



mini'app'les

newsletter


\$2

Vol. 14
No. 10

The Minnesota Apple Computer Users' Group, Inc.

OCTOBER 1991

Calendar
of
Events

M	T	W	T	F
	1	2	3 Mac Main Meeting Bloomington Educational Center 90th St & Portland Ave. So. 7:00 p.m. Subject: Earl Joseph, Futurist Mike Carlson: 866-3441 Melvyn Magree: 559-1108	4
7 Mac Computer Art & Design SIG College of Art and Design 2501 Stevens Ave S, Mpls. 6:45 p.m., Joy Kopp: 440-5436	8 Apple II DTP SIG Murry Jr High St. Paul, 7:00 p.m. Subject: Publish It 4 Bill Warner: 938-1334	9	10 mini'app'les Board Meeting Lexington Branch Library University & Lexington Aves. St. Paul, MN, 7:00 p.m. David Laden: 488-6774	11 SWAP MEET Apache Plaza Oct 12th 10:00 a.m. - 2 p.m. —————>
14 Apple II GS and Apple II Main Meeting Highland Park Library, Ford Parkway, St. Paul, 7:00 p.m. Subject: Claris Rep. Tom Ostertag: 488-9979	15 MacCAD/E SIG Heath/Zenith Computer, Hopkins, 7:00 p.m. Bill Langer: 937-9240 Microsoft® Works™ SIG Highland Park Library, 7:00 p.m. Ken Edd: 631-3679	16	17 North Shore Mac CIG Bethlehem Lutheran Church Grand Marais, 7:00 p.m. Jim Ringquist: 218-387-2234	18
21 Fourth Dimension™ SIG Autoline, 2714 Patton Rd, St. Paul, 7:00 p.m. Ian Abel: 824-8602	22 Mac Programmer SIG Murray Jr. High, St. Paul, 7:00 p.m. Subject: QuickTime and Vidio Gervaise Kimm: 379-1836	23 Mac Desktop Publishing SIG First Tech, 2640 Hennepin, Mpls. 7:00 p.m., Bob Grant: 827-6142	24 AppleWorks® SIG Murray Jr. High, 2200 Buford St. Paul, 7:00 p.m. Subject: Databases, Beginning to Advanced. Jim Shield: 434-9836	25
28 HyperCard™ SIG East Lake Library, 2727 E Lake St., 7:00 p.m. Peter Fleck: 370-0017 Mac Novice User SIG Highland Park Library, St. Paul, 7:00 p.m. Tom Lufkin: 698-6523	29	30	31 	

Notes:

Deadline for the November Newsletter is October 4th.
Deadline for the December Newsletter is November 1st.

SIG - Special Interest Group
CIG - Community Interest Group

**THE CALENDAR FOR
NOVEMBER IS ON PAGE 4**

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

Board Members:
Officers


















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

Directors

Publications	<i>Open</i>	
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	<i>Open</i>	
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	<i>Open</i>	
Apple // DOM Editor	Tom Gates	789-1713
CP/M	<i>Open</i>	

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

This is the Newsletter of mini'app'les, the Minnesota Apple Computer Users' Group, Inc., a Minnesota non-profit club. The whole newsletter is copyrighted © by mini'app'les. Articles may be reproduced in other non-profit User Groups' publications except where specifically copyrighted by the author. (Permission to reproduce these articles must be given by the author.) Please include the source when reprinting.

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

Membership — mini'app'les
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
	5 1/4" System	\$1.00	\$1
	3 1/2" Apple/Mac eDOMs	\$5.00	per
	3 1/2" System	\$3.00	disk,
	3 1/2" System 7.0 (9 disks)	\$15.00	Max
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 on the mini'app'les BBS or DTP Exchange BBSs. You can also reach Dave at 432-0913.

Deadline for material for the next newsletter is the 1st of the month. An article will be printed when space permits and, if in the opinion of the Newsletter Editor or Manager, it constitutes material suitable for publication.

Meeting Dates — Please phone calendar dates and changes to:
Dick Aura at 941-1198.

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

mini'app'les Voice Mail — 229-6952

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

Newsletter Publication Staff

Publications Director	<i>Open</i>	
Newsletter Manager	David Undlin	432-0913
Editor	Darryl Zurn	638-0315
Advertising	<i>Open</i>	
Production Manager	<i>Open</i>	
Layout	Jane Vanden Plas	537-4384
Layout	Susan Bacig	378-2042
Layout	John Porter	699-5052
Layout	Earl Holdridge	922-7311
Calendar/Delivery	Dick Aura	941-1198
Contributing Editor	Tom Edwards	927-6790
Contributing Editor	Peter Fleck	370-0017
Contributing Editor	Steve George	935-5775

CONTENTS

VOL. 14, NO. 10
OCTOBER 1991

IN THIS ISSUE

Announcements	
Apple II eDOMs	5
New Members	7
Backing Up Is Hard To Do	8
CMS SCSI Utilities Special Offer	9
Swap Meet	9
Software Director's Report	10
Beagle Buddy	10
Publish It! 4 Review	11
New Concepts GS/DSP	12
Funny Numbers	14
Beware Laser Drives	15
Eamon Adventure #7	15
Dear Dr. Franklin	16
IIGS eDOM Reviews	18
HyperActive Font Catalog	19
HyperKit emcee Presentation Tool	20
HyperCard SIG Announcement	20
Connecting with "Hot Dates"	21
The PrePress Blues	22
Once Upon a Time	23
Mac eDOM #819 & #820	24
Upgrades from Symmetry	25
Just Wonderin'...	26
The Ten Best Ways to Get a Macintosh Into Your Company	27
DPT Worth in the Marketplace	28
How Business Looks at Publishing	29

ADVERTISERS

Members Classified Ads	30
RAMCO	31
Your Blue Pencil	31
Laser Print Supply	31
Laser-print Supply	Back Cover

The Fine Print

The Mini'app'les newsletter is an independent publication not affiliated, sponsored, or sanctioned by Apple Computer, Inc. or any other computer manufacturer. The opinions, statements, positions, and views herein are those of the author(s) or editor and are not intended to be the opinions, statements, positions or views of Apple Computer Inc., or any other computer manufacturer. Apple®, the Apple® logo, Apple IIGS®, AppleTalk®, AppleWorks®, Macintosh®, ImageWriter®, LaserWriter®, are registered trademarks of Apple Computer, Inc. LaserShare™, Finder™, MultiFinder™ and HyperCard™ are trademarks of Apple Computer, Inc. PostScript® is a registered trademark of Adobe Inc. Times® and Helvetica® are registered trademarks of Linotype Co.

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.

- | | |
|---|--|
| <input type="checkbox"/> Regular [1st year] \$20.00 | <input type="checkbox"/> Educational \$50.00 |
| <input type="checkbox"/> Renew [one year] \$15.00 | <input type="checkbox"/> Corporate \$100.00 |
| <input type="checkbox"/> Foreign \$30.00 | <input type="checkbox"/> Donation \$_____ (tax deductible) |
| <input type="checkbox"/> Sustaining \$25.00 | |

3. Please tell us your special interests:

- | Which personal computer do you use? | Area of Interest? |
|--|--|
| <input type="checkbox"/> Apple II | <input type="checkbox"/> Business Application |
| <input type="checkbox"/> Apple II + | <input type="checkbox"/> Home Application |
| <input type="checkbox"/> Apple IIe | <input type="checkbox"/> Educational Application |
| <input type="checkbox"/> Apple IIc | <input type="checkbox"/> Desktop Publishing |
| <input type="checkbox"/> Apple IIGS | <input type="checkbox"/> Other _____ |
| <input type="checkbox"/> Macintosh Plus | Do you own or use? |
| <input type="checkbox"/> Macintosh SE | <input type="checkbox"/> Printer |
| <input type="checkbox"/> Macintosh II | <input type="checkbox"/> Laser Printer |
| <input type="checkbox"/> Macintosh SE/30 | <input type="checkbox"/> Modem |
| <input type="checkbox"/> Macintosh IIcx/IIci | <input type="checkbox"/> Other _____ |
| <input type="checkbox"/> Laser - 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

Minutes of the Board Meeting

Minutes of the Board meeting were not available at press time.

Announcements:

Apple // eDOMs



From the
Desk of Greg
Carlson,
Software
Director

Well, I'm finally getting settled into the role of Software Director, and have "drafted a few good men (and women)" to assist with the creation of new eDOMs for the Apple II, Apple IIGS, and Macintosh. There has been a few months of nothing new coming into the club, and most of the delay has been my fault.

Now for the good news; I'm finally able to get going, and am looking forward to making available about 1-2 new eDOMs for each computer system each month. Much of the new programs and files are courtesy of the "new" CD-ROM that we purchased about a year ago. (Yes we are using it!)

I can say this because of the tremendous help that I have been getting from a few of the members. My special thanks goes out to Jacque Gay, Bill Job, Tom Gates, Randy Peterson, and Jim Spencer. These dedicated people are working to create eDOMs for all of the members.

September IIGS eDOM Reviews:

GEM.GS.04

Bill Job has given himself the

task of reviewing a number of MEAN.18 golf courses that came from our CD-ROM drive. There were about 75 to 80 courses, and we will be releasing one or two disks every month. Each disk will contain five courses. This is the first installment of courses.

Following is a short description of the MEAN.18 courses that are contained in this course disk.

AQUALINK: Par is 73 but should be 93. A very difficult course, so you must shoot very accurately. Narrow fairways, small, convoluted greens, shots over water to islands.

Bali (Bali island c.c.): Lots of sand and water. Narrow fairways. tough, but fair greens.

Autumn (in Maine): A course like Augusta. Trees, sand traps, and a little water. Very nice course.

Aublakes (Auburn lakes): Streams to cross, some sand and trees. Another nice course.

AAW (all around worst): Very hard, but believable. Snake like fairways. Some island hopping. One 662 yard par 5 on three islands. Lots of trees: some in the fairway. Lots of out of bounds. Drop, don't re-shoot.

(Courses reviewed courtesy of Bill Job)

GEM.GS.04

GEM.GS.04 has three main sections:

1. Selectors

ECP8. Extended Command Processor 8 (Shareware). The Extended Command Processor 8 (ECP8) is an operating system shell and program selector for use with Apple Computer Inc.'s ProDOS™ Professional Disk Operating System. This program is compatible with the Apple IIGS, Apple //e, Enhanced Apple //e, Apple //c, Apple][+, and other computers capable of running ProDOS 8.

ECP16. Extended Command Processor 16 (Shareware). ECP16 is a GS/OS System program, program selector, controlling program and operating system shell. It is basically a replacement to the FINDER for users who would rather control their GS/OS environment via a command line interface. (Note: both ECP8 and ECP16 are powerful additions to ProDOS, allowing easy copying of files from one area to another, "typing" text and AppleWorks files to either screen or printer. I have enjoyed working with

these two extensions to the standard operating system.)

2. Utilities

PrintBuf. Used to modify the length of the printer buffer initially established. A great time saver!

Cat.Filer. DOS 3.3 / ProDOS Directory To Text File Converter. This BASIC program will read ProDOS and DOS 3.3 directories, note their contents and write them, along with a few other facts, as desired, into a ProDOS ASCII text (TXT) file. Once done, AppleWorks will accept this into a database simply by specifying the number of fields in each record. CAT.FILER will also recognize (usually) a protected or non-standard disk, preventing (usually) a garbage entry to be written to the text file.

File.Lister. A utility that lets you see all the files on any ProDOS disk.

Labelmaker. Creates labels for disks

Ramutil. Shareware (\$20). A ramdisk management system put together out of programs created to ease the use of the 512k ramdisk I use with my //c. If you use a ramdisk you will have a great time with these utilities. If you have a memory card but haven't as yet used it as a ramdisk you should refer to the instructions that came with your card to learn how to install your ramdisk. Ram Utilities runs under ProDOS 8 and was not designed to work on a IIGS with ProDOS 16 or GS/OS programs. It will however work fine on a IIGS with ProDOS 8 programs.

3. Games

Dalek. A version of a robot/human chase game

Concentrate. GS version of card-style Concentration™

Cubit. ProDOS8 Machine language game of CuBit™

Mac eDOM Review

eDOM #818, The Amanda Stories™

Treated for the very youngest children, Amanda Goodenough's HyperCard stacks have won recognition and praise from major Macintosh reviewers everywhere. This disk combines her three most well-known stories: Inigo Gets Out, Inigo Takes a Bath, and Your Faithful Camel.

