations. It cannot handle grey scale TIFF files and that is how I save most of my scanner and video digitizer output. But it will open and display grey scale and color PICT files. The second limitation is that it cannot read or open many of the "native" formats many graphics programs use. If a SuperPaint graphic is saved as a SuperPaint file or if a Canvas graphic is saved as a Canvas file, for example, then The Curator cannot open those files. But almost all graphics programs allow you to save in a more generic format. If you tell **SuperPaint** to save as a paint file and **Canvas** to save as a PICT file, then The Curator can use the files. It is a shame that there are so many incompatible graphics file formats. Solutions does provide a very useful reference card listing about sixty different Mac graphics programs and all the formats each saves and opens in.

I don't put The Curator into the same "necessity" class as SuperGlue and SmartScrap. Perhaps this is because I don't have that many graphics files and my hard disks are reasonably well organized. But if you are managing lots of clipart, you will find The Curator worth its \$139.95 price.

—Frank Van Alstine 

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8 data 1 stop 0 parity

Gloom & Doom

More Assorted Tidbits

collected by Emmeline Grangerford

W

ell, I didn't exactly get rave notices for my last article in this magazine, but the editor says write, so I'll write some more. So many users have no idea how many ways they can wreck their software and hardware that maybe they need someone like me to take care of them. So listen up, you babes in the woods.

First of all, a member who knows a lot about Apples says that he's heard of someone who washed the screen of a computer with Windex and didn't realize the stuff was drooling right down into the keyboard. Wrecked the whole thing. (You would have seen that one coming, wouldn't you?)

Also, I've heard of someone who found a floppy disk and put it on the company bulletin board (the cork kind) with a thumbtack. How helpful. And another company found someone had posted a lost 3 1/2" floppy on a metal room divider with a magnet and a note, "Is this yours?"

If you don't know what's wrong with that, my sweets, you are in need of a little mothering. Magnets can kill. Kill data, that is. Keep your disks away from magnets of any kind. This means ringing telephones, magnetic paper clip dispensers, the slanted surface of your ImageWriter II (did ya notice that there's a magnet holding that lid down? Good going, Apple Corp), Fiskar scissors with magnetic blades, refrigerator magnets, and anything else like that on your work surfaces.

One of our members told me that a mailer marked "Magnetic Media" arrived in her mail on the same day that a refrigerator magnet for a pizza company also arrived. AARGH! Not long after that an insurance man sent me a refrigerator magnet and I began to wonder if I should quit sending disks in envelopes. The U.S. Mail ain't safe for us computer users any more.

...

If you're looking for Jason Parker's article this month, forget it. His disk arrived via U.S. Mail in unreadable condition, probably from rubbing against those pizza envelopes.

...

Trojan Horse Spotted in Twin Cities

Bill Hedrick tells me he read my warning about *Font Finder*, a Trojan horse which erases the directory on a Macintosh drive while purporting to function more benignly. The light went on in his mind—so that was the cause of the mayhem in his life! Bill had picked up *Font Finder* on an older public domain software collection on CDROM called MegaROM. (Bill adds that he believes newer versions of MegaROM probably are clean.)

Bill was glad to learn that only the directory had been erased, not his files themselves. He was able to retrieve the material after he backed up the hard drive, reinitialized the drive, then moved the backup onto the cleaned drive.

"I'll never run *Font Finder* again!" he says. Bill also reminds us all not to put software onto a hard drive until we're sure it's safe software.

...

On a different subject, I've admired Robert Woodhead who wrote *Interferon*, a virus detection program for the Mac, because of his selfless donation of his shareware fees to the Vision Fund. On a bulletin board posting by him though, I begin to learn what he's like: just one more man.

Get this:

On behalf of the Vision Fund, I would like to thank everyone who's sent in a Shareware donation for use of the Interferon program. We have collected a substantial amount of money that has gone to good use.

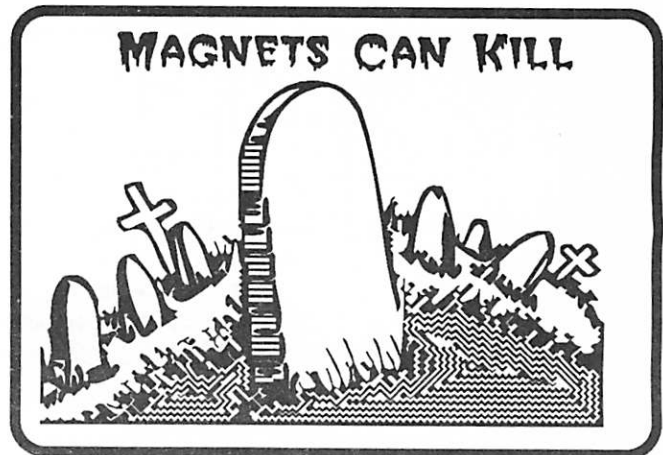
Now I have a request: Please don't send in any more money! Interferon is now an obsolete program; Shareware programs like Disinfectant and commercial programs like (plug, I wrote it) Virex are faster and better.

