SEPTEMBER 91

Calendar of Events

M	T	W	T	F
2	**3**	**4**	**Mac Main Meeting*** 5 Bloomington Educational Center 90th St & Portlqand Ave. So. Subject: Mirror Technologies Mike Carlson 866-3441, Melvyn Magree 559-1108	**6**
Apple II GS and 9 **Apple II Main Meeting*** Highland Park Library, Ford Parkway, St. Paul, 7:00 p.m. Subject: Ed. Software Tom Ostertag 488-9979 **Mac Computer Art** **& Design SIG*** College of Art and Design 2501 Stevens Ave S, Mnpls 6:45 p.m. – Subject: Next Computers, Joy Kopp 440-5436 16 **Fourth Dimension™ SIG** Autoline 2714 Patton Rd, St Paul Ian Abel 824-8602	**Apple II DTP SIG** 10 Bill Warner 490-9554 **MacCAD/E SIG** 17 Heath/Zenith Computer Hopkins - 7:00 p.m. Bill Langer 937-9240 **Microsoft® Works™ SIG** Highland Park Library Ken Edd 631-3679	**11** **18**	**mini'app'les** 12 **Board Meeting** Lexington Branch Library University & Lexington Aves. St. Paul, MN - 7:00 p.m. David Laden 488-6774 **North Shore Mac CIG** 19 Bethlehem Lutheran Church Grand Marais -7:00 pm Jim Ringquist 218-387-2234	**13** **20**
HyperCard™ SIG 23 East Lake Library 2727 E Lake St. Subject: Elegant Scripts Peter Fleck 370-0017 Jacque Gay 724-1596 **Mac Novice User SIG** Highland Park Library St Paul 7:00 p.m., Subject: Modems Tom Lufkin 698-6523 **30**	**24**	**Mac Desktop** 25 **Publishing SIG** First Tech, 2640 Hennepin, Mpls. 7:00 p.m. Bob Grant - 827-6142 **Mac Programmer SIG** Murray Jr. High, St. Paul, 7:00 p.m. Gervaise Kimm 379-1836 **Minni'app'les & St. Paul** **Technical College** 235 Marshall Avenue, Room 123, St. Paul, Sept 25th., 8:30 to 10:00 p.m., Doug Bruce from Technical College, Nan Kolbinger & David Laden.	**AppleWorks© SIG** 26 Murray Jr. High, 2200 Buford St. Paul, 7:00 p.m. Subject: TimeOut Graphs & SuperFonts Jim Shield, 434-9836 **SWAP MEET** **Apache Plaza** **October 12, 1991, 10 a.m. – 2 p.m.**	**27**

Notes:

Deadline for the October Newsletter is September 2nd.

Deadline for the November Newsletter is October 4th.

CIG - Community Interest Group
SIG - Special Interest Group

* Denotes a change in time or location from previous month's meeting.

Coordinators – Please Call Dick Aura (941-1198) by the 1st Friday in order to have your meeting listed correctly.

THE CALENDAR FOR OCTOBER IS ON PAGE 4

mini'app'les

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

Board Members:

Officers

President	*David E. Laden* 675 West Wheelock Pkwy, St. Paul, MN 55117	488-6774
Vice-President	*Tom Lufkin* 2078 Highland Parkway St. Paul, MN 55116	698-6523
Secretary	*Bill Warner* 4161 Meadowbrook Ln St. Louis Park, MN	938-1334
Treasurer	*Dick Aura* 5167 Tifton Dr. Edina, MN 55439	941-1198

Directors

Publications	*Open*	
Membership	Rand Sibet	560-8103
Software	Greg Carlson	544-8252
Operations & Resource	James C. Fulwood	454-7610
SIG: Macs	Tom Shaff	225-1191
SIG: Apples	James W. Hadden	561-4903

Coordinators

Beginners Consultant	Earl Benser	884-2148
Dakota County	Tom Michals	452-5667
Shows & Conventions	*Open*	
Volunteer Coordinator	Larry Strathman	724-2833

🖥	Mac Users SIG	Mike Carlson (days) Melvyn Magree	866-3441 559-1108
🖥	Mac Programming SIG	Ian Abel	824-8602
🖥	HyperCard SIG	Peter Fleck	370-0017
🖥	CAD & Engin. SIG	Bill Langer	937-9240
🖥	4th Dimension SIG	Ian Abel	824-8602
🖥	Mac Computer Art. & Design SIG	Joy Kopp	440-5436
🖥	Mac Novice SIG	Tom Lufkin	698-6523
🖥	DeskTop Pub. SIG	Bob Grant	827-6142
🖥	MicroSoft Works SIG	Ken Edd	631-3679
🖥	North Shore Mac Users	Jim Ringquist	(218) 387-2234
🍎	Apple II Users SIG	Tom Ostertag	488-9979
🍎	Apple IIGS SIG	Mark Evans	935-7251
🍎	AppleWorks SIG	Jim Shields	434-9836
🍎	Apple II DTP	Bill Warner	490-9554
🍎	Beginner's Basic SIG	Tom Alexander	698-8633
🍎	Languages/Tech SIG	Wesley Johnson	636-1826
🍎	Tech. Adviser (hdwre)	Roger Flint	771-2868

Software Director's Staff

Mac eDOM Editor/Prod	*Open*	
Apple // DOM Editor	Tom Gates	789-1713
CP/M	*Open*	

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

Genealogy	Melvyn Magree	559-1108
Medical	Stewart Haight	644-1838
CP/M	Jim Rosenow	(414) 261-2536
PACER Center	Roslie Becker	827-2966

Circulation this issue: 1000

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

Membership —
> mini'app'les <br> attn: Membership Coordinator
 PO Box 796
 Hopkins MN 55343

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

	eDOMs	At Meetings	Mail Order
Members:	5 1/4" eDOMs	$3.00	Add $1
	5 1/4" System	$1.00	
	3 1/2" Apple/Mac eDOMs	$5.00	per disk, Max
	3 1/2" System	$3.00	
	3 1/2" System 7.0 (9 disks)	$15.00	
Non-Members:	5 1/4" eDOMs	$6.00	$4.00
	3 1/2" Apple/Mac eDOMs	$10.00	

Make checks payable to: mini'app'les

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

Dealers — mini'app'les does not endorse specific dealers. The club promotes distribution of information which may help members identify best buys and service. The club itself does not participate in bulk purchases of media, software, hardware and publications. Members may organize such activities on behalf of other members.

Newsletter Contributions — Please send contributions directly to the Newsletter Manager, Dave Undlin, 6670 West 133rd St., Apple Valley, MN 55124 or upload to Dave or Darryl Zurn on the DTP Exchange BBS or Dave on the mini'app'les BBS. You can also reach Dave at 432-0913 or leave a message for Darryl at 638-0315.

Deadline for publication for the November newsletter is October 4th. An article will be printed when space permits and, if in the opinion of the Newsletter Editor or Manager, it constitutes suitable material for publication.

Meeting Dates — Please phone calendar announcements to: Dick Aura 941-1198.

mini'app'les BBS — 892-3317　8 data 1 stop 0 parity　24 hours

mini'app'les Voice Mail — 229-6952

Advertising — Direct inquiries to:
 Sharon Gondek – 644-7418 <br> mini'app'les Advertising Coordinator
 PO Box 4023, St. Paul, MN 55104

Newsletter Publication Staff

Publications Director	*Open*	
Newsletter Manager	David Undlin	432-0913
Editor	Darryl Zurn	638-0315
Advertising	Sharon Gondek	644-7418
Production Manager	*Open*	
Layout	Jane Vanden Plas	537-4384
Layout	Shelly Adams	823-5754
Calendar	Dick Aura	941-1198
Contributing Editor	Tom Edwards	927-6790
Contributing Editor	Peter Fleck	370-0017
Contributing Editor	Steve George	935-5775

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ADVERTISERS

The Fine Print

IF YOU ARE MOVING...

... please let us know six weeks before you move so we can change your address. Thank you.

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

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

Name: _____

Street: _____

City, St., Zip: _____

PRINT YOUR NEW ADDRESS HERE.

Street: _____

City, St., Zip _____

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

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.**

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

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

   Which personal computer do you use?

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

Mac Main Meeting	Thur. Oct. 3	Bloomington Educational Center 90th St & Portland Ave	Notes 4 & 6
Apple // Main Meeting	Mon. Oct. 7	Highland Branch Library, St. Paul -	Note 11
Mac Computer Art & Design SI	Mon. Oct. 7	College of Art & Design 2501 Stevens Ave. So.	Note 7
Apple IIGS SIG	Mon. Oct. 7	Highland Br Library, St Paul	Note 12
Apple II DTP SIG	Tues. Oct. 8	Murray Jr High, SPaul	Note 19
Dakota County SIG		[date and location are pending]	Note 16
Board Meeting	Thur. Oct. 10	Lexington Branch Library, St. Paul	Members welcome – Note 1
SWAP MEET	**Sat. Oct. 12**	**Apache Plaza 10AM - 2PM**	Note 9
Microsoft® Works™ SIG	Tues. Oct. 15	Highland Park Branch Library, St. Paul	Note 13
MacCAD/E SIG	Tues. Oct. 15	Heath/Zenith Computers, Hopkins	Note 8
North Shore CIG	Thur. Oct. 17	Bethlehem Lutheran Church, Grand Marais	Note 15
Fourth Dimension™ SIG	Mon. Oct. 21	Autoline, 2714 Patton Road, St. Paul	Note 2
AppleWorks© SIG	Wed. Oct. 23	Murray Jr. High, 2200 Buford, St. Paul	Note 10
Macintosh Programmer SIG	Wed. Oct. 23	Murray Jr. High, 2200 Buford, St. Paul	Note 18
Mac Desktop Publishing SIG	Wed. Oct. 23	First Tech Computer, 2640 Hennepin	Note 3
HyperCard™ SIG	Mon. Oct. 28	S.E. LIbrary, 1222 S.E. 4th Street Mpls	Note 5
Mac Novice SIG	Mon. Oct. 28	Highland Br. Library, St. Paul	Note 9

1.	Dave Laden	488-6774	5. Peter Fleck	370-0017	9. Tom Lufkin	698-6523	13. Ken Edd 631-3679
2.	Ian Abel	824-8602	6. Melvin Magree	559-1108	10. Jim Shields	434-9836	14. Open
3.	Bob Grant	827-6294	7. Joy Kopp	440-5436	11. Tom Ostertag	488-9979	15. Jim Ringquist (218) 387-2234
4.	Mke Carlson	866-3441	8. Bill Langer	937-9240	12. Mark Evans	377-9000	16. Tom Michals 452-5667
							17. John Hackbarth (715) 246-6561
							18. Gervaise Kimm 379-1836
							19. Bill Warner 938-1334

Coordinators – Please Call Dick Aura (941-1198) by the 1st Friday of the month preceding the issue month in order to have your meeting listed correctly. Many thanks to John Hansen for all his help in the past.

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.

Macintosh	Key						
4th Dimension		PostScript	8	Home Acc'n't	20	Graphic Writer II/III	15
Adobe Illustrator	21,24	Power Point	5	Laser 3.5 drives	1	Graphics Studio	
Beginners	13,14	QuickBasic	5,6	PublishIt!	23	GS/OS	3,10
Canvas	5	ReadySetGo		ProTERM	1,23	Merlin 16+	15
FileMaker II	17	Telecommunications	19	Talk Is Cheap	3	Mousetalk	15
Freehand	22	WordPerfect		TimeOut	2	MultiScribe	
General	14,17,18	XPress	21	TO Graph	2	Music Studio	
Helix	16			TO SideSpread	1	PaintWorks Plus/Gold	15
HyperCard	6,9,19	**Apple II**	**Key**	TO QuickSpell	1	Prosel	2
MacDraft	5	Applewriter	2	TO SpreadTools	1	TML Basic	3,10
MacDraw	5	AppleWorks	1,2,23	TO Thesaurus	1	TML Pascal	3,10
MacPaint	5	Ascii Express	3	WordPerfect		Writer's Choice	15
Mac OS	4	BASIC	5				
Microsoft Excel	5,6,17,18	Beagle Buddy	23	**Apple IIGS**	**Key**	**Apple ///**	**Key**
Microsoft Word	4,5,6,14,17,24	BPI Programs		816 Paint		General	12
Microsoft Works	11,17	Datalink 1200	1	AppleWorksGS	15		
Networking	5,6,13,19	Dollars & $ense	1	APW	20,23	
OverVue		DB Master	7	Complete Pascal	10	
PageMaker	4,6,17,24	Epson LX80	1	DeluxePaint II		
		Hard & software		General	3,10	

If you would like to be a "Members Helping Members" volunteer, please call Dave Undlin at 432-0913. You may also leave your name & phone number on the BBS or leave a voice-mail message at 229-6952.