Inigo Gets Out follows the adventures of Inigo the cat as he explores the neighborhood. Clicking on various parts of the screen produces different results, giving the child control over the sequence of events. Sound effects and animations enhance the charming line drawings as Inigo investigates the garden hose, the bird bath, a neighborhood

tree, and his own imagination.

Inigo Takes a Bath continues the adventure, allowing your child the same freedom to explore while helping Inigo through the fine art of bathing.

Your Faithful Camel is perhaps the most delightful of the Amanda Stories. The story branches differently, depending on the choices your child makes in clicking on the screen. Often a click will yield a surprise animation or a brief aside, always returning to the main story line so your child will never feel lost. The sun shimmers in the desert by day, the moon moves against a star-studded evening, and Your Faithful Camel eventually rides a magic carpet into the night. Sound, animation and a great deal of humor and surprise make this a wonderful experience for both children and adults.

The Amanda Stories are excellent tools for teaching very young children basic Macintosh skills, and could easily serve as a first exposure to the Macintosh. In addition, the Home button has been thoughtfully omitted in all three stacks, which will prevent young explorers from cruising your hard disk. The Amanda Stories are very highly recommended for children of any age.

Inigo Gets Out is freeware. Inigo Takes a Bath and Your Faithful Camel are shareware stacks priced at \$9.95 each. Even if you don't have children, these stacks are well worth exploring.

Compilation and review of the Mac eDOM #818 was graciously performed by Jacque Gay. My thanks to her for taking the time to create new educational disks for the Macintosh.

Mac eDOM #817, Utilities

The Macintosh eDOM #817 contains 8 useful Macintosh utilities designed to enhance productivity, increase your knowledge of your system configuration, and enable you to work with compressed files.

1. Disinfectant 2.5.1: The most recent version (July, 1991) of this virus detector will block all currently known Macintosh viruses except the HyperCard virus, which author John Norstad has chosen not to include. It has been upgraded for compatibility with either System 7.0 or 6.x, and includes an INIT (System Extension) to detect virus activity as you work. Disinfectant still contains the most extensive documentation on viruses, both in general and for specific viruses, found anywhere. The program both detects and eradicates viruses from your disk. This belongs on everyone's drive. Free.

2. SysErrTable 3.1: System Error Table DA provides two utilities in one. As it comes, it is a very handy table of System Error messages, current up to and including error messages generated by System 7.0. This is easily the most convenient way to reference the reason your Mac has crashed. The utility is also a DA shell, allowing the user to load in any text file of their choosing to effectively create a custom DA. The author provides complete instructions for creating your own DA. Free.

3. SCSI Probe 3.1: A cdev that polls your SCSI chain for drives, reports the type and model of the volumes connected, and their status. Use it to mount unmounted volumes. This works very well for removable cartridge drives if you don't want to keep an INIT in your system folder. Once mounted, the utility automatically mounts a cartridge if you insert a new one. Works with any volume

(hard disk, removable, CD-ROM, etc.) and will optionally install an INIT that mounts volumes by way of an F-key you define. Free.

4. ASCII Chart DA 4.0: Jon Wind's very useful DA shows you not only the appearance of every installed font in your system, but also provides information on which keys to type to obtain a specific character, a character's hex number, decimal (ASCII) number, and a sample at several type sizes. It prints character charts, type spec sheets, and samplers of text of your choosing. Charts can be saved as PICT files if desired. Works well with fonts installed via Suitcase II, TrueType fonts, or fonts displayed with Adobe Type Manager. Shareware.

5: Compactor format is rapidly becoming the standard file compression format on most BBS's. Compactor Pro compresses files more tightly, saves more disk space, and runs much faster than the old StuffIt format. This utility is the full working version, allowing both compression and decompression. Runs under any System configuration. \$25 Shareware.

6. Flash-It 2.2: An excellent, highly configurable screen-capture utility, Flash-It allows you to capture either your entire screen image or a portion of it, with or without the cursor included. User-defined "hot keys" allow you to save the image in several formats, capable of being opened by the graphics application of your choice. It can capture the entire screen or just the top window, and scale the image to any size. Works on both color or black and white machines, System 7.0 or below. \$15 Shareware.

Compilation of Mac eDOM #817 by Jim Spencer; review and description of the eDOM by Jacques Gay

eDOM 66

eDOM 66 has the files of Cat.Filer, File.Lister and Ramutil from the GEM.GS.05. For a description of the files, see GEM.GS.05 above.

Well, that's about all the disks for this month. Look for more eDOMs to be released as time goes on.

Greg Carlson, Software Director 🍏

New Members:

New Members



from Steve
George

Abeln, Lilli	55379	612-496-1935
Donahue PhD, Thomas J	55408	612-871-1757
Edina Pub Sch Dist #273	55439	
Lindberg, Mary	55044	612-469-1738
Mitchell, Craig M	55343	612-935-4162
Turay, Robert	55024	
Warner, William T	55346	612-937-9719

Corporate Members:

Cray Research Inc
Hammel Green and Abrahamson Inc
McGraw-Hill Healthcare Group
Norwest Corporation

Sustaining Members:

Dop, Randy L
Gates, Thomas A
George, Steve
Hall, Michael
Laden, David E
Lufkin, Thomas M
May, Ted

Sponsoring Members:

Bieger, Walter
Bjorgen, Chuck
Edwards, Tom
George, Steve
Kimm, G E
Kolbinger, Nan
Laden, David E
Ostertag, Tom
Peterson, Richard H
Undlin, Dave
Vimr, D J
Watson, Harold



Backing Up Is Hard to Do

by Peter Fleck

An 800K floppy disk costs about a buck and holds at least 25 hours' work. So if you value your time at more than 4¢ an hour, the moral is simple: you should always have enough disks around to make multiple copies of your work.

— *The Macintosh Bible, Third Edition*

Decisions about backing up occupy too much of my mind. There is guilt because I have not backed up today. There is more guilt because I don't have enough current backups to cover all possible catastrophes. And there is terror that a great portion of my life could be wiped out instantaneously if something—anything—were to happen to my hard drive. Why, I might not ever know exactly what is lost, and live on in ignorance of some 100K file on my trashed drive that could have changed my entire computing life but now has been vaporized (or magnetically changed or whatever happens to data when hard drives exit this planet).

I am at a stage in computing when I use my computer for business, and love my computer for recreation. Time spent backing up is utterly boring. I cannot afford the hardware to make it easy (tape drive, Syquest, or another hard drive). I'm strategies, change philosophies, devise Pete's Economical Backup Plan for Safety and Sanity.

First, let's look at the ideal. What is the highest level of backup that we can attain in this lifetime? Arthur Naiman, in *The Macintosh Bible*, says (and I agree) that every piece of important data should exist in four places. One of those places should be off site so when the plane crashes into your office and destroys your computer, your survivors have a backup copy of your hard disk. Thus, perfection would be three complete backups of everything on at least a weekly basis. If you can afford the time and money to do this, there's no reason to read on.

(Why three backups? Say your original gets corrupted or trashed and you insert the first backup and see garbage on the screen. No problem. Insert the next backup. Oh, Oh. More garbage. At this point you realize your floppy drive is eating disks. The data still exists on the last backup. You praise the computing gods and then curse fate because that last backup is off site and your deadline is an hour away.)

From this Nirvana of multiple backups, let us move on to Pete's Place—where backing up is an unfulfilled dream. Rule One of Pete's Plan: Make sure that at least your important stuff has two backups.

(If you can keep one of these off site, you're ahead of me.) Someday, you're going to throw away a file accidentally and your first backup disk is going to fail. You will need that last copy.

Just copy all important files to a floppy and make a copy of that disk. It helps to have a utilities like MasterFinder, which can find all files that have been modified or created on a specific date, and SUM QuickCopy, which copies from floppy to floppy without asking you to insert the other floppy fifty times. This method is a bit sloppy—there's no system to how I copy the stuff—but what's important is I have two current backups—and it doesn't take much time. I do this at least once a day.

Rule Two: Forget about complete backups. (Remember this is the Economical Plan; we don't have tape backups and Syquests.) Use a backup program to backup specific folders. Then do incremental backups as often as necessary to these smaller backup units. For example, I use SUM BackUp to backup my checking account folder whenever there are changes. I keep two backups going of this folder and rotate them—today I backup on Set A; tomorrow I'll backup on Set B. This way I am only one version removed if my hard drive crashes and the most current backup fails.

This *folder backup* strategy is much less daunting than trying to perform a complete backup of your hard drive. And why do you need a complete backup anyway? All applications should exist in two other places—the master and a copy of it. And I bet you have at least a few megs of junk that could disappear tomorrow without your noticing. When you do a complete backup of your disk, it takes time to copy all of this.

But there is a major benefit of a complete backup: you can completely restore your computing environment if your hard drive crashes. Pete's Plan is a bit more hit and miss. Rule Three helps here: Backup that system folder!

Think about it. Whether your computer habitat is constructed for business or for pleasure, much of it is controlled by the contents of your system folder. The DAs, INITs, and cdevs that make life easier reside there. (If you use Suitcase or Master Juggler then DAs reside elsewhere—make sure to backup elsewhere too.) And the system folder contains the settings files—your personal customizations—for your word processor, page layout program, spreadsheet application, etc. Your transition back to normal life after a crash

System Suggestions



by Peter Fleck

will be eased if you can completely restore this folder.

Now for the fourth, final (and probably most important) rule of Pete's Economical Backup Plan for Safety and Sanity. The real secret of avoiding data loss is: *Live in fear*. That's right. If for even one brief moment you truly believe that crashes only happen to other people, your hard disk will go down. Not at that specific moment but at some other time when you *really need it*. So stay fearful, folks, and maybe the computer gods will smile down upon your paranoia and permit you to live with all your data intact. 🍎

CMS SCSI Utilities Special Offer

In June, CMS began shipping the new 7.0 version of our driver and utilities for mass storage devices. This upgrade includes a new cache function that improves the read performance of all SCSI storage devices, including CD-ROMs and MOs; full support of virtual memory and other system 7 features; balloon help; improved driver performance; automatic and custom "hard" partitioning with password protection on any or all partitions; partitioning for A/UX 1.1 OR 2.0; extensive disk tests; improved UMount utility for mounting partitions at any time; and compatibility with many devices not sold by CMS.

This product will soon be sold as a stand-alone product, and we are making a special advance offer to user group members.

There are four ways to get CMS SCSI Utilities 7.0:

- Owners of CMS products with utilities 6.0.x, or with proof of purchase since February 1, 1991. These people are entitled to a free upgrade. Send the original program disk (with proof of purchase if date is basis for upgrade) to CMS Enhancements, Apple SCSI Utilities Upgrade Program, P.O. Box 19720, Irvine, CA 92713-9720. Disk must be included to process request.
- Owners of CMS products not qualifying for free upgrade. These people qualify for a \$25 upgrade. Include payment by check or money order, adding appropriate sales taxes for your area, with original program disk to the above address. Disk must be included to process request.
- User Group Members who own non-CMS drive formatting and management utilities. These people may upgrade to CMS Utilities 7.0 for only \$35 through September 30, 1991. Include payment by check or money order, adding appropriate sales taxes for your area, with an original program disk from any other hard drive company and a copy of your user group membership information to the above address. Disk must be included to process request.
- User Group Members who don't own anyone's utilities, but would like a deal on CMS SCSI Utilities 7.0. CMS is offering User Group members the opportunity to purchase CMS SCSI Utilities 7.0 for only \$45 through September 30, 1991. To order, include payment by check or money order, adding appropriate sales taxes for your area, with a copy of your user group membership information to the above address. Limited to one unit per member.

[This offer was sent to all user group AppleLink mailboxes via Jacque Gay.] 🍎

SWAP MEET

When: Saturday, October 12th, 1991. 10 a.m. until 2 p.m.

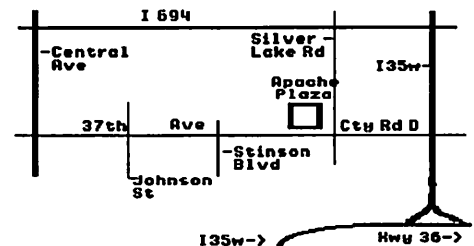
Where: Apache Plaza Shopping Center - Center Court Area, 3800 Silver Lake Road, St. Anthony (Northeast Minneapolis area).

Who: Mini'app'les members and the general public are invited.