In addition, I've been told by my accountants the informal structure of the Vision Fund can cause me some tax problems if too much more money comes in.

Therefore, I declare both Interferon and MandelColor (another Vision Fund program) to be Freeware. After a certain date, any cheques received made out to the Vision Fund will be returned. Any cash sent in, or cheques made out to Yours Truly, will be spent on wooing women.

Look out, girls!

—Emmeline





In Memoriam: Steven Tuber (1947-1989)

—Reprinted from SNAC Time 2/89

The recent death of Steven Tuber, early computing pioneer and visionary (some say hallucinatory), left the personal computing industry in a state of shock, surprise, and intense relief.

Working from the anonymity of a small garage in Open Mine Shaft, Colorado, Tuber rose to obscurity in the late 60s as head of Tuber Tech, Inc., one of the most unnoticed rivals of the young Apple Corporation. Over the years, however, the distinctive Tuber logo—a potato impaled upon a joystick—came to symbolize for consumers everywhere products of startling originality and questionable sanity.

It was in 1969 that the youthful entrepreneur entered the market with his first home computer, the ROM-less Tuber Monokey I. It has a one bit processor, admittedly primitive by today's standards, and contained but a single button for the letter W as a keyboard. Unfortunately, Tuber had overestimated the demand for the single letter processors, and the public never warmed to the machine. The Monokey may not have been terribly versatile, but it was nothing if not user friendly.

Tuber rebounded from the Monokey's failure with renewed determination and delusion. Vowing to "free the industry from the tyranny of electricity," in 1974 he created the Tuber Turbocharger, the world's first and last gasoline powered computer. Using a two cylinder, eight horsepower engine (upgrades to V-8 and automatic transmission were announced but never issued) the Turbocharger ran on either regular or unleaded and got 10K to the gallon, 8K for extended database searches. Despite an intensive advertising campaign ("Put a Tuber in Your Tank!"), unfavorable publicity surrounding the tragic carbon monoxide poisoning deaths of 15 Turbocharger beta testers seemed to affect sales adversely, and the Charger never really left the starting line. Only a few models still exist as collector's items, the rest having been sold for parts to auto supply stores.

In the early 80s Tuber moved to capture a share of the emerging laptop market with his next project, the Tuber Kneeknocker.

"My goal," he announced, "was to design a rugged, durable laptop computer capable of withstanding the knocks and jolts that portables are subject to."

That he achieved his goal is beyond question. The Kneeknocker (nicknamed "The Fridge") was housed in a 4 inch thick shell of solid cast iron, its motherboard was embedded in a 6 inch slab of reinforced concrete, and the entire system weighed 427 pounds. A free forklift was included with each unit, but sales were again disappointing, and the Kneeknocker was another heavy loser. It dropped out of sight rapidly,

leaving behind a legacy of lawsuits from crippled customers who had actually tried to use it on their laps.

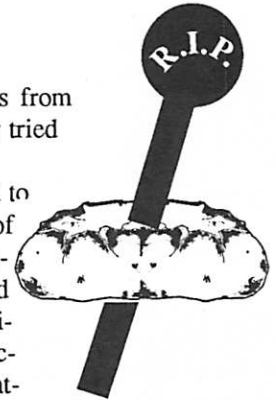
The following years were not kind to Tuber. He experienced deep periods of depression over the failure of yet another product, the Tubertalk 10 Baud Modem. In 1986 something in him finally snapped with the public's rejection of the Tuber Hard Drive, which attempted to use old Chuck Berry 45's as data storage devices. He suffered a rare type of nervous breakdown in which his personality fragmented into three separate identities, known as Larry, Curley, and Moe.

Opinion is divided over whether he ever regained his reason, or indeed ever possessed it, but it is certain that the last year of his life saw a return of his creative energies. In the spring of 1988 he introduced his Tubersoft Basic programming language, noted for its IF SALTYPHEN...ADD...looping routine, and he was said to be very excited by the results of his research into the conductive properties of dental floss circuitry.

His final project was Tuberworks 1-2-3, an integrated software package comprising three modules: a word processor, a spreadsheet, and an ice cream maker. It was scheduled for an early 1989 release, but Tuber never lived to see it.

His body was discovered at his home workstation last week, his head sprawled on the keyboard, with only the words "Fatal System Error" on the screen. Doctors called it a terminal disease.