1.	Lloyd Nelson	423-3112	E	8. Fritz Lott	377-3032	E	15. Tom Michals	452-5667
2.	Tom Ostertag	488-9979	E	9. Peter Fleck	370-0017		16. Arnie Kroll	433 -3517 E
3.	Tom Gates	789-1713	EW	10. Randy Dop	452-0425	EW	17. Michael Foote	507-645-6710
4.	Tom Edwards	478-2300	D	11. Ed Spitler	432-0103	D	18. Richard Becker	870-0659 EW
		927-6790	E	12. Bob Rosenberg	377-4300	EW	19. Timothy Kunau	683-3649 D
5.	Earl Benser	884-2148	EW		340-0234	D	20. Steve Peterson	922-9219 EW
6.	Dan Buchler	435-3075	E	13. John Hackbarth	715-246-6561	D	21. Jodi Roste	933-1698 EW
7.	Ann Bell	422-1115	E	14. Jim Horswill	379-7624	DEW	22. Nancy McClure	227-9348
							23. James C. Fullwood	454-7610 EW
							24. Darryl Zurn	781-7781 EW
								638-0315 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.

Minutes of the Board Meeting

Board Members in attendance: David E Laden (P), Dick Aura (T), Rand Sibet (Membership), Greg Carlson (Software), Tom Shaff (Mac SIG). Excused: Tom Lufkin (VP), Bill Warner (S). Absent: James C Fulwood (Resources), James Hadden (Apple II SIG).

Guests in attendance: Erik Knopp, Richard Peterson, Steve George.

Meeting was called to order by Laden at 7:29 P.M. Meeting Agenda was distributed and reviewed. Motion to accept Agenda: Aura. Second: Shaff. Carried.

Next order of business was a motion to have George perform the duties of Recording Secretary for the evening. Motion: Carlson. Second: Aura. Carried.

Motion to accept the corrected 6/12/91 Minutes: Aura. Second: Shaff. Carried.

Agenda Item 2.1 — President's Report: One-half the General Liability insurance has been paid. The bill from Inland Marine has not yet arrived. Two requests for bids on Directors/Officers Liability have been solicited

Agenda Item 2.2 — Vice President's Report: No report this month.

Agenda Item 2.3 — Secretary's Report: Name tags have been received and are being distributed. Any additional names should be submitted ASAP. Business Cards for Board members have been ordered. Letterhead is being taken care of.

Agenda Item 2.4 — Treasurer's Report: Summary for June 1991:

INCOME	
Membership Dues	$ 850.00
eDOM Sales	339.00
Interest	103.69
Advertising	85.00
Misc.	15.00
	$1392.69
EXPENSES	
Printing	945.32
Insurance	523.58
Postage	114.52
Voice Mail	51.00
AppleLink	9.68
Bank Svce Chg	8.00
Misc.	16.91
	1669.01
MONTH LOSS	276.32
Checking Balance	4864.51
TCF Inv Mgt Acct	3000.00
TCF CDs	4000.00

Also, an Account Year to Date Report through June 24, 1991 was submitted. One highlight of note brought out by the pie-chart: newsletter production plus postage accounts for about 71% of expenses.

Agenda Item 2.5 — Membership Director's Report: New Membership Kits are being handled by a new volunteer. Membership is up slightly for the month. Additional volunteers are needed to begin a new push at promoting the Club and Membership.

Agenda Item 2.6 — Executive Committee Report: (P, VP, and T) Created a Proposed Budget for the Board's consideration based upon past performance and trends for the Aug 1991 to Jul 1992 budget year.

Agenda Item 2.7 — Publication Staff Report: August newsletter will contain an insert advertising The Twin Cities Desktop Publishing Alliance for Electronic Publishing 91 Symposium. Due to recent newsletter printing delays,

another printer is being sought.

Agenda Item 2.8 — Software Director's Report: Additional members are being tapped to help make sure software is available at all meeting where it is desired.

Agenda Item 2.9 — Resource Director's Report: None.

Agenda Item 2.10 — Interest Group Directors' Report: None

Apple II Report: None.

Macintosh Report: Attended the Computer Art & Design SIG meeting, and while it was well-attended, membership was noted as being low. Motion to accept Directors' Reports: Sibet.

Agenda Item 3.1: Committee Assignments and Appointment of Staff Motion to conditionally accept Newsletter Staff assignments: Carlson. Second: Aura. Carried.

NEW BUSINESS

Agenda Item 4.1 — Vacant Board Positions: After reviewing the bylaws regarding vacant board positions, Laden appointed Jason Mooney to serve on the Board of Directors as an At-Large Director (to replace the unfilled Past President position). Laden provided information on Mooney's past involvement with the user group. Motion to accept appointment of Mooney to position of At-Large Director: Aura. Second: Shaff. Carried. Position remaining vacant: Publications Director.

Agenda Item 4.2 — Budget: August 1991 through July 1992 Proposed: accept the recommended Budget proposed by the Executive Committee. Vote: Carried.

Secretary Report

By Bill Warner, Submitted by Steve George

Motion to table Agenda Items 4.3 through 4.14 except 4.6 due to time constraints: Carlson. Second: Shaff. Carried.

Agenda Item 4.6 — Review use of AppleLink account: Presently the account is going unused, even though it costs the Club a minimum monthly fee. Volunteers are willing to use it for both Apple II and Macintosh information. Both Software and Resource Directors will see that usage is re-implemented based upon a consensus that it is a worthwhile service.

Motion to adjourn: Aura. Second: Carlson. Carried. Adjournment at 8:59 P.M.

Respectfully submitted by Steve George July 12, 1991   é

Announcements

Advance Warning!!
The Return of GUY KAWASAKI

by Melvyn D. Magree

Did you miss Guy Kawasaki at the May meeting? You will have another chance to see and meet Guy at our November meeting. He will talk about his new book, *Selling the Dream*, at the main Mac meeting, 7 November 1991. Mark it on your calendar now!

While you're at it, mark the first Thursday of each month for the main Mac Meeting. We have a variety of interesting speakers and topics lined up through February. And I'm exchanging AppleLink messages with Apple's User Group Connection about someone special to present QuickTime, Apple's new "movie" datatype, at our March meeting.

Besides the topic of the evening, we leave time for questions and meeting other users. An unexpectedly popular feature has been "Introduce yourself to your neighbor to your right and to your left." The room really starts buzzing.

Our schedule of speakers and topics is:

5 SEP   Mirror Technologies: some new hardware.

3 OCT   Earl Joseph, futurist: The Future of Personal Computing.

7 NOV   Guy Kawasaki: *Selling the Dream*.

5 DEC   Mike Carlson: Game Night, some possibilities for Christmas gifts.

2 JAN   Everybody: My Favorite Software, bring your favorite software to show, whether you use it or wrote it.

2 FEB   Terry Fleming, Timeworks: Publish It Easy.

Thanks to Mark Engelhardt of Wayzata Technology for giving up his slot for Guy Kawasaki.

Any speakers or topics you would like at future meetings? Let me or Mike Carlson know. My number is 559-1108 or MAGREEABLE on AppleLink, M.MAGREE on GEnie, or 72167,1700 on CompuServe.

What do you think of Bloomington Education Center as a meeting place? We have met in the theatre and one other room, unknown to me as I write this. If you like the Bloomington Education Center, let members of the Board know. We have to pay for it and they decide the budget. If you don't like it, help Nan Kolbinger find a different place. She worked long and hard to find a place that we can have reasonable assurance of having available on the first Thursday of each month.

Dakota County SIG

by Tom Michals

Our meeting startup has been moved from September to October. The exact date and time has not been established yet. We need a Mac leader and Apple II and GS co-coordinators.

Mac HyperCard SIG

by Peter Fleck

Meeting: September 23, 1991. New Location: East Lake Library in Minneapolis, 2727 E. Lake Street, near Minnehaha Mall, Target, & Rainbow.

Times: 6:30PM 8:45 (the talk starts at 7).

Location: From I-94, take the 25th Ave/Riverside exit and go south on 25th (becomes 26th) to Lake Street, then left 1 block. There is a parking lot behind the library, on-street parking (you don't have to plug the meters after 6 p.m.), and a church lot just east (don't use the church lot if it looks like something's going on at the church, please). Jacque Gay, local HyperCard developer, will tell us about "Elegant Scripts" (or "How to Write Efficient Handlers"). Bring your scripts for a free evaluation! We'll also have an update on the BBS stack. See you there.

Coming soon... Someone called today and wants to show us an interactive video stack. Tentatively scheduled for November. The video will be digitalized on the Mac screen with a Nuvision board. He has a cx with 12 inch monitor. It might be nice to have a larger screen for this meeting. Any ideas? His stack is written in SuperCard. Should be a great meeting.   é

Mac Programmer SIG

Macintosh SIG Information

by Steve Axdal

Oh my, after all my good intentions, I missed last month's deadline entirely. Well, then, the meetings from both April and May will be covered this time. April's meeting started, as usual, with balloting and some general questions and comments about System 7. The main area of discussion quickly shifted to a proposed project for the Mac Programmer's group.

April meeting: PACER project

What was proposed was that the group individually and collectively work on developing some simple cause and effect programs in HyperCard for use by PACER, a program for handicapped children. *George Adams* discovered, while talking with PACER, that PACER would like to be able to use computers to help train and educate the kids, they don't have much software, particularly for the Mac. It was agreed by consensus that this was something the group would like to try, and would allot some time in the ensuing meetings for discussion and demonstrations of programs and stacks for PACER.

The goal of the programs would be small demonstrations of cause and effect, to train the kids that pushing the keys on the mouse or keyboard could cause something else to happen. HyperCard was selected as a fast prototyping tool, particularly since the concepts of buttons are so integral to it. The challenge was issued to interested members to return in May with a stack or two with some small, well-focused routines. Some suggestions for the stacks included starting simply, so that the Mac screen would change dramatically when the mouse was clicked down (mouseDown), and again on mouseUp. Animation and sound might be included, and more advanced stacks might include screen transitions associated with the keyboard, such as separate areas of the keyboard changing separate areas on the screen.

Other aspects of the problem were discussed, such as equipment. Some of the kids have poor fine-motor skills, and individual keys on the keyboard may be difficult for them to hit. Other kids may interpret hit a little too liberally, and more robust devices may be necessary. At the May meeting George brought the fruits of his labor, a heavy duty mouse button. He had disassembled and reassembled several mice and with some care had added a jack to the side of the mouse. (He discovered that only one of Radio Shacks jacks would work.) The new mice had a single location, with tight tolerances, with enough room for the jack. The matching plug for the jack was then connected to a big (5 inch diameter) red button with about 4 feet of cord. George's daughter had tried to button out quite successfully, and the decoupling of the mouse and the button was appreciated by both George and PACER.

One of the areas of discussion became that of how to provide an unambiguous interface. For some of the kids, relating a push of the mouse button to a change on the screen would be a major step. For others, just pushing a button may be a major step or targeting the desired key on the keyboard may be complicated. A large cursor might be useful, and utilities do exist which accomplish that purpose. System 7 expands the 'sticky key' feature already found in the system in Easy Access, and adding 'slow keys', which have to be held down a selectable period of time before being accepted.

May meeting

The May meeting mainly consisted of wide-ranging discussions of System 7. System 7 is so large that a bootable 1.4 MB disk can be created, but it will be a minimal system with nothing else on the disk. For 800K drives, the supplied Disk Tools disk boots up with System 6.0.7. (System 7 can coexist with the System 6.x file structure.) System 7 comes with TrueType versions of the standard system fonts: Monaco, Geneva, New York and Chicago, as well as Helvetica, Times and Courier.

Rumors flying around consisted of suggestions of a Tower Mac powered by a 68040 due in the fall, as well as a Mac IIsi with a 68040, 2 or 3 different configurations of notebook Macs, and the Pink Project, a wrist-based Mac running a new operating system with either a MIPS or Motorola processor. The rumors included the existence of a 'Macintosh Compatibility box' as part of the new system. This led to speculation of running an Apple II compatibility box within the Macintosh compatibility box. (An Apple II compatibility box running directly within the new operating system was dismissed as far too prosaic.)

With those speculations to prime the pump, attention was given the new TeachText application. TEXT and PICT file types will be opened by TeachText by default if the creator application is not present in System 7. The Read Me file included with System 7 opens with marble-grained letters proclaiming 'SYSTEM 7.0' next to a graphic of a rock engraved with the words 'Rock

Solid'. An informal project was launched which will entail keeping track of system crashes with an extension. After each crash, a To-Be-Determined amount of fractal wear and erosion will occur on the PICT graphic included in the Read Me file. Some flights of fancy included the rubble forming a second decimal point after the 7.0, or removing the names of the authors from the System 7 info box. The details of the fractal erosion were left as an exercise for the interested student and most of the discussion centered on how to track the occurrence of a system crash. While it was very enticing to postulate re-using Parameter RAM bits for this purpose, the scheme settled on was to create a temporary file which would be erased on normal shutdown, while it would indicate a crash if present on restart. It will be interesting to see how it turns out.

Murray Junior High School will not be available on Tuesday evenings for the rest of the summer, but it will be available on Monday and Wednesday evenings. The meeting for August will be held on the 4th (fourth) Wednesday (August 28) at 7 somewhere in Murray Jr. High. In the fall the meetings are scheduled to return to the fourth Tuesday. August promises an evening of video compression algorithms, featuring Apple's promised QuickTime—a software-only video compression and decompression extension to System 7. The claim is video editing with the ease of text editing, at rates up to 10–12 frames/sec from an ordinary hard disk, including sound. (Actual replay rate may vary with size of replayed image and base machine speed.)