What: Members (dealers and public see below), collect all of those lost treasures, favorite computer toys, software, hardware, books, you name it. They put a price on it (mostly very good prices) and make it available to those that have been looking for just such a deal. Want to swap a printer for a hard drive? This may be the place to make that deal. Mini'app'les membership/display booth will be set up. New members can sign up at a reduced rate. Displays of "awesome" computing on Mac's and Apple II's will be running continuously. Get that nagging question answered. Purchase that eDOM disk from the club library you've been wanting.

How: Contact Mini'app'les 24 hours a day at 229-6952 (Information Line) You must have a table registration in order to sell items. Please make your table reservations before Wednesday October 9th. Members: Reserve half an eight foot table at no charge. Reserve a full table for a \$10 fee. Public: Reserve a full table for a \$25 fee or join as a member (much less than \$25) and get half a table free +PLUS+ a great membership and monthly newsletter in the deal. Dealers: Reserve a full table for a \$25 fee or same membership deal as above! Leave your name, a phone number where you can be contacted with more information, and members should also give their membership number. Apache Plaza Shopping Center opens at 9 a.m. to get table assignments and set up for the 10 a.m. start. You may set up anytime from 9 a.m. on, but the dealing is the hottest the first couple of hours!!!

SEE YOU THERE



Mini'app'les Software Director's Report

Directors Report



From the
Desk of Greg
Carlson,
Software
Director

A. New eDOMs

Well, I've finally settled in now as Software Director, and my group and I have started producing and releasing new eDOMs for the club. I am expecting to offer an average of two MAC eDOMs, three GS eDOMs, and two Apple II eDOMs each month for at least a year. See below for this month's offerings.

B. CDROM purchased by the club

It's taken some time, but we are starting to utilize the CDRoms and the drive purchased by the club last year. I am using the CDRom drive on the Apple //GS to produce //GS and //+ eDOMs each month. The CDRom disk for the //GS has about 180 meg of data on it, and it has taken this long for me to get familiar with at least some of the files on it. My MAC helpers have the CDRom for the MAC that we purchased and are using it for some of their eDOMs.

C. Staff List

Jaque Gay - MAC eDOM review and compilation

Jim Spencer - MAC eDOM review and compilation

Bill Job - Apple // eDOM review

Randy Peterson - Apple // eDOM review

Tom Gates - Apple // eDOM review and compilation

Note: Since it is impossible for me personally to attend all of the meetings, I need people to volunteer to take the Mac and Apple // eDOM cases to the various meetings and SIGs. Their responsibility would be to carry the case to the meeting they attend, sell eDOMs at the meetings that are in the case (and make a list of what was sold so I can replenish the case), replace defective eDOMs, and take special orders. I would deliver the case to them before the meeting and retrieve it from them sometime after the meeting. Volunteers can contact me at home, or leave a message on the BBS. I have volunteers for the MAC NOVICE SIG and the APPLE // MAIN MEETING so far.

D. eDOM Catalogs

1. We have come out with a new MAC eDOM catalog on the BBS, and will be shortly making it available on disk. Updates will be via BBS or disk replacement. It is in HyperCard. The new catalog was developed by Jaque Gay. My hat's off to her for the effort she has given to make MAC eDOMs easier to find and use.

2. A //GS eDOM catalog disk will be forthcoming sometime this year (I hope). I am considering putting it in AppleWorks format for the time being.

3. An Apple // eDOM (5 1/4") catalog disk is still in the concept stage. The format has not been decided as yet.

E. Miscellaneous

1. Is there any interest in the club converting some of the public domain Mac HyperCard stacks to the //GS HyperCard?

2. I am considering offering the Apple // eDOMs (5 1/4") in a 3 1/2" converted format where possible; two DOS 3.3 disks (via AmDOS) or four ProDOS disks per 3 1/2" disk. Any interest?

3. You may contact me via telephone evenings (544-8252), or send via EMAIL on the club BBS (#48). I usually access only once a week, so be patient in getting replies.

Happy Computing!

Gregory L. Carlson, Software Director 🍏

Beagle Buddy

Dr. Harold MacDermott was at the last AppleWorks meeting and talked about his role as the local Beagle Buddy. He brought a list of the latest versions of TimeOut software that he has available and will have the updated programs available at the next AppleWorks meeting, 24 October 1991, for copying onto ORIGINAL TimeOut disks. No updates without the original disks.

Mac Beagle Buddy

Beagle Bros., famous for Apple II software is entering the Mac market and would like to have some interested people become Mac Beagle Buddys. Contact your BBS or Tom Ostertag for an application form. 🍏

Publish It! 4

Apple II Software Product Review



by Rand Sibet

Publish It! 4 is a full-featured desktop publisher with page layout, word processing, typesetting, and graphics all rolled into one. System requirements are an Apple IIe (enhanced), IIc, IIc+, IIGS computer or compatible with at least 128K of RAM. A mouse or joystick is required, but a mouse is recommended for ease of use. One floppy drive of either size is required. You can also use a hard drive or RAM disk, as it runs under ProDOS. It will run off many dot matrix printers, as well as Hewlett-Packard LaserJet and DeskJet.

According to the owners manual, with this software you can publish a journal or newsletter; prepare a business or school report; create an advertisement or sales promotion flyer; or design and print letterheads, forms and financial statements, announcements, invitations, catalogs, teaching materials, floor plans, calendars (like you need more!), resumes – even books ready to send to a printer. You can import text files directly from Appleworks 3.0 or any word processor which can save as an ASCII text format, and graphics from Paintworks Gold, Deluxe Paint, Print Shop, and others. The software supplies you with 200 graphics, so there is no additional investment needed for clip-art libraries.

For those of you familiar with version 3, this new version now automatically hyphenates text, exports text to other programs, automatically flows text and duplicates layout when adding pages, makes templates of commonly used layouts, supports The New Print Shop, formats disks without having to exit the program, has improved font support, prints to Hewlett-Packard DeskJet and LaserJet printers at a resolution of 75 x 150 dots per inch, and more!

Inside the box, you'll find the user's manual is version 3. They have included a supplement for version 4, as well as a version 4 quick reference

card. There are four 5.25-inch disks and two 3.5-inch disks included in the package. The software is not copy protected, and therefore easily installed on a hard drive.

The manual says you can create and print your first publication in less than an hour, and it is true. It is fast and simple to use, and fun. I have only used it a few hours now, but I must say that this software is real quality. I created a neighborhood newsletter with colored text and graphics that was just beautiful about 2 hours after opening the package. You can too, as the documentation is easy to read and understand, plus there is a technical support number you can call. The five steps to publishing are page layout, entering text, creating graphics, finishing touches, and printing. The manual makes it all so simple to understand. There are sample publications and troubleshooting tips in the manual also, which are very helpful.

What I like most about this program was the ease of learning how to use it, and the high quality results. The pull-down menus are simple to understand, and pop-up dialog boxes balance the input. You can type in text, or import it. When importing, selecting the Hyphenate option automatically processes the text to fit your layout, as well as a column wrap feature. You can save any file created in one of three formats: as a Publish It! document, as a Template, or as an ASCII file to export to other programs. I recommend this program for anyone interested in producing any quality document mentioned above on their Apple II. The applications are unlimited, and this is one of those programs that will not sit idle over a long period of time. You will find it a worthwhile investment, as I did.

Publish It! 4 is published by Timeworks, Inc., 625 Academy Drive, Northbrook, IL 60062. (708) 559-1300. Retail is \$149.95. Expect about \$90 mail order. Upgrades are \$34.95 from version 1 or 2, and \$29.95 from version 3. 🍏

From a recent issue of Incider/A+:

Beagle Bros will upgrade any earlier version of Appleworks to Appleworks 3.0 for only \$79, or that plus all your TimeOut products to the latest versions for only \$99.95. These offers are valid directly from Beagle Bros only, 6215 Ferris Square, Suite 100, San Diego, CA 92121, (800) 345-1750.

Submitted by Rand Sibet 8/2/91 🍏

Preliminary info on the NEW CONCEPTS GS/DSP

Apple II Hardware Preview



by Pete
Snowberg

The following information was graciously provided by the developer of the board, Mr. Pete Snowberg, via America Online from Tom Gates 91/09/03

This information is to be considered preliminary. A little background...

When I first became aware of the Motorola DSP56001, it became obvious to me that a card for the GS utilizing this chip just had to be made. The two main reasons for creating the card were:

1. To pay the rent.
2. To put an unheard of amount of processing power in the hands of as many people as possible for as little as possible.

Our goal is to make the GS/DSP board available for a street price of under \$300.

What is a DSP anyway?

The DSP, or Digital Signal Processor is a fairly new class of processor that is optimized for performing extremely complex high-speed numeric processing. Just picture a very high-speed CPU coupled with a conventional math co-processor such as the 68882, or the 80387 gone totally mad!

I chose the Motorola DSP56001 for the card because it is packed with power and powerful features, has a VERY nice assembly language, and is quite low in cost.

Features of the Motorola DSP56001...

Speed: 10.25 million instructions per second (mips) at a clock speed of 20.5 Mhz. (27 and 33.33 mhz versions will be available in the near future for ratings of 13.5 and 16.65 mips, respectively.) By contrast, a Macintosh IIx is generally rated at 6 mips, while a stock GS is rated at .35 mips.

Busses: The 56001 architecture is divided into three independent 16-bit address spaces, one for program storage and two separate data spaces. Data buses are all 24 bits wide.

Parallelism: The data arithmetic logic units (ALU's), address ALU's, and program controller operate in parallel so that an instruction prefetch, a 24 x 24 bit multiplication, a 56 bit addition, two data moves, and two address pointer updates using one of three types of arithmetic (linear, modulo, or reverse carry) can be executed in a single instruction cycle. This parallelism allows a four coefficient

Infinite Impulse Response (IIR) filter section to be executed in only four cycles — the theoretical minimum for a single multiplier architecture.

Precision: The 24 bit data paths allow for signal processing with 144dB of dynamic range; intermediate results held in the 56 bit accumulators can range over 336dB.

Integration: In addition to the three independent execution units, the DSP56001 has six on-board memories (512 bytes by 24 bits of program RAM, 256 bytes each of 24 bit X and Y data RAM, 24 bit sine/cosine table, positive Mu-law and A-law expansion tables, and bootstrap ROM), three on-chip MCU style peripherals (serial communication interface), a clock generator, and seven buses (four data and three address), making the overall system very compact, low power, and inexpensive.

Instruction set: The 62 instruction mnemonics are MCU-like, making programming the 56001 very easy. The orthogonal syntax supports control of the parallel execution units. The no-overhead DO instruction and the REP (repeat) instruction make writing straight line code a thing of the past.

Chip fabrication: HCMOS for low power consumption.

Features of the GS/DSP card...

The GS/DSP is a fairly small piggyback mounted board that plugs into the 65C816 socket on the GS mother board extending forward and to the left (under the power supply). The '816 or cable from an accelerator then plugs into a socket on the GS/DSP. The board does not interfere with the operation of an accelerator in any way. Plugging the directly into the processor socket has a couple major advantages over using a slot-card based design:

1. The board does not take up a slot.
2. Because the DSP has direct access [to] the buses and control signals, it will be capable of transferring data to and from the GS's RAM using processor-direct DMA at 2.6 mhz (slot-based DMA products have a maximum speed of 1.023 mhz). This also means that the DSP can perform DMA to and from all 8 megabytes in a GS regardless of whether or not your RAM card supports DMA.

3. Another benefit of having direct access to the buses is that you can do full virtual memory on your GS. The card will be capable of 14 megabytes of virtual memory using dynamically sized swap pages starting at and in any increment of 512 bytes, provided you have the hard disk space. The virtual memory manager will also provide memory protection for multi-tasking operating systems such as UNIX.

But wait! There's more! Other features include...

1. 256k of 1 wait state, 24 bit wide DRAM addressable from both the '816 and DSP.
2. 8k of 0 wait state static RAM mapped as 4k for program and 2k for each of the two data spaces as well as contiguously, the same static RAM configuration found in the NeXT line of workstations.
3. 32k of battery backed-up RAM for driver storage.
4. Built-in 8 bit A/D and D/A converters (37khz maximum sample rate) for digitizing, playback, live manipulation of sound.
5. NeXT compatible DSP port for connection of any serial device that operates at less than 2.5 mbps such as digital microphones, CD players, DAT players, scanners, etc.
6. Optional external sound interface box that contains 16 bit, 44.1 khz, stereo Sigma/Delta A/D converters and their D/A counterparts for CD quality sound manipulation, sampling, and playback.

An additional option of a phone line interface will be available that will allow people to WRITE 9600 bps V.32 modems, FAX modems (transmit and receive), and voice mail machines in SOFTWARE on the DSP. This box will plug into the NeXT compatible DSP port.
7. High-speed asynchronous Zbus connector allows you to connect other cards to the DSP for ultra high-speed data transfer (up to about 10 mega/second).