—by Glenn Scott, via Steve George,
mini'app'les Contributing Editor



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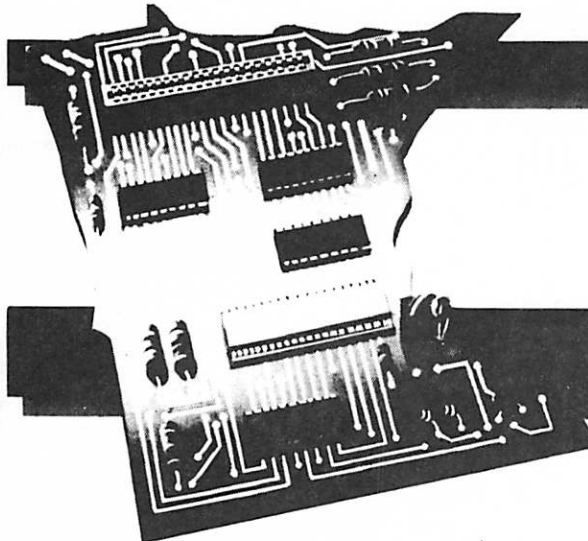
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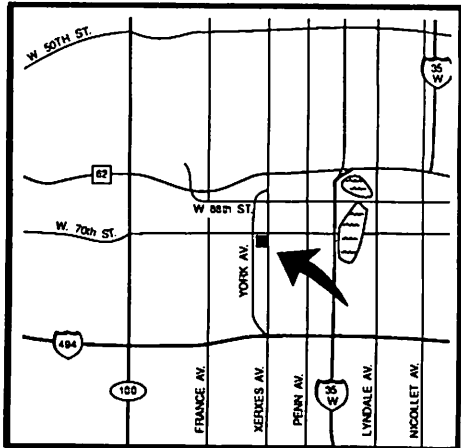
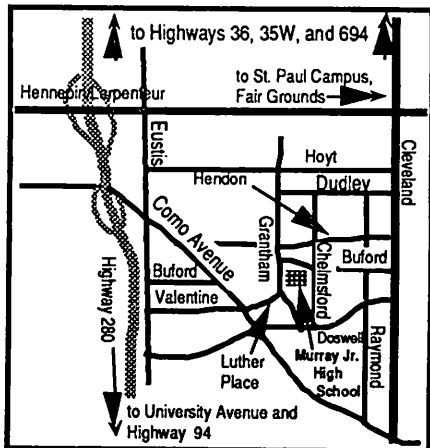
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| Size | Apple //e | Apple //c |
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| 1 Meg | \$150 | \$172 |
| Chips CAS/RAS RAM 256K | | \$23 |
| Apple IIgs | | GS Juice Plus |
| 1 Meg (expands to 4) | | \$185 |
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| Chips CAS/RAS RAM 1Meg | | \$90 |
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| 800K 3.5" & UDC | //e | \$259 |
| M300-IIgs, //c+ daisy | | \$229 |
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| WD Preference-20 | MAC | \$449 |
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| SupraModem 2400, cable | | \$145 |
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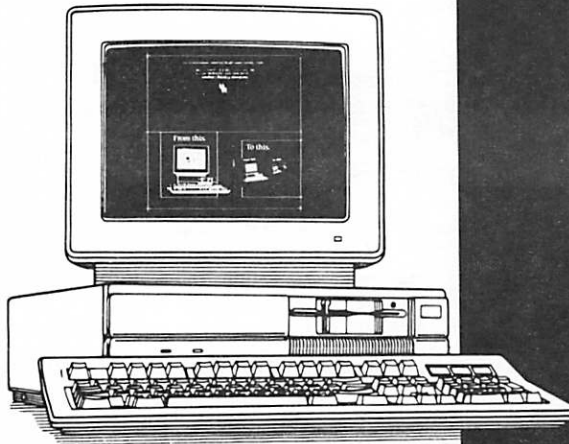
Murray Junior High School
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Meeting Place For:
Apple II DTP, AppleWorks® SIG

Hennepin Southdale Library
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Meeting Place For:
Mac Main, Fourth Dimension SIG,
Mac Programmer SIG

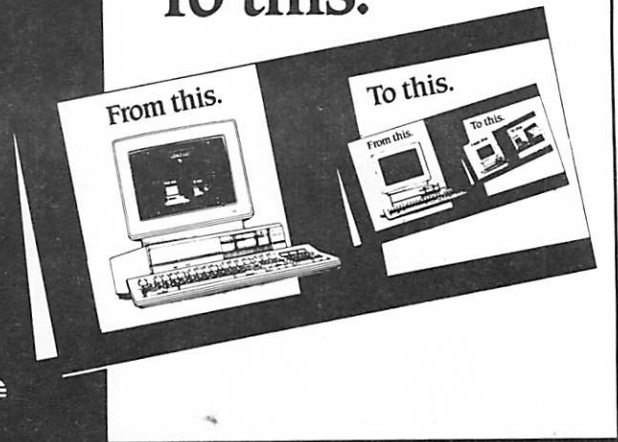


Murray Jr. High School map redesign by Linda Bryan with slight changes from Cindy and Steve George.

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