Fall Swap Meet a-Comin'!

by Rand Sibet

Mini'app'les will be hosting a fall SWAP MEET on Saturday, Oct 12 at Apache Plaza starting at 10:00 AM.

Bring the old, the obsolete, the goodies you no longer use, the books you've memorized. If it has to do with computers, bring it to Apache Plaza way up north in St. Anthony on Silver Lake Rd. For more info, table reservation, or to volunteer to assist in some way, call Tom Lufkin at (612) 698-6523 after 4:00 PM.

(Ed. note: Mini'app'les members can usually sign-up for a half-table at no charge at the club's Swap Meets. "Vendors" and members that want more space can rent a whole table for a nominal charge. There is no admission charge to anyone to come browse through the treasures and trash that find their way to all of the table tops at a Swap Meet. Remember! Come early and stay late for the best selections and best buys in computer paraphernalia!)

Apple/IBM Announcement

PR Wire release July 3, 1991.
Apple and IBM Outline Technology Initiatives for the 1990s

1. Joint venture for object-oriented software. Apple and IBM intend to create a new open system software platform that will be based on object-oriented technology. The new platform will offer major new user and system functionality, while greatly simplifying the process of application programming. It will span a wide range of computing platforms—from laptop computers to large servers—and is expected to run on major industry hardware platforms, including Intel's x86, Motorola's 680X0, and IBM's RISC System/6000 POWER architecture. Apple and IBM intend to use object-oriented technology in future product offerings, as well as in current operating systems, assuring that applications written for current operating systems, including AIX, OS/2 and Macintosh, will run in these new environments.
In order to implement this plan, Apple and IBM will form a new system software company to be jointly owned and independently managed. The software will be offered for sale for both IBM and Apple computers. Additionally, it will be marketed widely by the new company for use on other vendors' systems.
2. Apple Macintosh computer integration into IBM's enterprise systems. IBM and Apple plan to work together to further integrate Macintosh into the client/server enterprise environment in two ways. First, Apple and IBM will develop, market, and support networking and communications products that will further extend the ability of the Apple Macintosh computer to operate in the IBM enterprise environment. Second, IBM and Apple will develop and market an enhanced AIX (IBM's industry-standard UNIX operating system) that combines the best of IBM's open systems with Macintosh and its thousands of user-oriented productivity applications. The enhanced AIX will span the range from desktop workstations to servers, and will offer Macintosh and OSF/Motif user interfaces.
3. Significant new markets for the IBM POWER RISC architecture. Apple intends to adopt future single-chip implementations of IBM's RS/6000 POWER architecture — called POWER PC—in future Apple Macintosh personal computers. Both companies will use POWER PC microprocessors in workstations and file servers. Motorola, Inc. and IBM will use their expertise to design and manufacture a new family of world-class POWER PC chips. Motorola will serve as a source to IBM, Apple and other open systems vendors. Motorola intends to market the POWER PC microprocessors in configurations that will target a broad spec-

trum of systems.

4. Common multimedia platforms for the industry. IBM and Apple plan to work together to create and license platform- independent software environments that will stimulate widespread industry development of this new technology. New multimedia technology resulting from this effort also will be made available for use on other vendors' products.

Implementation of the letter of intent is contingent on the execution of definitive contracts. The companies intend to complete the contracts later this year and will release further details only at that time. Products resulting from these agreements are expected to reach the marketplace over the next two to three years.

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Minni'app'les & St. Paul Technical College Joint Meeting

by Nan Kiolbinger

235 Marshall Avenue, Room 123, St. Paul, September 25th., 8:30 to 10:00 p.m., Doug Bruce from Technical College, Nan Kolbinger & David Laden.

Live 90 Minute nationwide telecast to Apple User Groups. Direct from Apple Computer. Featuring a mix of topics of interest to users of both Apple // and Macintosh families. Apple Product Managers & Engineers will give on-air presentations and participate in an interactive question and answer session. ⚫

Working with Tables in Microsoft Word 4.0

Macintosh Software Tips

By Darryl Zurn, Mini'app'les Newsletter Editor

I have spent a lot of time learning how to use the powerful tables feature of Microsoft Word 4.0 and they have saved me considerable time and effort compared to other methods of producing tables. While I have described techniques for placement into PageMaker layouts, the tables can be used in other page layout programs, or left in Word documents.

The Table features can be daunting to work with, since so many procedures are slightly different from other elements in Word, but the effort of learning is soon repaid with professional results.

First, make sure creating the table in Word is the best solution. Some tables are simple enough that laying out the table by hand is easier.

1. In Word, turn OFF 'Fast Save Enabled' and turn ON 'Include RTF in Clipboard.' Fast Save may sometimes cause difficulties in regular PageMaker placement, and can wreak havoc when importing tables. Include RTF lets you copy the table graphic to the clipboard if you want to transfer it that way.

2. To cut down on dialog box shuffling when working extensively with table borders, add Cell Borders to the format menu for easy access: In the Cells dialog box type Command-Option-+ and click on the Borders... button.

3. Create your table in Word. To get a half-point line, use the bottom dashed line in the Cell Borders dialog box. That border is indistinguishable on-screen from the 1-point line, though.

4. Option-click selects an entire column, and Option-double click selects the entire table. Click (and drag) in the left margin to select an entire row (or rows).

5. Use the Outlining view (Command-U toggles outlining off and on) to move entire table rows up and down within the table (or even beyond!) by dragging or using the arrow keys. If you are not in Outlining view, type the Outline Command Prefix (Command-Option-T) to use the arrow keys to move paragraphs or table rows up or down.

6. Use 'Insert ¶ Before Row' (Command-Option-Spacebar) if you need to split a table above the current row. Delete the paragraph to rejoin tables.

7. To adjust column widths individually, use the scale button on the ruler to see the column markers. Be sure to select all the rows you want to affect. Holding down the Shift key while moving a marker will avoid moving any markers to the right.

8. The Tab key is used to move to the next cell. To insert the actual Tab character, type Option-Tab. If a decimal-align tab is set for a cell, the text will align at the tab setting automatically without an actual Tab character.

9. Merged cells makes it difficult to align columns in rows without merged cells. Merge them only after other formatting is done.

HyperBytes

Making your scripting more productive

HyperCard Tips

By Thomas Edwards

Tips for the avid HyperTalker

Two from Marker Polo.

Which stack is this, anyway?

Now that I've got the memory, and System Seven Point Oh is active, and HyperCard 2.x is clanking out information for me, I find that I can quickly get lost in multiple windows as I experiment with new versions of stacks. As stacks are opened alongside siblings that are as similar as the proverbial peas in a pod, how the heck can I keep track of which version of the stack that I was in? The first try was to modify the background by marking a message on it: "This is Stack Test2." That was fine for a while, but I soon got to the point that I wanted to trash that stack too. There went the identifying mark!

Next was a thought that a shared-text background field would be the answer. Then I could...

```
on openStack
  put short name of stack into
  bg fld "Identity"
end openStack
```

This quickly fell by the wayside, as I noodled ahead to the import and export of data operations. Using a field to mark the name of the stack meant that any added fields would have to be maneuvered around the "identity" field for import or export of data. Not impossible, but a nuisance to contend with. No, the answer was in using a background button. This way I could...

```
on openStack
  set name of bg btn id 1645
  to short name of stack
>end openStack
```

(Of course, the ID number is an example. The Button Info dialog will give you the ID of your personal "identification" button.)

Now, as I flip from window to window in HyperCard, the "identification" button always shows me the name of the stack that I'm currently viewing. All I need do is paste a copy of the "identification" button into some always-visible portion of the background during the development of the stack. After the stack has stabilized (that is, I got tired of changing things for the moment), the button can be cut or just hidden for future use.

Hey! These cards are marked! You've heard me rail on before about the love/hate relationship that I have with the "mark" command. It is a great addition to HyperCard, but you can lose track of the detail: there's no direct way to know if you are on a marked card or not. If you got the "full" HyperCard upgrade, I know there are some "toggles" you can find that give you some visible indication whether you are or aren't on a marked card. I borrowed the idea and applied it to the "identification" button discussed above. Here's how...

```
on openCard
if the marked of this card
is true then
set name of bg btn id 1645
to "√ "&short name of stack
else set name of bg btn id
1645 to short name of stack
end if
end openCard
```

The checkmark is not as obvious as displaying something like "This is a marked card!" in a field or button, but once you know what to look for, it works and doesn't require that you add another field or button.

Is this the party to whom I am speaking?

Are you tired from punching all those extra keys when you enter a phone number or any other "formatted" number? The following busy little handler will take 7 digits entered into its field (this is a field script) and adds your local area code. You type "9276790" and you get "(612) 927-6790" as you exit the field.

If the number is not in your area code, typing 10 digits like "3125551212" will get you "(312) 555-1212".

There's no franchise fee here. If you want to format a field for social security numbers, parts numbers, credit cards or whatever, the same ideas apply. Experiment further, as needs dictate. If you'd rather have the format of the number like "(AC 612) 999-1234", it will take a bit more fussing around, but you can do it. You may want to check for all numbers in the string entered (to make sure that you didn't have the shift key down as you typed), or to handle a special case like an "extension number" as part of the phone number.

Here's the basic formatting handler:

```
on closefield
put length of me into len —
how many digits?
if len is 0 then exit
closeField — it's empty,
move on
if len is 10 then — area
code and number digits
put "(" &char 1 to 3 of me
&") "&char 4 to 6 of ¬
me &"-"&char 7 to 10 of me
after temp — formatted!
put temp into me — goes back
into the field
exit closefield — we're
outta here!
end if
if len is 7 then — auto-add
of area code
put "(612) "&char 1 to 3 of
me &"-"&char 4 to 7 ¬
of me after temp
put temp into me
```

```
exit closeField
end if
if len is 8 then - you typed
the hyphen?
put "(612) "&me after temp
put temp into me
end if
end closeField
```

Bulk mail or bulk knits?

There are some very specific needs for addressing bulk mail, and if you do it all correctly, you can save a lot of precious postage in the process. If this is important in your business, then look into all the nuances at your local post office.

It's not mandatory (yet!), but one of the recommended things from the local boys and girls at the Postal Service is to use all uppercase in address labels for their automatic address scanners. You can have HyperCard do this for you by using the "numToChar" function: it converts a character to the ASCII decimal value so that you can analyze it. There's a nice relationship for many of the characters; specifically, the lowercase alpha letter code is 32 more than the uppercase letter code. For example, the ASCII code for "a" is 97 and the ASCII code for "A" is 65.

The following handler looks at several fields commonly found in an address database in HyperCard and builds a "label" in a separate field (bg fld "label") using the individual address info fields. After assembling all this stuff, it then plods through the label field, one character at a time, and converts lowercase to uppercase (did you see the postal agent next to you smile right then?)

Having a separate field, all nicely formatted as a label, can also speed the printing operation. It's faster to just get the one label field and print it, rather than building it in a report from the separate fields. The "cost" is stack size, since you store some of the information twice, once in lowercase

and once in uppercase. Don't forget to compensate for increased line widths, too! The wider uppercase letters could cause word wraps that gobble too many lines for a label. Shredder City!

(Speaking of speed, this demo routine has the gusto of a turtle. If you try this on something of any size, be ready to step out for lunch—in Singapore. An external command or function, a text editor such as McSink or Jon Wind's Add/Strip, or some other alternative may be logical, if you really need to do this. Hyper-Card has a number of redeeming social values, but inspecting characters one at a time is not one of them. You can add considerable speed just by keeping the "label" field hidden, loading a variable for the changes, then dumping it into the field in one throw. The field is shown here just so that you can watch the ripple as lowercase is converted to uppercase. Using the hidden and variable approach cut the operation from about 6 seconds/label to about 0.8 seconds! The "commented" lines give you a timer, if you want to activate it.)

```
on mouseUp
- put the ticks into
starttime
show bg fld "label"
put empty into bg fld "la-
bel"
if bg fld "company" ≠ empty
then put bg fld "company"
into line 1 of bg fld "la-
bel"
if bg fld "title" ≠ empty
then put return &bg
fld "title" after bg fld
"label"
if bg fld "title" ≠ empty
then
if bg fld "name" ≠ empty
then put bg fld "name" &", "
before line 2 of bg fld
"label"
else if bg fld "name" ≠
empty then put return &bg
fld "name" after bg fld
"label"
end if
if bg fld "address1" ≠ empty
```

```
then put return &bg fld
"address1" after bg fld
"label"
if bg fld "address2" ≠ empty
then put return &bg fld
"address2" after bg fld
"label"
put return & bg fld "city"
&", "&bg fld "state" &"
"&bg fld "zip" after bg fld
"label"
repeat with x = 1 to length
of bg fld "label"
if chartonum (char x of bg
fld "label") >96 then put
numtochar(chartonum (char x
of bg fld "label")-32) into
char x of bg fld "label"
end repeat
- put the ticks into endtime
- put (endtime - starttime)/
60 - seconds it took
end mouseUp
```

(I'll leave the conversion to the faster routine up to you to try your hand at scripting. If that proves to be a stumper for you, give me a call and I'll tell you what I used to get it under a second per label. Also, can you follow the reasoning for the convoluted handling of the "name" and "title" fields? It's interesting, but not germane to the uppercase conversion demo.)