As an example, you could connect a graphics card (VGA, etc.) to the Zbus and use the DSP for acceleration of QuickDraw. The DSP would intercept the tool calls, perform the calculations

at blinding speed, and blit the data to a graphics card without bothering the GS.

8. Complete developers package that holds back no secrets. This will allow developers to include DSP utilizing features in their code with greatest possible ease.

DSP Software Applications...

Turning to the software end, there will be a large amount of software included with the board (sample source, object code, utilities — such as a virtual memory manager, tools, and applications).

And [the] included tool patch, InSANE, will accelerate anything that uses the Standard Apple Numerics Environment (SANE) to levels far beyond anything that you could get with a conventional FPU such as a 68881 or 68882.

Here are just a couple of other possibilities for adventurous programmers. Thanks to the speed of the DSP, this list only scratches the surface.

- Disk caching • DMA RAM disks • Tool acceleration • Modems (300–2400, V.32, FAX, ultra high • speed modems • up to 18,000 bits/sec actual transfer rate before data compression) • Real time audio special effects (flanging, phasing, chorus, delay, echo, reverb, harmonizer, EQ, etc.) • Audio manipulation and editing • High-speed data compression • Ultra high-speed data transfers for graphics acceleration, etc. • 8088, 80286, 80386 emulation • Image enhancement • Dolby surround sound decoder • SAP (second audio program) stereo TV sound decoder • Digital filter research: Fast Fourier Transforms, Discrete-Time Fourier Transforms, Radix-2 Decimation-in-Time / Decimation-in-frequency FFT's, Cascadeable Adaptive Finite Impulse Response Filters • Sound and Music Synthesis • Proportional-integral-derivative controllers • and the list goes on and on...

Product availability and information...

The GS/DSP board is expected to be completed by the end of fall '91. Every attempt is being made to make it available for a street price of under \$300. If you would like more info on the board, please write or call: NEW CONCEPTS ATTN: GS/DSP project 665 West Jackson Street Woodstock, IL 60098 815/338-4227. ☛

Funny Numbers

Computer Basics



by Steve Gibson

One of the keys to successful product marketing is making sure that the buyer thinks he is getting a bargain. Giving the feeling of getting more for less makes a product seem more valuable and less expensive. One of the most obvious, and most common, tricks is to use a slogan like: "101 home repair tips for \$19.95." The number 101 looks like "more than 100" and \$19.95 sure seems like less than \$20.

Given this numerical marketing pressure, you'd expect our favorite computers to sport 101K of RAM rather than 64K, with 21 bits per word rather than 16. Then we remember that a kilobyte isn't exactly 1,000 — it's really 1,024 (where did that number come from?)...which means that a computer advertised as having 64K of RAM actually has 65,536 bytes! An extra 1,636 bytes of RAM thrown in without any marketing mileage. What's going on here? Where did all those nonmarketing "funny numbers" originate?

At a cocktail party sometimes, you can impress your friends by generating all the funny numbers right before their eyes. Start by writing a 2 on your cocktail napkin, then double, and write a 4, then double it again, writing 8, and so on. You'll soon have your own list of all the funny numbers that look like this:

2
4
8
16
32
64
128
256
512
1024

Sure enough, there they all are, those numbers you're always seeing in computer magazines and spec sheets: 8, 16 and 32 are there...how many bits are there...how many bits in your computer? Then there's yesterday's maximum RAM size of 64K, and the Apple IIc's 128K, and the new RAM chip size, 256, and Mac's next RAM size, 512. Even the real size of a K, 1,024, is there. The funny numbers are that easy to find. You might even speculate on the future by continuing your list further!

The \$256 question is WHY?

Well, if you're breathing, you know that computers work only with zeros and ones. You probably also know that a single digit, 0 or 1, is called a bit. Somehow, everything inside a computer is done with lots and lots of zeros and ones. But rather than having all those loose bits flying around, they're always grouped together into lumps of various sizes.

A vocabulary was created to talk about those lumps. A group of eight is called a byte, four are a nibble (really), and 16 bits are generally called a word. Two bits is 25 cents. (Sorry I couldn't resist.)

These various groupings of bits represent information: letters of the alphabet, numerals, and so on. Because we don't want to be wasteful, we need to know how many bits a particular task needs. That is, how many different combinations there are for a certain number of bits?

Let's begin with a single bit. It can be either on or off, a 0 or a 1. This means that one bit can have two possible states. If we now add another bit to our existing bit, we have two bits. There are now four possible combinations for these two bits: 00, 01, 10, 11. The rule is simple: Every time we increase the number of bits by one, the number of possible combinations doubles. (This is where the cocktail napkin comes in.)

It makes sense if you think about it for a second. Every time you add a bit, you have all the combinations you had before, twice: once with the new bit as a 0 and again with the new bit as a 1. Every new bit added doubles the combinations.

Doubling the possibilities is what we did to make the funny number list above, so we were actually calculating the number of possible combinations for different numbers of bits. If we number the calculations on our list, we create a chart of the number of possible combinations for a given number of bits.

Now we'll pull it all together. Memory chips (RAM chips) hook up to the world through a set of pin connections. RAM chip designers are always cramming as much memory into a chip as they can. They probably put on a chip, then consult their funny number table. It tells them

Beware Laser Drives

how many addressing pins they must have to select (or address) that many bits of memory in the chip ...and once they have a certain number of address pins on their RAM chip they might as well squeeze as much memory in there as they can address with those pins. Thus RAM chips always come in funny number sizes like 16, 64, and 256.

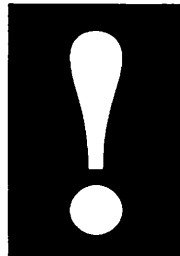
For similar reasons, 8-bit microprocessors (like the 6502 used by the Apple II, and the Z80 used in most CP/M systems) always had 16 pins for addressing the computer's memory.

If you take your funny number table all the way down to 16, you'll find 65,536. Commonly known as 64K, its the maximum amount of RAM these microprocessors could address. Newer microprocessors are larger chips, with more RAM-addressing pins, and can therefore use much larger memories.

Now, when you're reading a computer specification sheet or trying to decide whether your local computer dealer knows what he's talking about, you can feel comfortable with all the funny numbers, because you know where they came from.

from ACES, Apple Computer Enjoyment Society of South Florida, 5-6/91 via Steve George, mini'apples stgeorge@pnet51.orb.mn.org or tcnet!orbit!pnet51!stgeorge. 🍎

Consumer Warning



submitted by
Rand Sibet

Phil Shapiro, the Education SIG Chairman of Washington Apple Pi, reports, "Many Apple IIc+ users have been buying external 5.25-inch drives, since much of the older Apple II software is distributed in 5.25-inch format. At one point the Laser 5.25-inch drive was considered a good alternative to Apple's high priced 5.25-inch disk drive.

The older style Laser 5.25-inch drives worked quite well with the Apple IIc+, but the newer style drives can cause certain annoying problems. The newer drives are "smart" drives, which take control over the Apple IIc+'s built-in 3.5-inch drives. So if you've connected up to a newer style Laser drive to your IIc+, your computer will just show a checkerboard screen if you try to run a disk from your 3.5-inch drive.

The remedy for such problems is to switch off your computer and disconnect the external drive. But this can be a major annoyance if you have to do it on a regular basis.

Unfortunately, there is no easy way to distinguish the older style Laser 128 drives from the newer style drives. If you're an Apple IIc+ owner who is in the market for a 5.25-inch drive, you would do well to look for a drive made by another manufacturer.

The above comments may also apply to Apple IIc, IIe, and IIGS users. ROM 3 IIGS users cannot use any Apple compatible 5.25-inch drive. (There's a long, technical explanation for this incompatibility). However, you can use an Apple compatible 5.25-inch drive on a ROM 3 IIGS if you write protect the disks that you're running. (Strange phenomenon — but it works).

Phil would like to thank Bob Smith of Arminius Publications, for explaining about the incompatibility caused by the newer Laser 5.25-inch disk drives.

Copied from Washington Apple Pi Journal June 1991, page 63. The article was written by Gary Hayman, and it is from his Apple II Talk column. 🍎

Eamon Adventure #7

by Jim Jacobson

"Devil's Tomb"

Now you've done it!

As you started your next Adventure, you accidentally stumbled upon an old book that described a very perplexing and challenging Dungeon — in Hades!!! As you read the book, you suddenly hear a booming Voice from nowhere say "So, you think you are a Noble Adventurer? If you want a challenge, try my Dungeon!" As the Voice chuckles fiendishly, you realize that you are falling down a dark, narrow shaft. After you hit bottom, you see that you are in a Dungeon cell. The Voice says "Good luck, sucker!"

via Steve George 🍎

Dear Dr. Franklin:

Questions
and
Answers



by Dr. Franklin

Dear Doc Franklin:
I am new to the world of computers. I have heard computer people talk about how much "K" their computer has and all that they can do because of having a lot of "K". What is "K", what is it good for and how much should my computer have?

Answer:
"K" is short for kilobyte. Kilobytes are a unit of measurement for the usable memory or workspace in a computer. A kilobyte can contain approximately one thousand characters (letters, numbers or symbols), which is about one third of a typewritten page. Another term associated with memory is RAM (short for random access memory); this is just another name for the usable memory. The amount of memory your computer has can limit the kinds of programs you can run. As an example, programs that are related to using or creating graphics (pictures), often use lots of memory and if you don't have enough, you will not be able to use these programs. Another example is ProDOS™. ProDOS requires a minimum of sixty-four "K" of memory. If you have less, you cannot use ProDOS. So...how much memory you should have depends on what kinds of programs you want to use. As I mentioned above, graphics programs often use lots of memory, but other programs, such as AppleWorks, can work with smaller amounts of memory. If you do have more memory available, AppleWorks will be able to show off all of its power. As a bottom line figure, I would recommend that all computers

have a minimum of sixty-four "K" of memory so that they can at least run ProDOS.

Dear Doc Franklin:
I keep hearing veteran computer people talk about DOS 3.3, ProDOS and CP/M. Please translate these from computerese.

Answer:
The DOS (rhymes with boss) part of DOS 3.3 and ProDOS is short for Disk Operating System. Although CP/M does not have the word DOS contained in it, it is also a disk operating system. DOS (of any kind) is a program or set of programs written in machine code that allows your computer to make use of a disk drive. Some parts of DOS also tell the computer how to work with your monitor (screen) and printer, but as the name implies, DOS is primarily concerned with disk drives and disks. Of the three types of DOS listed here, CP/M is the oldest. CP/M was developed in the early to mid 1970's and allowed the computers of that time to store information on disks instead of magnetic tape. Computer disks allow for random access to all the information and so are quicker than the old tape storage systems that had to wind from one section of the tape to the section where the needed information was stored. MS-DOS™ is an operating system that grew out of CP/M. At the time CP/M was developed, the major users of computers were government and business people, so much of the business software worked under CP/M. Versions of CP/M were written for the various computers of that

time, including the Franklin compatibles because CP/M allowed programs to be used on different types of computers with very few changes.

The first effective operating system for Franklin and compatible computers was DOS version 3.2, released in 1979. As usual for the computer industry, improvements were made and problems were solved, resulting in DOS version 3.3, released in 1980. DOS 3.3 is no longer officially supported but is still very widely used in both commercial and non-commercial programs.

The ProDOS operating system was designed to replace DOS 3.3. ProDOS is better able to work with large storage devices such as hard disks, high capacity disks (3.5" disks) and computers that have large amounts of memory installed. ProDOS also is much faster than DOS 3.3. ProDOS has gone through quite a few revisions since it was released in 1984, but its overall function has stayed the same.

Dear Doc Franklin:
I would like to learn about programming and need to know how to set up a disk that I can use to start up the computer and to save my programs on.

Answer:
A disk set up to start up the computer (in the world of Franklin and compatibles), is usually called a "boot disk" because it contains everything needed for the computer to pull itself up by its own bootstraps. A boot disk usually has operat-

ing system programs on it, as well as the program needed to start up the BASIC programming language. While it is possible on many computers to use BASIC without a boot disk, you cannot save your programs on a disk without the operating system programs.

To set up a boot disk, you first have to decide what operating system you want to use (DOS 3.3 or ProDOS). I will not cover CP/M because of the greater complexity of using BASIC with CP/M.