Rather than a button or field script, you should place this into a background script and substitute "closeCard" for "mouseUp." Then the label field will be rebuilt as you leave a card. This would all take place "out of sight," eliminating the need for operator intervention and the risk of forgetting to rebuild the label field after changing something in the address fields. A simple mechanism to show and hide bg fld "label" allows a "peek" at the field to make sure that all is in order.

Take out the trash, honey.

I suppose that I could read the manual, but who wants to do that boring stuff. So when some stuff from imported records was

New Members

Your Club

By Steven George

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Conroy, Del G	55105	612-224-4486
Enerson, Marty	55410	612-922-4600
Ericksen, Gary	55431	612-888-4141
Ferman, Jack	55409	612-822-1372
Folmer, James	55105	612-699-7037
Gaynor, Gary R	55406	612-729-0959
Grzeskowiak, Tom	55172	612-490-3119
Hartranft, Frank	55447	612-473-4290
Heine, George	55331	612-470-0139
Lang, George C	55126	612-483-1005
Miller, Nancy B	55403	612-333-5135
Movin' On Inc	55445	
Peterson, Gi	55051	612-679-2161
Rydberg, Roger	55441	612-546-5368
Rydberg, Thomas A	55441	612-546-5368
Schoenfelder, Rod	55416	612-922-5518
Settevig, Lisa	55102	612-227-6938
Strom, Kurt E	55107	612-227-8227
Villarreal Jr, Daniel	55118	612-457-8528
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Mooney, Jason
Ostertag, Tom
Peterson, Richard H
Undlin, Dave
Vimr, D J
Watson, Harold

going into the wrong fields, I put on my best "Sherlock Holmes" hat and found that some characters that looked like blank spaces were actually "tab" characters that had been imported into a field. If they are entered into a field inadvertently, they lay there like a silent boobytrap. If the field is written out as an "export" operation, it's likely that an "import" operation will get mixed up. That's because the "tab" character is a common way to mark the end of a field, and extra "tabs" will muck up the proper count.

I wrote the following handler to "take out the trash" by searching for a "tab" character in a field. If one is found, then the handler moves through the field one character at a time, converting the little bugger to a more manageable "space" character. This is one of those "on need, do it" type of things. There is no need to run it unless you suspect your file has somehow gained unwanted "tabs" in some fields. By placing this handler in a background or script stack, you can activate it by typing "cleanup" into the message box.

```
        fld i
      end repeat
    end repeat
  end repeat
end cleanUp
```

If the summer heat hasn't totally sapped your powers of observation, you'll probably notice that the handler does a bit more, too. After doing the important work of removing any stray tabs, it strips off any leading or trailing spaces. The "repeat while..." command is worth a bit of note here, also. Since you don't know how many spaces need to be expunged, these loops keep doing their thing until the spaces are gone. No extra charge for the extra cleanup.

Now that didn't hurt, did it? Little amenities such as these can make your scripts do more work for you. Once you have scripted them and attached them to their respective object, a simple 'copy & paste' will bring their usefulness into other stacks as you need them. Better yet, you can look to Jason (Hyperion Hyperpyrexia) Parker's "Global Stack" idea for possible ways to WOUF (you saw it here first; my new acronym for 'Write Once, Use Forever,' the lazy-scriptor's motto!)

More bytes later... TWE

COMPLETE Pascal Version 2.0 for the Apple IIGS

Denver, Colorado: Complete Technology, Inc. announced the release of COMPLETE Pascal version 2.0 today. This new compiler upgrade will begin shipping on June 5th, 1991.

COMPLETE Pascal 2.0 upgrades many of the features found in Complete Pascal 1.0 (TML Pascal II), with major emphasis placed on the graphic based resource editor. We believe this upgrade makes COMPLETE Pascal the most up to date and full featured Pascal development environment now available for the Apple IIGS computer, states Vince Cooper, president of Complete Technology.

COMPLETE Pascal 2.0's new resource editor now fully supports virtually every resource type defined for the Apple IIGS. New resource importing features make it possible for a user to incorporate resources from various outside sources, as well as to re-use resources created for use in other applications created with the integrated editor.

The new resource editor contains full graphic Icon and Cursor Editors, support for Picture controls, List controls, and several string controls not supported by earlier versions of the software system. All string editors have been rewritten making them simpler for a programmer to create and edit all types of string controls. In particular the Alert/Error String editor now fully supports all available options, including custom window sizes and replacement strings. In addition, COMPLETE Pascal 2.0's resource editor allows most of the newly supported controls to easily be added to a window's content control list without any additional work on the programmer's part.

The Cut and Paste features of the new resource editor have also been considerably enhanced. Programmers may now have multiple resource forks open on the desktop and freely copy resources between them. When pasting a resource or super resource from another file all duplicate control ID numbers are changed in the receiving file so that no items are overwritten.

A new Import feature added to COMPLETE Pascal 2.0's resource editor now allows a programmer to attach a Code Resource to a program. We have also added a "CallCode" procedure to the CTIUtils library which allows the user to easily call the installed code resource. This new feature now makes it possible to easily take advantage of assembly language subroutines from within a COMPLETE Pascal 2.0 program. The import feature also allows the addition of user created resources, sound resources, and resource types

that are as of yet undefined.

A new Hex/ASCII viewer now allows the user to view resource definitions that are not editable using the COMPLETE Pascal resource editor. Clicking on undefined resources in the editor will now automatically bring up the viewer so that a programmer may determine the type and content of the resource.

Several known bugs in both the compiler and the resource editor have also been repaired making COMPLETE Pascal 2.0 the most problem free and enjoyable programming environment produced by Complete Technology. We have also added some new demo programs to the disk showing how to use the printer and other devices from within a Pascal program.

New documentation will be shipped with all upgrade orders. Our manual has been updated to include all of the new features found in Pascal 2.0, and at the request of a large number of product owners is now bound in a large 3-ring binder which easily remains open to the correct page while on your desk. We believe you will find our new manual to be complete and much easier to use.

The COMPLETE Pascal 2.0 upgrade is available for only $34.95 plus $7.00 shipping and handling to those individuals and organizations that elected to become part of Complete Technology's support and update system for TML's former clients. Those that did not elect to become part of the support system may still obtain COMPLETE Pascal 2.0 for $59.95 plus $7.00 shipping and handling. Lab Pack and Network version owners may also upgrade by calling Complete Technology for details.

Orders are being accepted now. Charge cards will be charged 24 hours before shipment, checks will be deposited 5 days before shipment to allow them to clear our bank. We have made changes and hired new people in our shipping department in an effort to speed up our product delivery. All orders are now shipped within 48 hours of receipt. Overnight orders received before 3:00 P.M. are shipped on the same day they are received. Overnight shipping is available for an additional $12.00, and are shipped via Airborne Express.

Contact: Complete Technology, Inc., Vince M. Cooper, 2443 S. Colorado Blvd. Suite 221, Denver, Colorado 80222. (303)758-0920

via Steve George

SuperWorks Review

AppleWorks on the IBM PC

by Tom Ostertag

Dedication

This review is dedicated to Dick Marchiafava, Past President of Mini'app'les and former Coordinator of the AppleWorks SIG, who passed away last December. He had mentioned a number of times, not quite tongue-in-cheek, that Mini'app'les should have a Heretic SIG for those people that use Apple II's at home and MS-DOS machines at work. Unfortunately, he didn't have time to get the SIG started, but also unfortunately I'm one of those people forced to deal with both platforms.

Dick would have loved SuperWorks because he kept trying to find an MS-DOS program that was as easy to use and as powerful as AppleWorks. I remember him talking about a number of them and finally deciding on Ability as it was an integrated program that was fairly easy to use. Unfortunately, Ability wasn't well supported and was difficult to find.

Review

This review is of SuperWorks by Remarkable Technologies, a program that is targeted for Apple II users of AppleWorks. SuperWorks is classified as an integrated program for MS-DOS computers that closely mimics AppleWorks in its keystroke assignments. As is the case with most MS-DOS programs, I received at least three mailings about the program. I looked at them, thought it was interesting and filed them away. At the AppleWorks SIG Meeting in May, the subject was brought up during the Question and Answer period and one of the participants wondered if anyone had seen the program. I asked how many there used both platforms and greater than half of the attendees said they did. I volunteered to obtain the program and review it. I retrieved the mailing and called Remarkable Technologies. I was put in touch with Shawn Connolly, who is the Marketing Director, and she graciously said that she would send an evaluation copy and some additional literature.

I received the program, the literature and a call from Shawn within the week asking if I received all of the materials. I replied affirmatively and started to work with the program. On inspection, the evaluation program comes on one 3.5-inch disk with a manual and a printer port program protection connector. The latter piece of hardware is installed on the parallel print port, LPT1, and is necessary for the program to run. I did install the connector and haven't had anything funny happen while printing even from Windows 3.0. On the other hand, I have no idea what would happen if I tried to run the program without the connector. This seems to me to be an awful elaborate copy protection scheme that could potentially cause compatibility problems. The connector has a circuit board in it with some sort of a hybrid circuit soldered on the board so there is indeed some interaction of the program with the connector.

The manual that I received has the corrections included as different colored pages. The SuperWorks manual, atypical of MS-DOS manuals in general, is pretty good for the Word Processor, the Database and the Spreadsheet, but needs some work for the Communications and Macros modules. This could possibly be due to the fact that I've used AppleWorks for about 6 years and the first three modules are almost spitting images of AppleWorks. The Communications and Macros modules have an MS-DOS flavor and include some of the idiosyncrasies of MS-DOS. (The macros module uses the function keys extensively.) Time and Date functions, although much more extensive than in AppleWorks, should also be better explained as their format is different than that in AppleWorks. The equivalent of the AppleWorks Quick Reference Card would be very helpful for SuperWorks and may possibly be included in the commercial package.

The program is 160K in size, which is a minor miracle for the MS-DOS world where everything has to be BIG. It runs in base memory, which is typically 640K minus whatever overhead there is for Terminate and Stay Resident (TSR) Popup programs, network software, Windows 3.0 and of course DOS. With everything installed on my MS-DOS machine, I have a 231K desktop which is impressive if your Apple //e only has 128K of memory and a 55K or 40K desktop depending on the version of AppleWorks being used.

SuperWorks uses the Filecard Menu Interface as does AppleWorks and uses the Alt key in place of the Open Apple key. For example, to do a Copy, you would press the Alt key and then the "C" key and the Copy options would appear along the bottom of the screen. Highlight the text to copy with the arrow keys, press Enter and that's it. Just like in AppleWorks.

Some of the differences that I've noted in using the program are as follows:
• Much better printer support than in

AppleWorks. The printer setup worked well and takes advantage of all the printer's options. I am using an Epson FX-286 printer and it offers NLQ - 5 and 10 cpi, Draft - 5, 10, 12 and 17 cpi, Draft/ Double strike. Quite impressive!

- You can set the word processor document to actually "see what you get" with 17 cpi. Unlike the AppleWorks Word Processor module, the SuperWorks Word Processor screen scrolls horizontally. This is very handy if you have tables in condensed print in your documents.

- You can have more than 12 files on the desktop at one time. The literature says "unlimited" (Memory limited). Some people will like this, particularly those using TimeOut Triple Desktop. When I've used the triple desktop, it's typically been to segregate different jobs that I've been working on at a given time. SuperWorks doesn't support multiple desktops.

- The transfer of AppleWorks files was attempted with a hard wire connection using ProTerm 2.2 and the SuperWorks Communications module. It was unsuccessful. For some reason, all I received was an Ack Error from ProTerm. I did transfer AppleWorks files using another program called CrossWorks and experienced some problems with this, too, as some files would load into SuperWorks and some would not. This loading problem was not consistent with the AppleWorks version or module. If I transferred the file to a generic text file, it would load, but without the formatting. I was also able to translate unloadable spreadsheet files to 1-2-3 format and read them with SuperWorks. The SuperWorks Database also loads dBase III and IV files.

- If you are running SuperWorks under Windows 3.0 on the MS-DOS computer, there are some problems that have to be taken care of by setting up a PIF file for SuperWorks. Any use of Alt-Esc (to get out of terminal mode) or Alt-Tab (to go left in the database) hangs the computer hard if you haven't reserved these keystrokes in the PIF file. If you didn't do this, you will have to turn off the computer, restart and reboot to restore activity. Of course, if you had any unsaved data... My advice, run SuperWorks from the dreadful DOS prompt.

- Horizontal scrolling is supported in the database as in AppleWorks 3.0. The SuperWorks database is much more flexible, as you can have more than 30 categories and if you add a category, you don't lose all of your Report Formats. By the way, you can have more than 20 Report formats and more than 3 calculated fields in a Report.

- There is no Spelling Checker in SuperWorks. The literature says that this function can be done with a Terminate and Stay Resident (TSR) program. Actually, I haven't any experience with these types of programs as I've been using either AppleWorks or Microsoft Works and both have Spell Checkers built in.

- The Macros function is there, but is not as easy to use as TimeOut UltraMacros from Beagle Bros. Still it is there. One thing that would be nice is if the function keys could also be called in a macro. It's a keystroke intensive procedure to compile a set of macros from a Word Processor file. It would also help if there was a Word Processor file with a default set of macros to use as examples. Since the macros use the function keys, they should have a template to help users to remember their functions. I find myself pressing the Alt key every time I want to access a macro and then remember to press only F8 and then the macro letter.

- There are no tutorials other than the reference manual. However, I received the evaluation edition, so there may be a Tutorial Manual included with the commercial program. The disk has a number of files (several that are also on the AppleWorks Sample Files disk) that either explain or demonstrate the different modules and how they work. What is needed is an Apple-style tutorial manual. After all, why limit good manuals to Apple Computer users?

- SuperWorks makes use of the alternate character sets both in the Word Processor and the Spreadsheet modules on screen. These characters are also available on most parallel IBM compatible printers. Alas, my Epson FX-286 cannot access these characters and so I haven't been able to print them. There are all sorts of characters and lines that can be used including Greek letters for math and lines to draw diagrams on the screen and then print them. This is one of the benefits of using MS-DOS (depending on hardware). However, SuperFonts also does this, but is an additional program.

- There is no export function that will allow transferring of SuperWorks files to AppleWorks other than sending the files as ASCII text files. This may not be practical for the Database and Spreadsheet files since there are significant differences in the implementation. Still, this should have been considered as a possible transfer, as people that use both platforms could structure their files so that they could easily transfer them back and forth from Work to Home. There is no reason to make this transfer ability a one way street.

- Spreadsheet users should be careful when transferring files because SuperWorks does a couple of interesting things (MS-DOS heritage showing here: the functions are similar to those in Lotus 1-2-3) like treating blanks as zeros when doing counts, minimums or averages etc. It will also add up any blanks or labels so the @SUM may be correct, but @AVG, @STD, @MIN and @COUNT are wrong unless you include logical functions in the equations. AppleWorks users may be surprised because they have been used to including the row above and below a column in their @SUMs to facilitate sorting. (Since this is an AppleWorks bug in the Sort Function, you will have to unlearn this behavior anyway.) The standard deviation function (@STD) is included as it should have been in AppleWorks 3.0. You still have to stick a couple of calculated columns "off to the right" to do correlation and regression calculations.

- SuperWorks supports a mouse as does AppleWorks with UltraMacros. One interest-

ing feature is SuperWorks supports a LogiTech three-button mouse (which I have). The left button is equivalent to Enter, the right button is equivalent to Escape and the middle button calls up the Alt-Q list. On a two button mouse, there isn't a middle button, so no Que List.

• SuperWorks is friendlier, faster, handles larger files and is more space efficient than Microsoft Works on the PC. I've used Works and have been disappointed with it. I've also had Works crash and lose data, whereas I haven't had any memory problems with SuperWorks except for those under Windows 3.0, and that is avoidable.

Hardware requirements for SuperWorks are a minimum of 256K of RAM (512K preferred) on an IBM PC/XT/AT/PS or compatible system and a minimum of one disk drive either 3.5-inch or 5.25-inch.

In conclusion, SuperWorks is a very usable program for AppleWorks users. I was impressed with its speed, ease of use and minimal learning time. If you are using AppleWorks 2.0 on a 128K Apple, SuperWorks on an MS-DOS machine is a real step up to power, speed and features. For users of AppleWorks 3.0 on a memory and speed enhanced Apple //e or a GS, this program will allow you to transfer your files to the MS-DOS platform with a short learning curve for a new program. You can use the extra time more constructively, such as learning how to implement macros to speed your work along. Writing macro sets for SuperWorks could possibly turn into a revenue source as has happened with UltraMacros from Beagle Bros on AppleWorks.

SuperWorks is available from:
Remarkable Technologies
245 Pegasus Avenue
Northvale, NJ 07647-0922
(800) 782-1955

Remarkable Technologies had a special mailing offering SuperWorks for $199.00 rather than the $399.00 suggested retail price. The literature mentioned that the mailings went to AppleWorks users, so you may be able to find an order form somewhere in the club or call Remarkable Technologies as the number that's listed is their order line.

Using Word Processors in Unconventional Ways

Software Tips

by Phil Shapiro, Washington Apple Pi

The human mind has very little in common with the written paragraph. Getting your ideas out of your head onto paper requires filtering your thoughts, and then squeezing them out into linear sentences. Some people find this difficult to do, even when using a word processor.

Trouble is, people are accustomed to using word processors in a very standard, non-intuitive manner. They start at the top of the screen, first thinking of a topic sentence, and then dredging their minds to find supporting details for this topic sentence.

But the human mind doesn't have topic sentences and supporting details all lined up as a linear grid in the brain—far from it. The mind is a jumble of tangled ideas, swirling around randomly in a seething caldron. The wonder is that anything intelligible can ever emerge from such a caldron.

But... what if we could find a method of simulating the caldron right on your computer screen? What if we threw caution (and structure) to the wind, and allowed our unstructured thoughts to be dumped willy-nilly onto the screen?

What we would get is an intermediate step between raw thoughts and polished sentences. Then, using the features of a word processor, we could rearrange, enhance, modify, and mold these raw thoughts into a finished form.

So how would anyone go about engaging in such boldly experimental activity? Easy. Fire up your favorite word processor, and then follow these steps, in no particular order.

1. Write only what you care about. If you don't care about it, it's not worth writing about.
2. Start at the end, and write a crowd-rousing conclusion. Then go back and think up appropriate supporting material.
3. Make a list of ideas you'd like to talk about. Write the list sloppily on the screen, using sentence fragments and the worst imaginable grammar you can think of.
4. Start with one topic, and then go off on a tangent onto another topic. Then if the second topic looks as if it has more substance than

the first topic, delete your scribblings on the first topic.

5. If you know a foreign language, try writing in that language. The mere effort of writing in another language can arouse a deeper awareness of your own ideas. If possible, write the most grammatically incorrect sentences humanly possible. Mix different languages in the same sentence. "Vous comprenez, monsieur, Quichekraftfoods?"

6. Ignore the even numbered suggestions above.

7. After inadvertently completing suggestion number 3, pretend you're a painter, and rearrange your list of raw sentence frags into new and bizarre arrangements. (If you're in AppleWorks, use the under-utilized ⌘-M command to move stuff within your document.) Stand back from the screen a few feet, and size up the look and texture of your emerging prose.

8. Switch off your word processor, and doodle with a pencil on the back of an envelope. Preferably the envelope should come out of your desk-side garbage can, and should be freshly trashed. (Doodling on the back of last week's envelopes is absolutely out of the question, unless you feel like it.)

9. Assume the devil's advocate position on a topic you care about.

10. Be controversial. Take issue with this suggestion.

11. Assume for a moment that you're going to write down a sentence that the world will remember into the next century. Then do it.

12. Assume for a moment that many people will care about what you are going to write. Then believe it.

13. Ignore the odd numbered suggestions.

14. Think up an imaginative "what if" scenario. What if Shakespeare had a LaserWriter by his desk, and three full-time secretaries to take care of every imaginable non-creative work he had to do? What if Mark Twain could have typed comfortably at 150 words per minute, using the Dvorak keyboard?

15. Think about the collected knowledge of civilization, and your part in adding to the whole.

16. Think about feelings.

17. Feel about "thinkings."

18. Switch on the automatic centering option in your word processor. Your prose will then look like poetry, as each line you type will be perfectly centered. Then pretend you're writing deep thoughts, witty thoughts, remarkably concise thoughts. Then satirize the tone of the poetry they forced you to read in high school. (In AppleWorks you can switch on the automatic self centering by typing ⌘-O, CN (abbreviation for centered), and then press

return. Press Escape to get out of Options, back to your document.)

19. Stop whenever you're not having fun.

20. Stop at a point where you know you'd like to start up again.

21. Don't ever stop. There's a lot to be said for building up momentum by writing regularly. Isaac Asimov has written over 300 books, most of it high-caliber writing. Apparently the technique of "not stopping" has never occurred to him.

(The author is the founder of Balloons Software, a new Apple II educational software company.)

from *Washington Apple Pi* (DC), 11/90 via Steve George, Mini'app'les stgeorge@pnet51.orb.mn.org or crash!orbit!pnet51!stgeorge

Mac HyperCard SIG news

HyperCard SIG News

By Peter Fleck

Next Meeting: August 26, 1991 at Southeast Library, 1222 SE 4th St. in Minneapolis, 6:30–8:45. Take the University Avenue/Fourth Street exit from 35W and go east 4 blocks. There is a parking lot behind the building and on-street parking (you don't have to feed the meters after 6 p.m.) but it can be hard to find a spot! Steve Kaufmann, a graduate student at St. Thomas, will show us a stack that evaluates the deterioration of food by simulating the storage environment. We'll also have an update on the BBS stack (see The HyperCard Report in this issue). See you there.

New HC 2.1 Commands: The rush to release HyperCard 2.0 left some commands behind. Whenever a window moves (including zooming) a moveWindow message is sent. Whenever a window is resized, a sizeWindow message is sent. Often both of these messages will be sent. One use of the moveWindow message would be to restore a window's location after a user has moved it off to the side. (These commands are not mentioned in *HyperTalk 2.0: The Book* by Winkler and Kamins but may be in other documentation.) *(From Kevin Calhoun, jkc@apple.com)*

'Print Report' Tips: Here's an undocumented feature and some tips revealed by HC Developer Gary Bond on AppleLink: If you hold down the option key while choosing the Print Report menu item, you will gain the ability to put boxes and lines around any print item. You have to open a report item to find the new checkboxes. There's also a new SAVE button in the Print Report dialog. To create lines or rectangles around empty print items, you must supply a quote-space-quote

("") in the Contents Of Item field. Have fun! *(This information is from the HyperCard board on AAIS BBS, 338-8844)*

Corruption: If you have a stack that won't open, use something like Deskzap or ResEdit to delete the entire resource fork. Generally the stack will then open and you can re-install any resources such as sounds or externals. *(This from David Herren and posted in the MacHype echo on the Conus BBS, 642-4629. Please remember the standard ResEdit warning: Always work on a copy!)*

Window Cycling: You can cycle through open windows in HC 2.x by typing Command-L (this includes open script editor windows). You can cycle in reverse with Command-Shift-L. ❡

HyperBytes

by Tom Edwards

HyperCard Tips

by Tom Edwards & Peter Fleck

Fields for uniform data entry

One of the pre-scripted buttons that comes with the 5-disk set of HyperCard 2.0 includes a button with a tag-along 'drop-down' field. Click the button and the typically-hidden field becomes visible. I've used this to present a drop-down list of "shared text" material in a field that appears on each card (another new feature of HC 2.0). It's hard to develop a meaningful sales report if a salesman's name is entered at different times as "Charlie", "C. Jones", "Chuck" or "Jones, Chas." This gives me a means to always enter the same data into fields that will be used to sort, search, or mark.

By holding down the "Command" key to lock a text field, clicking on a word sends it to the message box and makes it available to be picked up and used elsewhere. Therefore it can go into the field that needs a consistent series of selections. Once a selection has been clicked, the field automatically hides until the activating button is again clicked. Naturally, the field that the sortable entry goes into is locked so that someone can't botch it up by avoiding the list to select a response from.
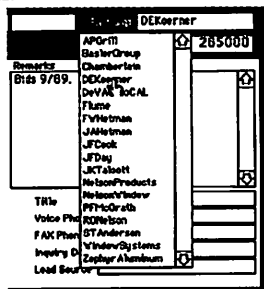
Since the stack I'm working on is intended for users unfamiliar with the Mac, a further touch was added, though it is sort of a visual kludge.

Once the shared text field is visible, a "mouse Within" message makes the message window visible with a hint line describing what the operator should do next. In this case it's something like "Click on a line to select the Salesman"... When the mouse is no longer within the confines of the field, the message window is put away. Although the hint line is a reasonable prompt, the "on-off" message window is annoying if the mouse is jerked in and out of the field. (Hmmmm. Maybe all that is needed is to open and close the message window in sync with the prompt field? Back to the script to give that a try!)