If you decide to use DOS 3.3, creating a boot disk is relatively easy. You will need a disk that uses DOS 3.3 (such as a disk from the Aces High Public Domain Library) and you will need to have a blank disk that will become your new boot disk. When you have both disks handy, boot (start up) your computer using the DOS 3.3 library disk. The Aces High logo will appear on the screen and then you will be asked if you want to start the disk. Answer no by typing N and pressing the return key. You will see the message "Okay, have it your way." on the screen. Now type "NEW" (without quotes), press the return key, type "HOME" (again, without quotes) and press return again. Next, remove the library disk from the disk drive and put your blank disk into the disk drive. Now type "INIT HELLO" (no quotes) and press the return key. The disk drive will start up and run for about thirty seconds. When the disk drive stops, your boot disk is ready to use. If you plan to use different disks for storing different types

of programs, you may want to prepare more disks — just put the disk into the disk drive, type "INIT HELLO" and press the return key.

If you choose to use the ProDOS operating system for your boot disk, you will need a ProDOS utilities disk (System Utilities, Copy II+, etc.) and a blank disk. Remove the utilities disk from the drive and put in your blank disk. From the utilities menu, choose "Format" or "Format a disk". The disk drive will start up and run for about thirty seconds. Next, put the utilities disk back in the disk drive. From the utilities menu, choose "Copy files". You will need to copy the program files ProDOS and BASIC.SYSTEM onto your newly formatted disk. Follow the directions for the copy program to copy these two files. When you have successfully copied ProDOS and BASIC.SYSTEM, your new ProDOS boot disk is ready to use. To prepare additional boot disks, format them and copy the needed files OR just copy your new boot disk onto another blank disk. Copying the disk will both format and copy onto the blank disk.

After using your boot disk(s) to write programs in BASIC and saving those programs, you can make one of your programs automatically run when the disk is started up. To make this work: on a DOS 3.3 disk, save your program with the name HELLO; on a ProDOS disk, save your program with the name STARTUP.

If you are using other programs on your computer (word processors, spread sheets, etc.) that

save information on a data disk, you can use your boot disk to save that information. Just remember that both the program and your boot disk must use the same operating system (DOS 3.3 or ProDOS) because the two operating systems cannot use disks prepared for use with the other system.

Are you continually computing contentedly or continually contending with your computer? If you have any questions about Franklin, Laser or compatible computers, Ol' Doc Franklin will try hard to answer. Questions can be brought to the attention of Doc Franklin at any regular Aces High meeting or Help Meet, mailed to Doc Franklin, c/o Aces High, P.O. Box 527, Englewood, CO 80118 — or posted on the Aces High BBS system (303-329-6579) 24 hours a day, seven days a week, 300/1200/2400 baud. On the BBS, leave electronic mail for user '127.

["Doc Franklin" has been a member of mini'apples since February 1989. He has submitted this series of articles in response to the August 1991 issue of this newsletter. And, don't let the "Franklin" part throw you — 99+% of the Franklin solutions apply equally to Apple IIs and Laser. Doc's experience encompasses all these machines and more! Thanks for the disk of articles, Doc! — C.Ed Steve George] ♣

IIGS eDOM Reviews

Directors Report



From the Desk of Greg Carlson, Software Director

GEM.GS.06

This disk contains only four programs:

MARILYN - this is a graphics slide show of 16 pictures of Marilyn Monroe.

PHOTONICS.2 - For all of us IIGS users that have the ROM3 version of the IIGS and wished we were able to use the PHOTONIX copy program, the author has provided an update which is compatible with the ROM3 machines. It is also mountable on your hard drive! This works great from the finder, and I am using it to make the Mini'apples 3.5" disks. It is great because it will make mass copies and will also copy the MAC format.

NDA - Mr. Apple is a cute NDA that puts scrolling colors on the apple in the upper left corner. That's all that it does.

NDA - Super.Info provides a wealth of information on the memory usage of your machine.

GEM.GS.07

Well, Bill Job has continued in his work of evaluating the MEAN.18 courses that we have. This disk contains five more courses:

Balihi (Bali Highlands) Lots of sand, very small greens, deceptive distances (a 274 yard par three that you can reach with a 3 wood). Not much water, lots of sand and practically no fairway

Beach (Beachhead) A very long par 71. Lots of water and sand. Very hard greens: lots of slopes.

Baytree A par 73. Fairly easy course. Long but with easy (no breaks) greens.

Banff (Springs) A nice average course, as you would find on the original mean 18 disk.

Balival (Lost valley) Lots of sand traps and bushes. A long par 75.

(Courses reviewed courtesy of Bill Job)

GEM.GS.08

Shanghai Demo

This disk is a demonstration version of the IIGS program SHANGHAI. It has only one "dragon", and the object of the game is to remove all of the tiles.

eDOM 66

This eDOM contains a series of various games:

CU.BIT - a machine-language program. To run type -CU.BIT from BASIC. To quit, you must reboot the computer.

TACTIC.4 - is a take off of the old game of tic-tac-toe. This version requires 4 in a row to win. The play is against the computer. Game layout is on a 7 X 6 grid. The object is to get 4 in a row either horizontally, vertically or diagonally. The player takes turns with the computer in dropping tokens into one of the columns trying to get the win. When the player wins a game against the computer, it 'learns' from the mistake, and consequently gets harder to beat. Full documentation is included with this program.

MONOPOLY - This game of Monopoly is more a text game than anything else. It keeps track of all the variables pretty well, but only uses a picture of the game board for showing a player advancing around the spaces. The property on the game board is shown with it's corresponding color but with no name on the property itself. On the text page, where most of the play is done, the property is kept track of by the first three or four letters of its name. If a player wishes to look at a particular property he must enter the proper three digit code or the program doesn't recognize it.

Each time any player lands on a property, it is shown in full on the text page (mortgage value, houses, hotels, etc.). To keep track of who owns what, each player is assigned a three column area where the property he owns shows up. Each property is assigned a specific row and column in the player's area.

It seems to be a pretty good substitute for the original board game.

UNO - a BASIC program against the computer in a game of UNO.

Hangman - a simple Hangman game. Either you (or computer) picks words for you to find. The program is written in BASIC.

Mr. Apple - a teaching tool for commands for youngsters to use. Mr. Apple is a graphic representation of a head on the screen. You can get Mr. Apple to wink, change colors, change his mouth to a smile, frown, etc., and lots of other things by giving him commands. A list of commands is given in the program and is always "on-line".

Cryptologic - a spelling game for you to find a word.

Well, that's about all the disks for this month. Look for more eDOMs to be released as time goes on.

Gregory L. Carlson, Software Director

HyperActive Software Ships The FONT CATALOG, Vol. 2

Press Release

**From a
press
release**



submitted by
Rand Sibet

Minneapolis, MN, July 15, 1991

HyperActive Software, a Minneapolis company specializing in custom HyperCard applications, announces the immediate availability of Volume 2 of The Font Catalog — 100 printed sample pages of Macintosh shareware fonts found on on-line services and local bulletin boards. This second edition of the popular Font Catalog allows bulletin board users to make knowledgeable decisions about which fonts they want to download by providing actual printed samples. Previously, BBS users had to depend on brief, on-line descriptions of shareware fonts to get information about a font's appearance, character set, or suitability for a particular purpose.

Volume 2 of The Font Catalog contains a new set of text, display, picture, and drop-cap Postscript and TrueType fonts for the Macintosh. Each sample sheet contains a complete character set, examples printed at a variety of sizes, and sample text blocks set at different sizes and leading. Each page lists information about the font's author, the shareware fee (if any), and the font type (PostScript 1 or 3, or TrueType) so users will know if the font is compatible with Adobe Type Manager or System 7.0 (or Sys. 6.x with INIT — Ed.).

The Font Catalog, Volume 2 is not only for Macintosh owners. Users of DOS systems with Windows software will also find the Font Catalog a valuable resource, since many Macintosh fonts may be used with Windows running Adobe Type Manager. Software utilities also exist which allow Macintosh fonts to be converted for use in PC environments.

Volume 2 of The Font Catalog ships as 100 loose-leaf pages, alphabetized by font name, and three-hole punched for use in a standard notebook binder. The loose-leaf format allows users to arrange the pages according to preference and allows for the integration of Volume 2 into the original Volume 1 material. The Font Catalog, Volume 2 is priced at \$11.00 (Minnesota residents add \$0.52 sales tax). It is available direct from HyperActive Software, 3712 20th Avenue South, Minneapolis, MN 55407. For more information call HyperActive Software at (612) 724-1596. A limited number of copies of the Font Catalog, Volume 1 are available at the same price.

Macintosh, TrueType, and HyperCard are registered trademarks of Apple Computer, Inc. Adobe

Type Manager is a trademark of Adobe Systems, Inc. Windows is a trademark of MicroSoft Corporation.

HyperActive Software Font Offer

Special for User Group members

*Jacqueline Landman Gay, HyperActive Software
Pulled off of Applelink by Rand Sibet 8-26-91*

HyperActive Software has recently completed Volume 2 of The Font Catalog, a printed reference of 100 Macintosh shareware and freeware fonts available from on-line services and local bulletin boards. We have a very special offer for Macintosh User Group members: Any member of a Macintosh User Group who purchases our Font Catalog, Volume 2, may request up to five fonts from HyperActive Software. This is especially attractive for members who do not have a modem for access to on-line services.

To obtain fonts, members must:

- 1) Purchase The Font Catalog and identify themselves **AT THE TIME OF THEIR ORDER** as a member of a Macintosh User Group and include the name of the Macintosh User Group to which they belong. Enclose \$11.00 payment in full (Minnesota residents add \$0.52 tax; checks are fine, payable to HyperActive Software).
- 2) Peruse the catalog after it arrives, and choose up to five fonts. Send a formatted Macintosh 3.5" disk to HyperActive Software along with a list of the names of the fonts desired.
- 3) Include a self-addressed, return envelope with the request, stamped with the correct return postage. Font requests will be copied to their disk in Compactor compressed format. If a member needs the Compactor extraction utility, it will be included on their disk if requested at time of order.

Please note that these fonts are shareware fonts. HyperActive Software will distribute fonts to user group members at no charge, but this in no way absolves the member from paying the font author's requested shareware fee. Each font file includes the font author's name, address, and

other information in an associated Read Me file.

EXTRA!

A limited number of copies of The Font Catalog, Volume 1, are still available and HyperActive Software will honor an additional five font re-

quests, on a first-come, first-served basis, for members who also wish to purchase copies of this volume. This offer is not available to the general public and will not be advertised anywhere outside of AppleLink and User Group newsletters. If you have any questions, feel free to call HyperActive Software at (612) 724-1596. 🍎

HyperKit™ emcee Presentation Tool

via *Jacque Gay*

'HyperKit emcee' is a comprehensive system tool written in HyperCard for on-screen presentations and is published by Digital Concepts Inc. It was developed for presenters who do not have the time or resources for elaborate productions. The software is easy to learn and easy to use. "HyperKit emcee is as easy to use as chalk and a blackboard" says Bill May, General Manager of The Computer Store in Portland. "This is a program that anyone with a need to present ideas can use."

For small groups the presentation can be displayed on the computer monitor and for larger groups it is used with a LCD panel or data projector.

An outline written in word processors, outliners and other presentation software can be imported into HyperKit emcee. After choosing from a variety of layouts, or creating a new one, the basic presentation is automatically built in a minute or two and is ready for enhancement.

Each element of a bullet chart is an active object that can open another screen, overlay graphics, issue custom commands, or link other stacks and programs. HyperKit emcee allows the presenter to skip topics, change the presentation order by moving backward or forward, and to change data while giving the presentation.

Sophisticated additions as full color animation or video integration can be utilized. External devices like CD-ROM or videodisc players, an electric screen or even the room lights can be controlled from within HyperKit emcee. The suggested retail price for HyperKit emcee is \$195.

Contact: *Julianne Spears, Marketing, Digital Concepts, Inc. 10725 SW Barbur Blvd. Suite 220, Portland, OR 97219-8640. (503) 244-4460 🍎*

Mac HyperCard SIG

by *Peter Fleck*

Next Meeting: **October 28, 1991.** Location: **East Lake Library in Minneapolis, 2727 E. Lake Street, near Minnehaha Mall, Target, Rainbow, and Podany's.** Times: **6:30-8:45** (presentations start at 7). Directions: **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). We should have a horror theme so if you have any stacks relating to Halloween, monsters, or Stephen King, bring them. Otherwise, this will be a question and answer session. As always, anyone is welcome to show us their latest stacks.**

Note to beginners: **These open meetings are a great time to connect with the SIG. There are no dumb questions! Scripters love to HyperTalk.**

Next Month: **Video disc demo utilizing SuperCard! 🍎**

Mac
HyperCard
Software



From a
Press
Release on
AppleLink

Connecting with "Hot Dates"

**Making
your
scripting
easier**



by Tom
Edwards

HC 2.x menus revisited

by Tom Edwards

Hello. It's HyperByte Time again.