More bytes later...TWE ❡

Creating a HyperCard Practice Stack

by Peter Fleck, HyperCard SIG Coordinator

The following is a script I wrote that creates a small blank stack to practice things with. When you close the stack, it will ask if you want to delete it. If you decide to keep the stack (conveniently titled "A Practice Stack"), when you next click the Home Stack button, it will open this stack. This script should replace the script in the Practice stack button on the home card. It's for HyperCard 2.x and contains commands that won't work in lower versions.

```
on mouseUp
     if the optionKey is down then — takes
you to the Hypercard practice
             goToOfficialPractice — stack
when option key is held down
             exit mouseUp
     end if
     lock screen
     if there is not a stack "A Practice
Stack" — new operator for 2.x!
     then createPracticeStack —user—defined
message below
     else
             go stack "A Practice Stack" —
if practice stack exists, goes there
             exit mouseUp
     end if
end mouseUp


on goToOfficialPractice — sends you to offi-
cial Hypercard practice stack.
     set cursor to watch — for the slower
machines
```

```
        go to stack "Practice" - Δ
    end goToOfficialPractice
```

∞∞∞∞∞∞∞∞∞∞∞∞∞∞∞∞∞∞∞∞∞∞∞∞∞∞∞∞∞∞∞∞∞∞∞∞∞∞

This creates a one card stack and writes a
stack script:

```
on createPracticeStack
        create stack "A Practice Stack"
        set the rect of this card to
0,0,384,248
        set the rect of card window to
144,125,528,373
```

These lines that follow write a script at
stack level:

```
        set the script of this stack to "on
closeStack" & return & ¬
        "answer " & quote & "Delete this
stack?" & quote &¬
        " with " & quote & "No" & quote & " or
" & quote & "Yes" & quote &¬
        return & "if it is " & quote & "Yes" &
quote & return &¬
        "then " & return & "set lockMessages to
true" & return & ¬
        "send " & quote & "doMenu " & quote & ¬
        " & quote & " & quote & "Delete Stack…"
& quote & "& quote & " ¬
        & quote & " without dialog" & quote & "
to HyperCard" ¬
        & return & "end if" & return & "end
closeStack" & return & return &¬
        "on deleteStack" & return & "set
lockMessages to false" & return &¬
        "end deleteStack"
___
    end createPracticeStack      ⌘
```

HyperJottings

by Peter Fleck
The Riddle is Answered!

The winner of the first Mini'app'les **HyperCard
Riddle Contest** is *Tom Edwards*, intrepid
scripter and a regular at the HyperCard SIG. The
prize is yet to be determined. Second place honors
are shared by *Timothy Cunaw* and *Jason Parker*,
longtime HyperCard advocates.

So how did those folks at HyperCard set those
navigation utilities in the Home Stack and why
did it stump so many scripters? They used a new
property called SharedHilite. This property "de-
termines whether a background button, high-
lighted on one card of a given background, is
highlighted on every card of that background"

(from **HyperTalk 2.0: The Book** by Dan Winkler & Scott
Kamins). In pre–2.0 versions of HyperCard, when you set the hilite
of a background button to true it will be true for that button on all
cards of that background. If you wanted to vary the hilite property
from card to card you had to script it in as you travelled around.

With HC 2.0, you can create background buttons with utilities that
can be set *independently* for the same background button on a dif-
ferent card by setting the sharedHilite property to false. The but-
tons still share the same scripts, styles, sizes, etc.—they just don't
have the hilite property in common. In the Home Stack, the navi-
gation button that holds that card's name is always set to true, so
when you go to that card the button is already hilited and no com-
plicated scriptwork is required.

This is a welcome change to the HyperTalk language (especially
when you're using checkbox or radio buttons). It's also new enough
to be overlooked by many experienced scripters when trying to
solve the mystery. Congratulations to Tom, Tim, and Jason.

[A similar property (the "sharedtext" property) is available for
background fields in HC 2.x. You can have text that is common to
all cards, yet the same field can still hold text that is unique to a
particular card. It all depends on what editing features were in
effect when the text was entered and how the sharedtext property
has been set—I think. Play with this for a while, if you really want
to improve your powers of concentration! —TWE]

Illustrations are of the info boxes for buttons and fields in HC 2.x.
Note the addition of the "shared" categories. How you set this prop-
erty, determines whether the hilite (of a button) or text (of a field)

is seen by all cards or just the local card. Note also, that triggering "shared text" for a field also sets the "don't search" property to true.

To convert or not to convert...

Check out the Power Programming section of the July *MacUser*. Danny Goodman (author of *The Complete HyperCard 2.0 Handbook*) outlines some of the problems you might have in converting HyperCard 1.2x stacks to HyperCard 2.x.

Glad You Asked...

Why are all those commented diamonds (Δ) in the scripts of HyperCard 2.x?

Those diamonds act as flags to the folks at Apple who have to "internationalize" HyperCard. Wherever you run across a flag, there's a string literal in that line that needs to be translated for foreign versions of HyperCard. ¿Que sabe?

(Found on the MacHype Echo on Conus BBS, 612/642-4629)

KIDS CORNER
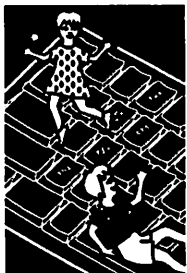
Fun software by Elizabeth Sibet, age 7, edited by Daddy, age 34

I have an Apple IIC+ computer at home. I play disks on it. Some are really fun, like CALIFORNIA GAMES, THINK QUICK, MATH AND ME and TETRIS.

Computer games are fun and some help you learn!

I want to tell you about CALIFORNIA GAMES, which is made by Epyx.

There are six different games in CALIFORNIA GAMES. They are Half Pipe Skateboarding, Foot Bag, Surfing, Roller Skating, BMX Bike racing, and Flying Disk. CALIFORNIA GAMES comes to you on a 5 1/4" disk that can be run on an Apple IIC, IIE, or IIGS.

You can play with a keyboard or a joystick, but a joystick makes the games easier to play. One to eight people can play. The object of each game is to win a trophy. You can play just one game, or all six if you want. If you break the highest score ever made in one of the events, your name will be stored on the disk and displayed on the highest scores screen.

Roller Skating is my favorite because it is hard jumping over the obstacles on the sidewalk and that makes it fun. I don't really like Half Pipe Skateboarding because I can't figure out how to play it. It is not like regular skateboarding, but you have to use a specially built U-shaped ramp called a "half pipe".

Foot bag is juggling without using your hands. You have to kick the ball or bounce it off your head without letting it hit the ground to get the most points. You get a lot more points if you bounce it off your head and hit the seagull flying overhead. Surfing is fun because it is funny. If you fall off the surfboard a shark will eat you.

BMX Bike racing is good. You pedal up and down hills and do stunts, but don't forget to stop at the end, or you'll fall off the cliff.

Flying Disk is kind of really hard too. It is a little bit tricky to throw, and very hard to catch.

The scoring for each event is a little hard to figure out. Usually you get high scores if you play a lot.

I think kids should buy this game because it teaches you how to use the joystick, and it is a lot of fun because you can play it with other people.

Submitted by Rand Sibet

MECC CONFERENCE ON EDUCATIONAL TECHNOLOGY

TO BE HELD NOVEMBER 23-26

St. Paul, MN - The tenth annual MECC Conference on Educational Technology is quickly approaching. The comprehensive program of in-depth pre-conference workshops, general conference sessions, product exhibits, and special events will take place November 23-26, 1991, at the Hyatt Regency Hotel in downtown Minneapolis.

For reduced rates, register before November 8.

For further information contact: Pat Kallio, MECC: 612/481-3640

For a conference brochure and registration form, call 612/569-1700, or write to MECC Conference on Educational Technology, 6160 Summit Drive North, Minneapolis, MN 55430-4003.

Submitted by Rand Sibet

Where in Time is Carmen San Diego?

**Apple IIGS
Software
Review**

Review by
Denis
Brown,
Apple-
Dayton
Journal

You should know that you're reading the impressions of a novice, as I bought our IIGS in December, 1989. On the other hand, I reckoned, if the software got by me it'd get by anyone, so I shouldn't let my humility paralyze me.

I agreed to review 'Where in Time is Carmen San Diego?' because I'd heard and read good things about the product and because I like trivia, especially history trivia. It's fair to say that this game fills your head with all kinds of historical tidbits while you roleplay a novice detective pursuing charlatans and ne'er-do-well's all over the world and, of course, all over time.

One navigates this game entirely by use of the mouse. After going through some introductory sequences (being inducted into the Acme detective agency and issued a "chronoskimmer"), a player is assigned a number of hours to identify and catch one of fifteen members of Carmen's gang of thieves, who pilfer such portables as the Taj Mahal and the Sistine Chapel. These brigands are described in various respects in the dossiers which the player may review. Those respects include the suspect's favorite painter, favorite author, whether the subject is male or female, and the suspect's eye and hair color.

As the game begins, the player is taken to the site of the heist, whereupon he (or she) can gather clues, talk to informants, interview eye-witnesses or scan the area. Any clue-gathering transaction results in a deduction from the time available to capture the thief, so sleuthing needs to be done economically. The clues yield information about where the evildoer has gone next, and sometimes imparts information about him or her, such as "She must use peroxide." Once enough is known to adequately describe the culprit, a warrant can be issued and the capture robot, who does all of the apprehending legwork, can be armed. If one stumbles upon the thief's locale without a warrant, the capture is voided and a dressing down by the agency chief is in order. (I have come to know this part of the game very well.)

In the course of the game, the screen displays on one side the chronoskimmer options. These are such things as dossier review, obtaining information from an informant or witness or by use of a "scanner" (think of metal detectors at the beach), filling out a warrant, or selecting the next destination. The other side displays the graphics for the pursuit locales, graphics for the henchmen and the capture sequences.

One navigates from scene to scene by taking stock of the clues and correctly identifying from among the four choices of where and when the culprit has fled. The appearance of "henchmen" will usually tell the player, upon the first attempt to obtain a clue, that he is still on the right track. If the sleuthing is accurate, about six or seven historical sequences are all that are needed to close on the arrest. Only one warrant can be issued at a time, and if one has been drawn for the wrong pilferer, alas, the chief will have a word with the detective. Though I never proceeded this far, success in the game lies in apprehending all of Carmen's gang, and then bagging the wily Ms. San Diego herself.

The package includes software, a "Detective's Manual", some cursory descriptions of the thieves, cleverly named "Justin Case", "Lynn Gweeny", "Russ T. Hinge", and the like, and a two-inch thick paperback entitled "The New American Desk Encyclopedia" which is certainly needed to navigate many of the clues. The software in my package consisted of two 5-1/4 inch disks, which I had to keep flipping around with my one drive. The literature mentioned that 3-1/2 inch software is available and that is by far the preferred option with this game.

I give thumbs up to the game logic and the difficulty level of the information needed to play the game. The graphics, though not great, weren't bad. I give a minus to Broderbund for injecting absolutely no variety into the capture sequences. There is tone-setting music to accentuate the nearness of henchmen and the attempted capture sequence; nothing harmful but nothing to challenge the IIGS's capabilities either.

Though this game, appropriately described as educational as well as recreational software, seems targeted to the seventh grade crowd, this law-trained 40 year old got plenty out of it. If you don't care for trivia, however, there is not enough else to the package to make it worth the expense.

Scale:	Rating:	
♦♦♦♦♦ Excellent	Graphics	♦♦♦
♦♦♦♦ Good	Enjoyment	♦♦♦♦
♦♦♦ Average	Usability	♦♦♦♦
♦♦ Poor	Challenge	♦♦♦♦
♦ Failed	Realism	♦♦♦
	Educational value	♦♦♦♦♦

Where in Time is Carmen San Diego? Cost: about $30 from:

> Broderbund Software Inc.
> 17 Paul Drive
> San Rafael, CA 94903-2101

Eamon Adventure #5

Welcome to the Castle of Doom!

by Donald Brown

The Castle of Doom is run by two kindly old ladies who want to give valiant Adventurers a little bit of excitement.

You will be traveling in a round Castle just chock-full of evil Monsters and wonderful Treasure. A special treat for you in this Dungeon — the owners will keep things as they are if you choose to return to the Main Hall to heal up for a while!

(Assuming, of course, you can make it out!)

via Steve George

Eamon Adventure #6

"The Death Star"

by Donald Brown

As you left the Main Hall, you suddenly felt a queer wrench in your stomach, as if you had been turned inside-out, then right again. When things became clear again, you found yourself at the helm of a spaceship! You realize you have gone through a Reality Shift! You are in a parallel universe. You must stay in this universe until you fulfill some quest. Although you have no access to your old gear, your body is the same. However, none of your old spells will work.

By searching new 'memories', you find out your situation, which isn't good!

You are aboard the Millenium Falcon, which has just been dragged into the Empire's evil machine of destruction, The Death Star! To escape, you will have to find destroy the equipment in either the tractor beam machinery section, or the power machinery room.

You are equipped with a light-sabre.

Good luck, Adventurer.

via Steve George

IIGS.36 - ForumLink Disk

America Online, User Group Forum, May 1991 Disk Of The Month

IIGS.36 Review:

Wordworks version 2.0 - New version reads AppleWorks WP files (1.0 to 3.0) as well as teach, WW, TXT and SRC files. Unlimited open windows and doc size to memory, complete error checking, color, printing, adjustable left/right margins, tab spacing, line spacing (w/negatives), find and replace w/word and case selectivity, displays current font/size/style/color of insertion point or selection, outlines all available font sizes in SIZE menu for current font, supports extended keyboards, includes ICON file & will load documents via FINDER. Most commands including document information work on entire document or a selection (ie, find "WordWorks" only in selected text and replace with "WordWorks 2.0". ALL THIS AND MORE IN ONLY 16K of code! WW2.0, ICONS & DOCS included. By Lane Roath.

Rainbow Shanghai Tiles - This is a really nice tileset, if you like bright colors. I have intentionally and carefully placed a certain amount of the color black in each tile, so as to make it easy to tell which one you have clicked on (the black turns white). All you have to do is match them up. There are no "fancy matches" like in the original game... In other words, if they don't look exactly alike, they don't match on this set. Pretty nifty, huh? I surely hope you enjoy these as much as my friends have. By Rick Gast

TWGS.Reporter - a CDev (control panel document) which tells you the current speed, maximum speed, number of speeds, cache size, ROM version, cache flush type, data cache status, and IRQ status for a TransWarp GS. Also lets you adjust speed and enable data cache. Six pages of documentation on how to install and use. Public domain software. By John Link.

DiskTOPP Gs/Os Selector - The same staff who brought you the SelectMaster and QuixElect ProDOS 8 selectors now introduce DiskTOPP - our new, simple program selector for the Apple IIgs. A complete remake from our

previous selectors, this program uses the standard Apple Desktop Interface instead of the old-faithful 80-column text. Gs/Os is fully supported. Complete documentation is included. From Black Knight SoftWare.

Apple Rx version 3.3 - Fixes a problem where GS/OS would not permit writing of the boot block on the boot volume. Also has more mnemonics for the filetype list. Present owners note: do not install the Rx.Gs.data file, but use your old one which will then retain your settings. This is the only Apple II virus detector which knows about ALL existing Apple II viruses. It is shareware ($20) and some functions are disabled until you get the enabling instructions. Copyright 1991 by Glen Bredon.

ShowPic NDA version 6.0 - This version adds True Scrolling, MacPaint Viewing, Full Size APF Saving, Save Dialogs, and other features. It still displays Screen, PrintShop GS, Paintworks, Packbytes, Apple Prefered, Gif, 3200 Color, and now MacPaint Graphics. It saves in Screen, APF Screen, APF Full size, and Double Height APF for Condensed printing. It converts between modes and some simple conversions to 640 mode color or gray scale. This version also fixes the Rom 03 bug (not being able to use the mouse). Freeware. By Dave Leffler.

MenuMaster version 1.0 - This NDA allows you to adjust the Color and Font of the menu bar. Your settings are also saved for any future application, even after you turn off your computer. The colors will be used in ANY menu bar, even ones in a window. The Font will be used in any program using the Font Manager and will also appear in PopUp menus. A very user friendly interface is provided. This utility will work with and within any application. This is a JesusAWare utility. By Dave Leffler.

UtilityLaunch version 2.2.3 - A powerful program selector/launcher for the Apple IIGS. UtilityLaunch provides multiple screens of user selectable icon buttons, and permits setting slots, colors, speed (ZIP GS and TransWarp GS speeds also), modem and printer parameters, prefix 8, and message center pathname for any program being launched. New to version 2.2.3 is easier setup of launch buttons and improved handling of icons. UtilityLaunch is Shareware - $10 fee. Complete Documentation is included. By George R. Wilde.

Laser 3 across labels - This is a series of templates for using three across labels on a laser printer. It takes the names from an AWGS DB file and allows you to bring them into the page layout module for three across printing. With the right labels, it should work with any printer.

by Tom Gates

IIGS.37 - ForumLink Disk

America Online, User Group Forum, June 1991 Disk Of The Month

IIGS.37 Review

Explorer GS - the latest program by Travelling Faire Software, the creators of Golem, The Golden Bug, and Castle Metacus. Explorer is the desktop-based, graphic version of the Mazegame design-your-own-adventure program uploaded about 2 years ago. It will run any scenario created with the GameMakerGS program (downloaded seperately). Since Explorer is a design-your-own-adventure program, scenarios can take on a huge variety of forms. Obstacles faced in the various scenarios may include mountains, rivers, forests, traps, hidden spikes, forcefields, talking walls, lava pools, hidden passages, and a variety of monsters and evil creatues. Other features include auto-mapping, magic spells, treasure chests, and boats for sailing around the seas. As your character battles with monsters and wins scenarios he/she will gain experience, new spells, and increased strength, wisdom, etc. Includes are three scenarios: a small introductory scenario, an ocean-based scenario, and a large forest/cave scenario. Also provided are three sample characters. If you want to make your own personalized characters or scenarios, download the GameMakerGS program. Explorer is SHAREWARE ($10), unless you have purchased any other Travelling Faire program.

GameMaker GS - creates scenarios and characters for ExplorerGS. It utilizes a desktop-based, point-and-click interface, and has an extensive online help dialog. It provides many helpful features such as auto-aligning of doorways and stairways between rooms, and layout editing, for altering the overall layout of the scenario. GameMaker can also load already existing Explorer games for revision. Characters can be created from 28 different races, each with its own strengths and weaknesses.

Quit-To - is a CDA that allows you to go directly from any ProDOS 8 program to any other program — either ProDOS 8 or GS/OS. Don't waste time quitting back to the Finder; now you can "Quit-To" any other application! Much like the utility "RunQ", but for ProDOS 8 programs. Quick, easy, slick, fast, and cheap (shareware).

Puzzle GS - verison of the 14,15 puzzle. This is a very well written game by Richard Bennett of Australia. Enjoy!

Shadowed GS Finder Icons - set of Finder and other icons colorized and designed to look shadowed. Includes a "Black Hole" trash icon. Created with IconED from Paul Elseth, these icons really make the Finder look good.

AutoMenus v1.0 - is an init that eases the use of the menu bar. With it, menus will automatically pull down when the pointer is placed on them; there is know need to click and drag simply to view the menu. To make your selection, you just click on it. Shareware: $5.

Beyond Fun from FTA - included is FTA's version of Columns, a tetris-like game (a full-blown IIgs version is also available, by Ken

Mock). This is just a small version with just the basic game (but still fun!). The following versions are included:

- S16 version launchable from GS/OS
- SYSTEM version runnable from ProDOS 8.
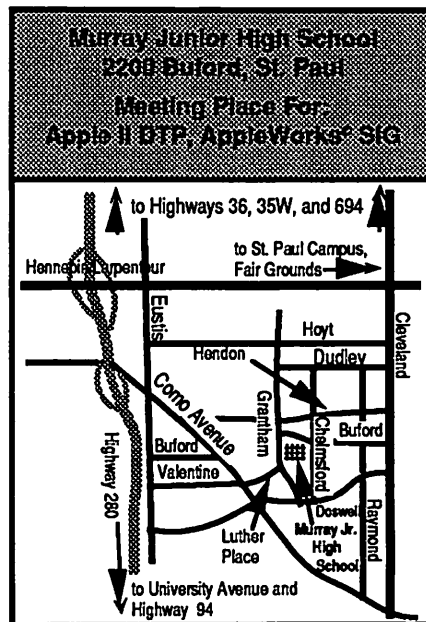- CDA version accessible from any-where!!

The CDA version is a neat one, you can play Columns while in AppleWorks GS or America Online. Instructions are included inside each seperate program. Just download and run the S16/.SYS version or install the CDA version.

a2fx.8 (Mac-to-Apple II Transfer) - the latest release of a2fx, the Apple II File Exchange program. Lets you read Macintosh HFS disks and transfer the files to a ProDOS volume. Documentation included, a new addition. Monetary donations ($20 or so) gratefully accepted.

SNEEZE - is a text file viewer (TXT or AWP files), file printer (TXT or AWP), graphics viewer (most 8 bit and IIgs formats), file copier (with disk swapping allowed). It lets you easily navigate through your disks and folders, and — as they say — "much more". 100% free and public domain. Indespensible, a must-have, etc., etc. For all Apple IIs later than the II+. This version (1.1) adds support of 3200 color graphics on the IIgs, and the scrolling in the file-selection window has been significantly improved. Attention "3200" fans: Sneeze now supports 3200 graphics; BIN, PIC and PNT (packed).

SoundOff! CDev/Init version 1.1.1- SoundOff! is a CDev/Init combination which allows the selection of System Sounds. This is a bugfix release which corrects a very tiny bug in the released version of SoundOff! v1.1... This bug would cause the CDev to die in any program which did not have the Font Manager started up upon loading the CDev. v1.1.1 still fixes the Startup Sound problem, and is 100% GUARANTEED to come up in the Finder if installed correctly (I hope I don't regret that statement later :)...

by Tom Gates

Computers in the Classroom: The Revolution that Fizzled???

**Computing
in the
Schools**

by Phil
Shapiro

The May 20, 1991, issue of Time magazine had a feature article titled, "The Revolution that Fizzled," about how computers in the classroom have not lived up to the promise that everyone first expected. My initial reaction to the article is that the author cannot have visited more than a few schools, or he would have many more favorable things to say about how computers can enhance learning. Yet the article raises some interesting concerns that lend a modicum of support to the sensational sounding title.

True, computers are no magic cure-all for the problems that bedevil our educational system. Computers alone can't teach a well-balanced curriculum. But, used thoughtfully and wisely by well-trained teachers, with support and encouragement from school administrators, computers can serve as powerful intellectual springboards for young minds.

The author of the article echoes the sentiment that, "Good teachers will always be the heart and soul of good education." Of this, there can be no doubt. But in what ways can we encourage teachers to incorporate computer use into their regular lesson plans? This can be especially challenging in the single-computer classroom.

Many schools these days have both a computer lab, as well as a solitary or twin computer system set up in the back of each classroom. Using such a computer with thirty energetic kids takes some planning. You have to find software that can be successfully used in groups, and find ways to involve both the eager-beaver students - - - and the sleepy-eyed-owls. This can be quite some challenge, depending on the maturity of the students in a particular classroom..

Another point the author brings up is the moderate noise levels that rises when children work cooperatively on computer based activities. Our Puritan heritage makes many teachers cringe at the thought of rising noise levels in the classroom. Yet what may appear to be random chattering often turns out to be stimulating communication. Computers can serve as an excellent vehicle for children to discuss ideas with one another, to engage in exploratory discussions, to participate in group problem-solving, and to undertake all the other real world skills that are the ultimate goal of any education system.

Free-form classrooms take some getting used to, especially by upper level administrators, whose primary concern is that classroom activities be conducted in an orderly fashion. But, given a chance to work, such open classrooms yield all sorts of learning opportunities. More than anything, though, open classrooms renew children's natural love of learning. They make school a fun place to be.

Underlying this whole debate is the nagging problem of which computer platform to invest in. Apple is pouring millions of dollars into promoting the Macintosh as the best computer for classroom use. They're even pushing elementary school classrooms to purchase the over-priced Macs.

But which option makes more sense: Thirty students sharing six Mac LC's, or, thirty students sharing twenty Apple IIe's? The children don't derive any greater benefit from using a Macintosh than from using an Apple II. And the selection of educational titles for the Macintosh still remains less than one twentieth the selection of educational titles for the Apple II. Not to mention that the educational titles that are available for the Mac are often priced double, triple, and even quadruple as much as the standard Apple II software package.

No. The Apple II remains the computer of choice in many school districts. And for good reason. It's eminently affordable, and boasts a prodigiously large selection of high quality educational software. There are few schools who can claim to have exploited all of the Apple II's potential. It wouldn't surprise me at all to walk into schools in the year 2000 and see Apple II's still being used enthusiastically by students.

While raising some valid concerns, the Time magazine article misses the mark. The educational computing revolution hasn't fizzled: it just hasn't exploded with the fireworks that early promoters expected. But ask any teacher who's worked closely with computers in the classroom. Computers are firing up all sorts of new neural connections in the minds our nation's youth.

Measurable results won't necessarily show up on next month's achievement tests. But give it a couple of years, and you'll see a new generation of enthusiastic learners. And if students take a delight in the learning process itself, what more can we ask from our schools?

(The author is the founder of Balloons Software, a new Apple II educational software company. He can be reached at Balloons Software, 5201 Chevy Chase Parkway, N.W., Washington DC, 20015-1747, or by electronic mail on GEnie at: P.Shapiro1. He serves as the chairperson of the educational special interest group (EdSIG) in the Washington Apple Pi club.)

via Tom Gates

Math Shop

Drill-and-practice programs are good at getting children to learn the basic math facts. But to get children involved in doing math, in solving math problems, you have to look beyond the drill-and-practice programs. The Math Shop disk, by Scholastic, excels at getting children involved in doing everyday, practical math problems.

The basic premise of Math Shop is a simple one. Children assume the role of shopkeeper, and serve customers who walk into their stores. Ten different stores are available for choosing from, with each store emphasizing a different sort of math problem. The Donut Store, for example, emphasizes fraction questions; the Boutique emphasizes practical "cash-register" questions; the Jewelry store emphasizes decimal additions; and the Pharmacy emphasizes percents.

Children use the arrow keys to walk an animated figure around to the ten different stores on the screen. (The tacit understanding is that the animated figure represents the child/shopkeeper.) A simple press of the space bar allows the animated figure to walk into any store.