What with all of the changes in the newsletter editor/layout/assistance crew over the past few months, I'm not sure where I stand with submitted articles. So I thought that rather than try to go back and figure it all out, I'd just draw a line and start fresh. You lucky people get to hit your forehead with the palm of your hand and say in unison, "Oh no! Not more drivel from this nerd again!"

I'll try to go lite on you this month.

HyperCard 2.x has been a great aid to me in staying organized during a long siege of enforced job hunting. The IRS will probably disallow my claim that a new IIfx is what I need to find employment, but at least the Job Service should appreciate all of the reports that I can crank out showing where I tried to find work.

In some earlier HyperBytes, I rattled on about "menus" and how easy and neat they are to create in HC 2.x. During my search, I've found that I can keep track of "hot dates" fairly easily, using them to remind me when I should make a call or when I have an interview coming up. As an improvement to that, I added a menu that held all of the names of the contacts from the "hot dates" field so that I could "jump to a card" just by pulling down on the menu list with the mouse.

As usual, further embellishments have popped up. First it was alphabetizing the menuItems, then it was adding the date from the "hot date" field, then including what I was supposed to do on that date (make a call, go for an interview, or whatever), and finally, even the phone number for the contact. Turns out, the information available to me under the "hot date" menu selection is a one-box list for follow up.

The latest addition to my "hot date" menu is the inclusion of a first line that prints the menu out for me. This gives me a one-page summary of events coming up that I don't want to miss. It includes the date, the contact, what to do and the phone number of the contact.

Not quite as professional as a dedicated appointment scheduler, but very functional. I'll include some general instructions on how to do this toward the end of this article.

Now, you might have some help for me...

(a winning Lotto America ticket would be nice). I have tried to sort the "hot date" menu by using the "dateTime" sort criteria. Theoretically, all of the menuItems should come up arranged in date order... closest date to farthest out. For the most part, this works, but I often get one or two items sorted out of sequence. I've made no concentrated effort to figure out exactly what triggers the mis-sort, but it seems to relate to the length of the menuItem line (the menu box will sometimes cover the screen!) and possibly to the inclusion of a time in the line.

When I've copied the menuItems and moved them into MS Word for a sort, they are arranged in correct date order and even alphabetically by contact name, when several of the dates are the same.

Should you have some idea of how to make HC 2.x's "dateTime" sort work better for this little amenity, please get in touch (612/927-6790) or write a letter about the solution and send it to the newsletter editor.

The HC 2.x mechanics...

of creating and printing the contents of a menu flow like this:

- Assemble a list of things (we'll call it "Foo") to be used as menuItems and menuMessages. "Foo" will have one or more lines in the format "menuItem x,menuMessage x", where "menuItem x" is the item that you will see when you click down on the menubar name of the menu that you create (we'll call it "Hot Dates") and "menuMessage x" is the HC instruction of what to do when "menuItem x" is selected. The menuMessage will probably be something like "go to card ID 2300". The two components of each line (the menuItem and the menuMessage) are separated by a comma. Therefore, be sure that no commas are included within either of the components that you put into "Foo"... that would muck up the functioning of the menu.
- Sort the list of lines ("Foo") in any manner that you feel is appropriate.
- The line to print the menu is added to the beginning of sorted "Foo" by including something like this in your handler:


```

put "Print this menu.,print menu
"&quote&"Hot Dates"&quote&return be-
fore Foo

```

- "Foo" then needs to be split into the menuItems and the menuMessages. You would do that by a handler reading something like this:

```

repeat with i = 1 to the number of
lines of foo
put item 1 of line i of foo into line i
of theItems
put item 2 of line i of foo into line i
of theMessages
end repeat

```

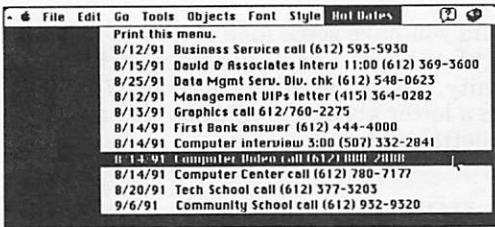
- Erase any existing menu named "Hot Dates", then create the menu thusly:

```

if there is a menu "Hot Dates" then
delete menu "Hot dates"
create menu "Hot Dates"
put theItems into menu "Hot Dates" with
menuMessages theMessages

```

If all went well, and the menubar is showing, you should suddenly see a new menu called "Hot Dates" installed on the menubar. Open the menu and you should see something like this: Click down on "Hot Dates" and this is what might show up.



This gives you a handy reference to all the "hot dates" that you have coming up. Selecting a line from the menu activates the corresponding menuMessage; in our example you would be whisked directly to the card that the information is taken from... with the exception of the first line. If the first line of the menu is selected, the contents of the menu are output to the printer as a handy "pocket pal" of events coming up.

As a matter of "cleanup" work, you may want to save the menu information in globals. Then, when switching to another stack, delete the menu from the menubar. (Someone may ask what a list of "hot dates" is doing in your stack of clip art!) When "resuming" the stack that uses the "hot date" menu, you would restore it to the menubar from the saved globals.

A "limitation" is that the menu list is limited to 64 entries, max. If you have more items in the list, the menu just gets chopped off at 64 without any error message.

And finally, if you have menuItem lines that happen to be exactly alike, you will always trigger the menuMessage of the uppermost of the like

menuItems. To avoid this, be sure that each menuItem is unique. I've had some contacts that were listed as "unknown" on the card. If there was no other information to place into the menuItem line to make it unique, I always ended up at the first card of the "unknown" group, no matter which line of the menu I selected

Like I said, it's not the world's most sophisticated "scheduler" idea, but the price was right. If you'd like to appear on my list of "hot dates", just give me a call with a job offer!

More bytes later... TWE 🍏

The PrePress Blues

How to minimize them

The job seemed simple enough – translating a text document from 300 dpi to 900 dpi output on a Vartyper. Things went smoothly until the Vartyper insisted on stretching one sentence to be twice as long as it showed on my LaserWriter output. The problem persisted for another half hour of trials, errors and sweat before the problem was finally identified and corrected.

Maybe you've experienced similar catastrophes. If so, here are some tips that could prevent those infuriating "PrePress Blues."

Problem: Letter spacing stretched (the problem mentioned above). **Solution:** The Vartyper interprets letter-spacing differently in PageMaker 3.0 and 3.02. Tell the bureau which version you are using.

Problem: Screens turn out too light or too dark. **Solution:** Adjust. Linotronic screens come out lighter at the low end (10%-20% screens) and heavier at the high end (70%-90% screens). **Problem:** Outside margins too narrow. **Solution:** Narrow your outside margins to 1/8". Most service bureaus print at 8 3/8" x 10 1/8" – not 8 1/2" x 11".

Problem: Loss of postscript quality. **Solution:** Avoid bringing *Illustrator* or *Cricket Draw* graphics into your Mac layout via the *Clipboard*. Save them as EPSF files and use the program to import the files (*Place* in *PageMaker*, *Get Picture* in *Xpress*). Note: *Cricket Draw* is notoriously unfriendly to the Linotronic.

Issues in DTP



By Earl Holdridge

Problem: Symbols that don't show up on the Linotronic output. **Solution:** Tell the bureau operator where you've used special characters that you access by ASCII codes. These include standard *Windows* codes and half of the Zaph Dingbats, such as arrows and circled numbers.)

Problem: The Linotronic substitutes a different font for output. **Solution:** Some service bureaus install only the "plain" version of a screen font. Always apply the **bold** or *italic* styles using Page-Maker's Type menu, rather than selecting the stylized screen font. For example, apply "Bold" to Futura, rather than selecting "Futura Bold" directly.

When in doubt about prepress work, adhere to the cardinal rule: Discuss your project with the service bureau! Find out what system and finder version the service is using, and use the same version.

And, oh yes, "good luck!"

Earl Holdridge

The Cardinal Rule

Talk over your project with the Service Bureau ahead of time. If the bureau doesn't have a print font you're using, bring it along on a diskette. If you've modified text default settings, tell them. Tell them the graphic programs and formats used (PICT, TIFF, ESPF). 🍏

Are you having trouble logging on to your Mini'Info'Net Bulletin Board? (612-892-3317)

If you don't get the welcome message, try entering a Control-C followed by two carriage returns to logon our BBS. Then register as a new user entering your name EXACTLY at it is printed on your membership card and/or newsletter label.

Software review



by Karl
Keierleber

Once Upon a Time...

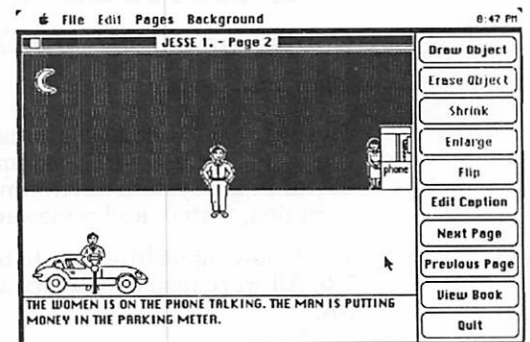
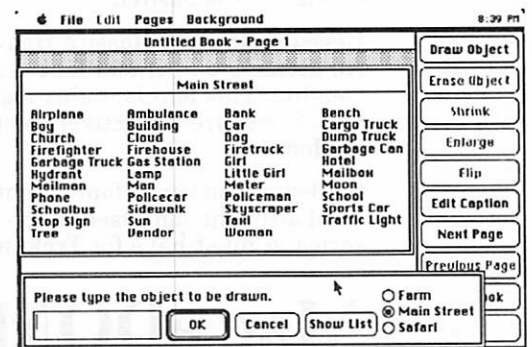
by Karl Keierleber

"Once Upon a Time" is a program designed for the young story teller in your life. Future authors write, illustrate and publish their works all from the comfort of home. My trio of story tellers faces beamed as each of their stories emerged from the printer.

The graphics only needed the finishing touch from a crayon or colored pencil and each child was now a published writer. The books became a source of great pride.

The program is designed for the 6-12 year old age bracket. The child makes their own pictures on the screen, add words to the pictures and make and print complete storybooks. The completed book gives the child a sense of accomplishment.

The graphics portion of the program is not a free form paint or draw program. It is pre-loaded with a large collection of buildings, people, vehicles, trees and other objects. The pre-drawn objects are divided into three main groups; Main street, the farm and Safari. 🍏



Mac eDOM #819 - ATM/TrueType 1

Copyright © 1991 Mini'app'les

September 1991

This ATM/TrueType font disk contains six laser fonts, each provided in both Type 1 and TrueType versions. Type 1 fonts are compatible with Adobe Type Manager™, and TrueType fonts are compatible with either System 7.0 or System 6.0.x running the TrueType INIT.

The fonts included here are:

Albatross: A text font of good quality, with a low x-height and high ascenders. Somewhat narrow.

Alison: A cursive script font suitable for invitations or anywhere a formal, engraved appearance is desired.

Architect: A text font resembling the hand-lettered text on blueprints. Very similar to Adobe's "Tekton".

Black Forest: An attractive, well-made font with an old-world "quill pen" appearance. This font gives the appearance of hand-lettering with a flat-tipped pen and would be excellent used in certificates, awards, or other documents where a formal font is desired.

Classica Roman: Classica Heavy, Classica Italic
An attractive serif text font available in three weights. This font is highly legible and distinctive. Serifs are attractively pointed and slightly angled.

Crillee: A sans-serif font, slightly oblique, modelled after the font used in the original Star Trek series. A must-have for Trekkies. ☛

Mac eDOM #820 - Utilities 10

Copyright © 1991 Mini'app'les

September 1991

The Mac eDOM #820 contains a variety of utilities, some for use with System 7.0 and others useful in all System environments. This disk was compiled, tested, and reviewed by Kathy Overby.

The following utilities are to be used with System 7.0. All were tested on a IIfx and a plain vanilla SE.

Alias Assassin: The ability to make Aliases is great, but they can become orphaned if you delete the original but forget to delete the alias. Alias Assassin searches for orphaned aliases anywhere on your drive, and gives you the choice of deleting them or re-attaching them to the proper files. Free. Tested on IIfx and on an SE with System 7.