The Math Shop game can be played in a "practice" mode, and in a "game" mode. The practice mode allows you to take as much time as you want in serving the customers. The game mode requires you to perform under pressure of the clock.

In the game mode, you open up all the stores in the mall, and you serve the customers by running back and forth solving math problems at the various stores. All the while new customers are coming into the stores. (The customers are represented by little figures in the store window.)

If ten customers line up in any one store, the customers get tired of waiting and all leave at once.

The disgruntled, tired-of-waiting customers leave the screen with an appropriately disappointing musical sound.

Kids quickly catch onto this true-to-life business enterprise, and thrive on the effort to become model shopkeepers. You can't help but smirk when you hear a little kid urge a friend to, "Hurry up, or you'll lose some more customers!"

In the practice mode, you open up one store at a time, and play the game at your own leisurely pace. Customers do not keep flooding into the mall, so you have no distractions from taking care of the store.

The practice game can also be played with or without a timer. My own preference is to play the game without the timer. Many children will chaff at having to perform mental tasks under the watchful eye of the clock. Yet, for some children, the timer provides an added element of excitement.

As you serve customers in the various stores, the problems become increasingly difficult. At the harder levels, the problems become quite challenging. But even the hardest problems can be solved in your head. There is really no need for pencil and paper in working through any of the problems. (In certain circumstances, pencil and paper could be called for as aids for individual students.)

For all its good qualities, Math Shop is the type of program that calls out for parental or teacher supervision.

Or, better yet, parental or teacher involvement. The program teaches higher-order thinking skills, so kids can't really be left alone to practice by themselves. An active, involved adult can be beneficial in helping children learn the tricks and intricacies of solving the problems in each of the ten stores.

By getting actively involved in playing the game, parents and teachers can bring to life the excitement and fun of solving math problems. And there's a warm feeling of teamwork when people work together to solve higher-order puzzles/problems.

Math Shop is the type of program you can get hours and hours of use from. In time, all players of the Math Shop game develop preferences as to which of the shops are their favorites. My own two favorite stores are the Lumber store, and the Number store. Both of these stores give you questions that really make you think. Each question is actually a puzzle of sorts, whose solution brings pangs of joy to those who solve them.

The documentation accompanying Math Shop says the disk is suitable for children in grades 6 and up. My own experience is that children in the 3rd, 4th, and 5th grade, with solid arithmetic skills, could also benefit from the disk. Of course, the younger the child, the greater the need for supervision.

As a side note, I might mention that I have also used Math Shop quite successfully with mathematically gifted 1st and 2nd graders. To bring

mathematics alive at such a tender age is one of the true gifts of personal computers.

Yet, care should be taken never to impose this type of problem solving disk on those who are not ready for it.

The original Math Shop disk was so well received that three separate spin-off disks have been introduced by Scholastic. Math Shop Junior is intended for children aged 6 to 9. The layout and operation of the program is identical to the original Math Shop, with all the problems scaled down in difficulty.

Advanced Math Shop is intended for children aged 12 to 18, and develops pre-algebra and algebra skills. The harder levels of Advanced Math Shop present a challenge even to —ahem— math teachers.

Scholastic also sells Algebra Shop, which I have not had a chance to use. I presume it continues along the same lines as the other Math Shop disks.

Math Shop sells for $27.95 from Silicon Express (mail order). Their phone number is 1-800-228-0755. The other Math Shop disks can be ordered directly from Scholastic for $32.95. Scholastic's toll free number is 1-800-541-5513.

Math Shop can also be purchased at a discount by members of the Big Red Computing Club, in Nebraska. The BRCC price for Math Shop is $26, including postage and handling. BRCC's phone number is (402) 379-4680.

Math Shop runs on any 64k Apple II, including the Apple II Plus, IIe, IIc, IIGS, and IIc+. A color monitor is not required. It also runs on the Laser series of computers.

Thanks are owed to Cary Hammer and Alice Chrystie Wyman, who designed and produced the Math Shop disk.

(The author teaches computers in elementary school, and develops educational software for the Apple II and compatible computers.)

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from *Apple Bytes* (Memphis), 9/90

via Steve George, Mini'app'les Contributing Editor

by Phil Shapiro

StoryWorks

These days new possibilities are opening up for non-programmers to replicate some of the creative work previously the sole domain of computer programmers. HyperCard on the Macintosh has been the premiere authoring system, unleashing a torrent of creativity of the part of rank and file computer users.

Similar hypertext programs have been created for the Apple II line, including Tutor Tech, HyperStudio, and HyperScreen. Various barriers, including price and complexity, have precluded some of these programs from achieving the same widespread appeal as HyperCard. Along comes StoryWorks, a program published by the Teachers' Idea and Information Exchange, a national association of AppleWorks-using teachers. Tapping into the enthusiasm most people have for AppleWorks, StoryWorks allows you to make hypertext stacks straight from your AppleWorks files. These stacks can be displayed in two formats: a 30 columns, graphics font format, or, a regular 80 column text format.

In the past, the TI&IE people have done good work in collecting and disseminating AppleWorks templates and files for the Apple II using educators as the distribution channel. So publishing StoryWorks and distributing StoryWorks stacks seems like a natural progression in their mission in the Apple II universe.

For the sake of objectivity, it's best if I state my biases right up front. I'm always skeptical of toolkit programs that give teachers "great freedom to design wild and wonderful lessons for their classes". The underlying assumption is that the average computer-using teacher has an extra 20 hours of free time a week to come up with innovative lesson plans that can be executed once on the computer, leaving an indelible impression on the students' minds, and forever changing the face of modern education. This is not so.

The plight of teachers is such that they're already overburdened with outside work. Sure, some innovative energetic types might occasionally dabble in a little experimentation. But that's the exception, rather than the rule.

Having said that, I must admit that I found StoryWorks to be quite well done. And yes, I could see it being used in the classroom. But the success of any particular stack is a function of the imaginative powers of the stack's creator. StoryWorks seems like a wonderful tool, but a tool only as powerful as the imagination of the stack creator.

Creating stacks with StoryWorks doesn't require any special expertise, but you do need to spend a good hour or two reading through the manual. From there, the best place to go is the demonstration stacks themselves, whose structure you can duplicate in your own stacks.

Navigating through any particular stack, as a user, is quite easy. All you have to do is press the appropriate letter key, corresponding to a particular topic, and you're hastily whisked away to a new screen of information. You can also use the up and down arrow keys to scroll through longer fields of text. Returning to your original place is as easy as pressing the return key.

It's difficult to assess the merits of toolkit programs, such as StoryWorks, without seeing a number of different demonstration stacks. The StoryWorks program disk comes with six or seven demonstration stacks, all of which are interesting, but none of which is astounding.

More impressive were two stacks distributed on the September, 1990, monthly subscription disk distributed by the Teacher's Idea and Information Exchange. The first stack shows a timeline from 1960 to 1961. This stack is made to be viewed in 80 column mode, which means that a lot of information can fit onto the screen. To find more information about any historical event on the timeline, you can press the corresponding letter key.

The structure of the timeline stack was such as to promote a playful browsing of the timeline. By using the up and down arrow keys, you could scroll up and down the timeline. When you saw an event or topic that you wanted to read more about, you just pressed the corresponding letter key. With one key press, you could get knowledge on demand. A return key spirited you back to the timeline.

Another stack that was quite well done was a timely stack on the Middle East. The stack started off with a ten question quiz, aimed at an upper high school or college level student. The questions cover such topics as mid-East geography and demographics. The program keeps a score of your answers, and tells you how well you did at the end of the quiz. Following the quiz is a well written little tutorial, written in encyclopedic style, that delivers a dose of pertinent information on the Middle East. I sort of wished that the tutorial section would have preceded the quiz, so that I might have gotten some more of the quiz questions correct. But the quiz heightened my sense of "knowledge deficiency," which then made me more receptive to the tutorial. So there did seen to be a good reason to place the quiz before the tutorial.

All in all, StoryWorks appears to be a program with some real promise. Certainly, creating stacks in StoryWorks is easier than creating stacks in HyperStudio, HyperScreen, or Tutor Tech. Since StoryWorks is completely text based, you can focus your attention on textual content, rather than graphical enhancements. And StoryWorks' affordability (at $49.95), makes it a favorite over Tutor Tech (which sells for over $130).

But you do have to have a creative inspiration to produce a stack. The programs's general ease of use doesn't mean that educational stacks are going to write themselves. However, it wouldn't surprise me to see some innovative stacks produced by other Apple II-using educators.

More exciting would be to see some stack produced by other organizations with a proven track record of creative production. The organization which first leaps to mind is the Children's Television Workshop, the folks who produce the brilliant television show 3-2-1-Contact. Imagine having one of their dynamic television shows tied in with a hypertext stack, all followed by a StoryWorks quiz. They already produce a teacher's guide to their innovative documentaries. So why not go one step further, and use their talented staff to produce some StoryWorks stacks?

Another organization that could produce some interesting stacks is Newton's Apple, the public television science show. They already have produced several public domain Apple II tutorial disks. With the generous funding of DuPont, which underwrites other parts of the show, Newton's Apple could do some scintillating science using StoryWorks.

Another organization with the talent to create StoryWorks stacks is Scholastic Software. In the past they've created some wonderful hypertext adventures, called Twistaplots, on their monthly Microzine disks. They have some of the most imaginative children's writers doing work for them.

In summary, the strengths of StoryWorks are its ease of use and appealing screen font. The program is so easy that kids could learn to use StoryWorks to create branching stories. Of course it takes a certain type of child, in a certain kind of mood, to create a branching fictional story. This creativity tool doesn't have quite the same widespread appeal as The Print Shop.

Branching fictional stories are one thing. But more important is StoryWorks' ability to deliver factual knowledge, organized in a logical hierarchy, accessible at the touch of a key. This program has a lot of potential to disseminate knowledge to a knowledge-hungry generation.

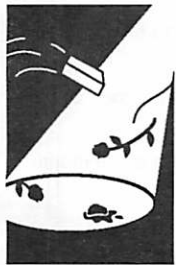*(StoryWorks is available from the Teacher's Idea*

from Washington (DC) Apple Pi, 12/90, via Steve George, mini'app'lesstgeorge@pnet51.orb.mn.org or

Apple II Main Meeting Minutes

by Tom Ostertag

Minutes of the Apple II Main Meeting

by Tom Ostertag

It was the best of times, it was the worst of times... (Just thought I start off with something classy, but for the Dickens can't remember who wrote it) As I came over the hill on Ford Parkway on Monday night, I saw a group of ruffians carrying banners and wondered why people had to protest all the time... As I got closer, I realized that it was the Apple II group in their usual riotous manner, enjoying themselves. (One of the placards said "I'd rather fight than switch... Apple II forever!) I think that it was in response to the Newsletter cover about "CrossWorks" which is an MSDOS program.

After we carted everything up to the meeting room, we started with the announcements, then the Q&A time. This night's questions were about telecommunications, which was good because that's what the meeting topic was about. Tom Gates loaded Hover Blade into the GS and I tried to talk while the program was going through it's opening serenade... (I lost, Steve George wanted to know what that program was.) Tom did start and first talked about ShrinkIt which is a file compaction program for the Apple II series. (different versions work on the II+, //e and the IIGS. He demonstrated packing and unpacking files and how easy it was with ShrinkIt. I was impressed... After that he ran a demo of the Club's bulletin board, Mini'info'net and explained the normal functions and some of the functions recently incorporated in the BBS. At about 8:55, we all made a mad dash for the door and headed for Baker's Square for pie and coffee (and cold califlower soup...). The magnet mystery continues...

The knives are very attractive, but not all of them. This after meeting group is getting so notorious that the Club President, Dave Laden, had to come and check up to find out what all the commotion was about. I left while desserts were being contemplated...

Next month we will again meet on the second Monday, 9 September, at 7:00 pm. We hope to have Fred Evans or John Hyde come and do a presentation on some of the new Educational Software for '91. Should be an interesting meeting...

ATTENTION: Authors & Contributors!

This newsletter incorporates almost all of the material submitted before 8/20/91. (Except for TWE's most recent HyperBytes article.) We will need material for the October newsletter by the time you read this notice. Although recent changes in Newsletter Staff have left us somewhat unorganized, we are scouring our archives for articles we may have missed. If you have submitted articles that have not been published, please submit them again if you still have the file. If you do not have the file, please contact Darryl or David with the date the article was originally submitted.

We were unable to include several articles that were downloaded from other BBS's and news services because they didn't contain a reference to the source and date of the material. These articles cannot be published because of the obvious legal/plagiarism implications.

Our editors and layout people appreciate reading your comments and suggestions about the material you submit. Please use brackets, preferably at the beginning of your article, to communicate your ideas to us. An example: [Editor, this is how I would like you to format my article.]

A special thanks to those who contribute material with tags. This greatly simplifies the layout, ensures your article will be formatted properly and guarantees your article will get immediate attention.

Do NOT attempt to format your articles! Extra spaces slow us down considerably. You may use tabs to format columns, but only ONE tab between each entry. It won't look good on your screen. But not to worry, just leave the formatting to us.

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