DT Printer: DO NOT LAUNCH THE ORIGINAL of this application. It configures itself to be your printer. Copy it to your hard drive, then configure the copy. DT Printer changes its name to DTP/. Leave it on your desktop, and whenever you want to print, just drag a document to DTP/, and you will get the print dialog box.

Finder 7 Menus: This application allows you to add or change Command key combinations in System 7 menus. This shareware version is crippled in that you can only use the first 7 letters of the alphabet. The \$10.00 commercial version will allow you to use all 26 letters. It does not work with system 6.0.x. Tested on an SE with System 7.0.

Helium: If you'd like to have balloon help on, but would rather see balloons only when you ask for information instead of having them pop up all the time, this CDEV is for you. Put it in your system folder (in the Control Panels folder), and restart. Be sure Balloon Help is on in the Balloon Help Menu. Now whenever you hold down the command and option keys, you can see balloon help for a single item. Free. Tested on IIfx with System 7.0 only.

No Balloon Menu: This System 7.0 Extension moves the Balloon Help menu item, making more room on a crowded menu bar. This is freeware by Malcolm Davidson.

Just Click: With this Extension, you can switch from application to application by clicking on the icon in the upper right hand corner of your screen just like you could under the old System 6.x Multifinder. This is Freeware by TACTIC Software. Tested on a IIfx and an SE.

The following utilities are not just for System 7.0, but will also work under System 6.x. They were tested on a IIfx with System 7.0 and on an SE with System 5. Those that didn't work with system 5 are noted.

Cram Bar: Do you ever feel your menu bar is too crowded? This INIT (Extension) uses condensed Chicago for the menu bar to provide more room for other applications which add their own menu items. Tested with System 7 on an SE. Free.

DDTemps: This is a very tiny application that searches your drive to find any temporary files that Disk Doubler may have left behind. If you notice Disk Doubler leaving these temporary files on your drive, this will take care of the problem. Free.

New
Macintosh
eDOMs



from our
eDOM staff

Jump Start: This CDEV allows you to assign any application you wish to open documents created by a similar application that you may not have; e.g., you could have MS Word open all MacWrite documents. This allows you to double-click a MacWrite document and it will open in MS Word. This is easier than opening Word first, then opening the MacWrite document from the Open File dialog. While System 7.0 allows you to open a file in the Finder by dragging its icon to the icon of a compatible application, if the file is of a different proprietary format this technique doesn't work. Jump start will. It is fully functional shareware, but puts up a reminder dialog box each time you use it. The dialogue box disappears when you register the program. Jump Start's shareware fee is \$14.99.

MaxAppleZoom 1.42: This Init (extension) works only on the Mac II series with an Apple color monitor card [and the Apple 13" color monitor, I believe. Ed.]. Thus it was tested only with System 7.0, as the IIfx doesn't work with System 5. MaxAppleZoom makes the usable screen a little larger, with less black space around the border. There has been considerable controversy over this program, because the author put a time deadline in the original version without telling anyone. The shareware fee is \$25. Even those who paid the \$25 fee had their version suddenly stop working, though no damage was done. The author wrote a public explanation that he had intended to get a System 7.0 version out before the deadline, but had been too busy. This new version is free of timed deadlines.

Moire 3.22: This cdev is both a screen saver and a menu clock. It appears to be free of any conflicts with other INITs or cdevs, and is quite stable. Screen designs are highly configurable in the control panel, accepting many user-defined preferences. It is beautiful on black and white Macs and doubly striking in color. For users with more than one monitor, the screen display appears to travel across all monitors. \$10.00 shareware.

Picturesque: This DA will open and display PICT, PNTG, and EPSF files. It will convert any of these formats to PICT. This is especially helpful when using an EPS file in a program that accepts only PICT. It bombs on an SE using either System 5 or System 7.0. It works on a Mac II with System 7.0. \$20.00 shareware.

Tattletale: This DA will tell you more about your system than most of us want to know. It tells you what your processor is, what is connected (and turned on) for each SCSI, ADB, and Serial port, what INITs you have, what programs are open, and much more. However, it could not tell me the one thing I wanted to know: the speed of my RAM. Free. According to the author, it works with a Mac Plus or better and system 4.2 or higher. 🍏

Upgrades From Symmetry

• Mariah • Acta 7 • StackRunner

TO: All Macintosh User Groups

FROM: Samantha Kirk, User Group Coordinator

Symmetry Software IS THERE ANYBODY OUT THERE I want to hear from you!

I am the new User Group Coordinator here at Symmetry Software, the developers and publishers of Acta, HyperDA, EasyShare, Mariah and PictureBase.

Here are just some of the neat things that are going on at Symmetry: We are offering all Curator customers (now discontinued), special upgrades to Mariah, the first true mixed-media organizer/database. It lets you manage graphics, sounds, text and animations together in one high speed environment! All this at a super price! System 7 compatible.

Acta Advantage upgrade to ACTA 7 - 4-1/2 mice. Acta is the easiest to use outline processor, an indispensable productivity tool that lets you organize your ideas, your info, your time and projects. And now, we have charged up Acta 7 with new features and functionality, System 7 Savvy! There's a great upgrade price with a special bundle offer!

StackRunner! A run-time engine for HyperCard Stacks. Make your HyperCard stack into a double-clickable application! With StackRunner you can install a powerful HyperCard-like engine into your own stack. Very low introduction price.

We are trying to get out and attend your meetings - please let me know your monthly schedule. I need your address, phone, contact and more importantly your AppleLink #! Please get in touch with me, because I want to be in touch with you!

Thanks, and I look forward to hearing from you.

Sam 🍏

Voice Mail

*Your information & mail
service*

229-6952

Just Wonderin'...

drivel from the keyboard of Tom Edwards

**Just
Wonderin'**



by Thomas
Edwards

One of the things that folks were appreciative of with second generation compact Macs (following the Plus, I think) was the inclusion of a longer-lasting battery. The PRAM memory is maintained by a trickle charge that keeps information on some of the "parameters" that need to be retained between sessions. If the power to keep this information had to come from the line (house power), you'd go nutz having to reset this junk each time that you restarted. The most obvious item is the clock, which takes a likin' but just keeps tickin' even after you pull the plug.

The more recent "compact Macs" (and probably most all of the Macs these days) were switched from a battery that you could access and change (much like a one-battery flashlight) to a battery that is mounted directly on the motherboard (maybe you now can call it a "watt board"?) for reliability. This is one of those "good news, bad news" kind of things. The good news of course being that the battery lasts longer and is not likely to be done in by a poor connection (it's soldered to the board).

The bad news is that when it does go dead, replacement is a major operation. Just opening the case to gain access garners you a visit from Apple's legion of lawyers, screaming that "You voided your warranty!" and hoping that you'll believe it. Well... Apple's generous (finally) one year warranty has probably long since passed out of your picture anyway, so that's of no consequence.

Here you are, faced with a goosey Mac with PMS (Pooped MacBattery Syndrome), difficult access to reach the battery, followed by a delicate desolder/resolder job once you get there. Even this supposes that you've been able to track down the right battery before cracking the case... I'm sure that we are not talking a coppertop AA that populates the shelf at the local Tom Thumb.

What's the answer? Will a dealer or independent service agent replace this little gem of electronic joy juice for you? Does the whole motherboard need to be replaced (now how's that for tossing the baby out with the bath water!)? Is replacement a reasonable task for an intrepid Mac enthusiast that has the moxie to install a RAM upgrade or a new hard drive?

I don't have any indication that the battery in my Mac needs service within the near term (unlike the battery in the car, now that winter's chilly breath is within two tosses of a dead cat down the

road!). But if someone has encountered this problem... and can provide an answer... I'd really like to hear about it so that I can be prepared when it does happen. Drop a note to the editor so s/he can publish your experiences for the benefit of all Mac owners.

More bytes later... TWE

Speaking of PRAM... did you know that you can "zap" yours? Used to be, when you had a battery that you could get to at the back of your Mac, you could remove the battery for a few minutes (with the computer off) and the loss of power to the PRAM would "erase" the information that it held. This was (and still is, if this is the type Mac that you have) a valid way to try to correct a propensity toward strange things happening with your Mac. When things wouldn't start up right, or when odd crashes would occur (aren't they all odd?), this was often suggested as a possible "fix."

When the battery got to be inaccessible for such an easy operation, the "zap" (erasure) operation was made available as a "secret" combination of keys to be pressed as you turned off your machine (or was it as you turned it on?). I'm not sure that I could recall the right set of keys today, and know that the new combo for System 7.0 is well past my grasp. Not only that, but you probably need to have an octopus handy, in order to press all of the right keys at the right time.

Hummmmm. Maybe just sitting on the keyboard would have the same effect?

Someone send the boys from the Funny Farm. There's a pickup to be made in south Minneapolis.

More bites later...

DraculMac 🍏

Mini'Info'Net

Your BBS

892-3317

The Ten Best Ways to Get a Macintosh Into Your Company

Opinion



by Guy
Kawasaki

Guy Kawasaki is the former director of software product management for Apple Computer, Inc. and is the author of Selling the Dream, a guide to evangelizing products, companies, and ideas. (Harper Collins, ISBN 0-06-016632-0, \$20) An evangelist never rests...

1. Get it in the door any way you can. This is not the time to be proud. If management thinks it's a desktop publishing machine, agree and get their signature. If management thinks it's a front-end to an AS/400, agree and get their signature. If management thinks it's door stop, agree and get their signature.
2. Let people play with it. The best way to get allies inside your company is to make people love Macintosh. The best way to do this is to let them touch, play, and use one. The rest is inevitable. Don't tell people Macintosh is great. Help them discover that Macintosh is great.
3. Highlight strengths, don't deny weaknesses. Concentrate on explaining the strengths of Macintosh: it's easy to learn, easy to use, easy to repair, and easy to love. Don't open a can of worms or waste time trying explain away the (few and MIS-perceived) weaknesses of Macintosh.
4. Provide a safe first step. Make it easy for management to say "Yes, you can." Don't tell them that you need five IIfx's with 21-inch color monitors. Instead tell them that you only need a Classic and maybe one "Mac II class" machine "for quite a while." Once you get Macintosh in, you'll have plenty of other people who will lobby for you.
5. Inspire, don't compete with MIS. This is probably the most difficult recommendation—I never said it would be easy. You aren't going to win a frontal assault on MIS. Instead inspire MIS with Macintosh's strengths. Show MIS how Macintoshes can make them into heroes. Be brave—and bite your tongue.
6. Let a thousand flowers bloom. Foster the use of Macintosh for any purpose. Don't dictate how people should use their Macintosh. You never know: they may come up with ways even you didn't think of. All that counts is that you get the Macintoshes in.
7. Localize your efforts. Macintosh is a personal computer. Don't position Macintosh as the harbinger of a "corporate computing plan." Answer this question for every Jane and Joe Doe in your company: "How will Macintosh

help me in my daily work?" If you think local, pretty soon Macintosh will be global.

8. Beat your chest. As you achieve success, ensure that other parts of the organization hear about it. Don't do this in a braggadocio, bridge-burning way. Instead, position your success as a gain for the entire organization. Each victory, in turn, will get easier.
9. Remember your installed base. Suppose you achieve success and even management and MIS are using Macintoshes. This is not the time to forget the Macintosh pioneers who got you where you are. Take care of them: give them free software, swap out their slow hard disks, and give them more RAM.
10. Say it's a PC running Windows. If all else fails, tell management that the Apple-IBM alliance means that the purchase order is really for PCs running Windows. By the time they catch on (or up to you), it will be too late. Remember: ask forgiveness, not permission. It's the Macintosh way...

© Guy Kawasaki, 1991 🍏

Notes From Your Newsletter Manager

Nothing is as certain as change! This old axiom is also true of the Newsletter Staff. There are several additions to the staff: Michelle Johnson will be the new editor; Susan Bacig, John Porter and Earl Holdridge will handle the layout.

Darryl will now be Associate Editor. Shelly will no longer help with layout. Sharon has requested that someone else handle advertising for the newsletter.

Susan has copied our layout to QuarkXPress, and Rand Sibet has copied our layout to Publish It 4. This newsletter was formatted in PageMaker and QuarkXPress. 🍏

DTP Worth in the Marketplace

Issues in DTP



By Earl
Holdridge

What's a person's work "worth"? Take Miachel Tyson. In a recent boxing match lasting 93 seconds, Miachel "earned" 4 million dollars. hmmm.

Another Miachel - Miachel Milken received compensation from his employer, Drexel Company - for **one** month's work - \$100,000,000. (Think about naming your next son "Miachel".)

So, what's a DTP like you and I worth? It all depends. On the top end, a business can expect to pay \$60 an hour and \$1,500 a day for hiring outside trained people to oversee complex publishing activity. And for a four-person in-house operation producing 875 pages a year, the per-page cost can run about \$200!

Answering these questions will help you determine your worth.

1. What kind of investment do I have in the business?
2. What is the demand for what I do?
3. What are others being paid for similar work?
4. How much do I like doing what I do?
5. What could I earn doing something else?

From my experience and chats with others in the field, hourly-rates seem to range from \$12 to \$20 for keying data from hard copy and \$25 to \$60 for design and layout.

Graphic artists will never be replaced by computers, but DTP has some pretty fancy software that does amazing things. The graphic artist who also has skills in electronic publishing will be way in front of the pack in the 90's. And visa versa. The challenge is for designers, graphic artists, electronic publishers and typesetters to communicate their capabilities accurately to one another in order to increase the potential for more creativity and economic efficiency. In some cases that means egos will have to take a hike.

On the opposite page, I take a look at DTP from the other side of the fence - from the corporate slant. 🍏

Adding Up Your Start-Up Costs

Start up costs can vary widely. Here's a low (one-person, work-at-home) to upper (3,000 sq. ft. outside publication facility) estimate.

Preproduction costs include low-end prepress expenses such as typesetting and hourly desktop equipment rentals. Contract labor is represented by freelance fees paid for prepublication research, editing, design, and computer entry.

The list include probable costs for likely expenditures. Not every desktop publishing business will need to invest in every one of the areas listed below, of course.

ITEM	RANGE
Rent	\$0 to \$3,300
Inventory/printing	\$2,300 to \$12,150
Equipment fixtures	\$6,735 to \$20,043
Preproduction (prepress)	\$200 to \$300
License/tax deposits	\$95 to \$525
Advertising/promotion	\$2,000 to \$13,500
Utility/phone deposits	\$150 to \$350
Publisher's salary	\$1,200 to \$2,000
Contract labor	\$620 to \$2,150
Accounting/legal	\$270 to \$1,740
Insurance	\$360 to \$2,100
Packaging/shipping	\$800 to \$3,800
Mailing list costs	\$1,000 to \$2,500
Travel expenses	\$250 to \$1,150
Miscellaneous	\$250 to \$500
TOTALS	\$16,230 to \$65,838

(Source: *Entrepreneur Magazine. The Small Publishers Guide to Desktop Publishing*)

How Business Looks at Publishing

Issues in DTP



By Earl
Holdridge

Desktop publishers need to look at their worth relative to how business answers certain basic questions.

Dick Girard looked at the company's viewpoint in the article, "Spending Too Much on Technical Documentation?" printed in the November issue of *Electronic Publishing Printing Magazine*. (A full copy of the article is available at the TCDP User Group meeting.)

His analysis applied to the production of technical manuals. Companies face three questions: 1. Should we purchase the equipment and use our current personnel to do in-house publishing? 2. Should we create a dedicated publishing staff? 3. Or should we use an outside service to produce the manuals?

In option 1, Girard assumed the product engineers and programmers had enough time to develop the company's manuals. But other questions surface: Do they *like* doing manuals? (Most engineers and programmers don't, nor are they good at it.) There is also the cost of training them how to operate the equipment. Girard calculated the average designer should be able to develop (write, illustrate and layout camera-ready pages) a 100-page manual in 10 weeks, or 400 hours. That adds up to 2,080 work hours per year. If the average salary for a designer is \$45K and the direct overhead expenses are 42 percent of the base salary, the total cost to develop a 100 page manual is:

$$\frac{(\$45,000)(1.42)}{2,080} (400) = \$12,288$$

So the average cost per page is \$123. The salary is included because the designer has been pulled away from his other work which doesn't get done.

In option 2, (acquiring a dedicated staff) traditionally a writer, illustrator and graphic designer are needed to develop a manual from concept to camera-ready pages. Girard recognized in the electronic publishing era one person may have more than one of those skills. He assumed a person with one skill was worth \$30K, with two skills, \$36K, and with three skills, \$45K, although he has seen this go as high as \$60K.

The company's costs are summarized for hiring one, two or three people. A one-person department would cost \$63,900 per year and be able to produce 700 pages per year, or \$91 per page.

A two-person staff would cost \$102,200 per year and be able to produce 1,400 new pages each year or \$73 per page.

A three-person department would cost \$127,000

and be able to produce 2,100 pages per year, or \$61 per page.

In option 3, Girard uses an estimated average cost per page of \$83 although he admits the actual cost may vary by as much as 25% in either direction.

According to Girard's analysis, the company would be better off financially using an outside service for technical documentation until it requires more than 1,200 to 1,500 new pages each year. Assuming that a fairly sophisticated product requires a 300 page manual, you'll need at least four new products each year to keep a dedicated in-house electronic publishing staff busy full-time. 🍏

Another Case Study: Grappling with Desktop Publishing

Name: Amateur Wrestling News

Location: Oklahoma City, Oklahoma

Publications: Amateur Wrestling News and a market newsletter.

Volume: Over 500 pages per year

Staff: Two

Equipment: Compaq 286 with two 40-mega-byte hard disks and Genius full-page monitor. Turbo Laser (AST), Word Perfect, and Ventura.

The story: Amateur Wrestling News, issued 14 times a year, covers the college wrestling beat. When their typesetter retired, the magazine's management decided to bring page production in-house. The monthly payments for the \$18,000 system under consideration were balanced against the cost of typesetting—at the time about \$500 an issue and rising.

A key selling point was the computer's ability to perform double duty, i.e. to also manage circulation data.

The owner expects the system to pay for itself within three years. He expressed that it takes a little longer to put an issue together, but it's easier than running to the type shop with last minute changes.

Classified Ads*

FOR SALE

ImageWriter II printer

\$300 or Best Offer. Call Allan at 424-8889.

Manuals

Complete sets of programs and manuals for AppleWorks and an Apple IIc Owners manual. Make an offer. Ask for Harold at 869-9003.

Smith Corona XE6200 Electric Typewriter

This is an office style typewriter NOT a home model such as Target sells. I bought it new in 1989 from Nelson's Office Supply and have hardly used it because I got my Mac soon afterwards. It has a port to attach to your computer —

Smith Corona sells a parallel or serial adapter. I've never tried this, however. Manual included. \$50.00. call 370-0017.

Apple IIc+

128K RAM, upgradeable to 1.15Mb, 4-MHz 65C02 microprocessor, selectable 1 MHz. Internal 3.50-inch 800Kb floppy drive. Apple 14" Color Composite Monitor w/stand. Apple 5.25-inch 140Kb external floppy drive. All original boxes and manuals. \$800/Best Offer. Call Rand Sibet at 560-8103.

WANTED

Hints and Answers

I am looking for hints and answers for The Fools Errand. Ask for Allan at 424,8889.

Advertising Manager

Sharon Gondek has been extremely busy with her company's business and is unable to devote adequate time to selling/managing advertising for your newsletter. This is a challenging position with unlimited potential. The ideal candidate should have experience with the printing industry, a sales background and the ability to follow up both long and short-term projects. Please call David Laden at 488-6774.

THANKS

"Thank You" to the following for contributing advertising and content to the September issue of our newsletter:

- Melvyn Magree
- Tom Michals
- Peter Fleck
- Steve Axdal
- Elizabeth Sibet
- Rand Sibet
- Darryl Zurn
- Nan Kolbinger
- Tom Edwards
- Steve George
- Tom Gates
- Tom Ostertag
- &
- Laser Print Supply

Your contributions of content and advertising are directly responsible for the success of your Mini'app'les Newsletter.

NOTICES

* You can leave your ad by calling Dave at 432-0913, our BBS at 892-3317 or our Voice Mail phone number at 229-6952. You may also mail your ad to our Post Office box.

Our staff reserves the right to make changes for completeness, clarity, appropriateness and length.

* Mini'app'les members may run free ads each month in this space.

We must receive your copy by the 8th of the month.

Sell your products to
mini'app'les
enthusiastic readers.

821* ready-to-buy readers will see the ads in this issue!

For information
on advertising,
call or write
today!



* Average paid circulation for the last six months.

Monthly Newsletter Advertising Rates

1/12 Page		
2.5" w. x 2.5" h.		\$10.00
1/6 Page		
2.5" w. x 5" h.		\$20.00
1/3 Page		
2.5" w. x 10" h. Vert.		\$40.00
5" w. x 5" h. Horz.		\$40.00
HALF Page		
7.5" w. x 5" h. Less 5%		\$60.00
2/3 Page		
5" w. x 10" h. Less 7%		\$80.00
FULL Page		
7.5" w. x 10" h. Less 15%		\$120.00
Frequency Discounts		
Six months	@ 5%	
One year	@ 15%	
Outside Back Cover		
7.5" w. x 7.5" h.		\$100.00
Inside Back Cover		
7.5" w. x 10" h.		\$120.00
Mail Inquiries to: Sharon Gondek		
P.O. Box 4023, Saint Paul, MN 55104		
Phone Inquiries to:		
Sharon Gondek	(612) 644-7418	
Dave Undlin	(612) 432-0913	

**AFTER PURCHASE SERVICE GUARANTEED!
WE CAN GET ANYTHING YOU WANT!**

(IF NOT ALREADY IN STOCK)

IN STOCK

TIME OUT MODULES AT BIG DISCOUNT, APPLE PARALLEL CARDS, II GS PROGRAMS, PERIPHERALS, CITIZEN 24 PIN COLOR OPTION PRINTERS, C. ITOH PRINTERS, PRINTER RIBBONS FOR EVERY MAKE, 1/2 PRICE MODEMS TO 9600/BPS

Special * 300 BPS only \$19.99 (closeout)

3.5 800K & 5 1/4 DRIVES, DATA RECOVERY PROGRAMS THAT WORK!, DATA CONVERSION WITH THE NEW CROSSWORKS (Cables Included)

Special Utilities: Repairworks, Superpatch, Copy II+, Prosel 8 & 16.

WYDSICG

**(What You Don't See I Can Get)
24 HOUR DELIVERY**

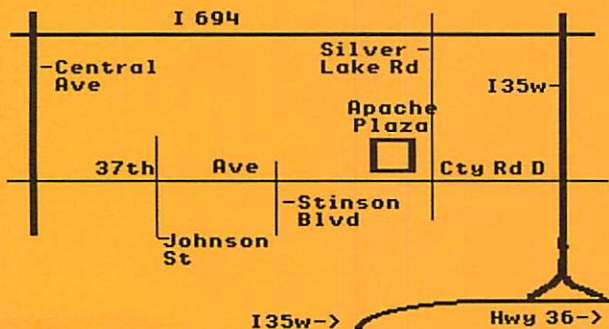
We are probably the largest supplier of cables and memory chips to schools in Western Wisconsin, N. & S. Dakota and all of Minnesota. Less Frustration With More Memory—256K only \$16. You can have any of the 84 Laser Computers & Products at Your Door within 24 HOURS.

Come to the AppleWorks SIG Meeting Wed. Oct. 23. Meet great people. Learn how to use Time Out Graphs and SuperFonts from Jim Shields.

RAMCO SALES

Brooklyn Park
(612) 561-8144 Rodger Kent
and Thanks for Your Support!

Map to the Swap Meet, Saturday, October 12



Don't let anyone tell you your old laser printer is a boat anchor...



a Xante AccelaWriter can make it better than new!

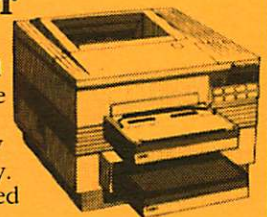
- 600 x 600 dpi resolution
- SCSI port for font hard disk
- speedy RISC technology
- easy installation
- 30 day trial

**Linda Bryan
Your Blue Pencil
612-777-7037**

**hp HEWLETT
PACKARD**

Authorized Dealer

**LaserJet III D
printer**



- Optional envelope feeder.
- Two-tray flexibility.
- Two-sided printing.
- Resolution enhancement.

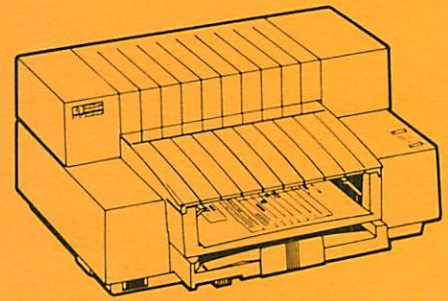
Laser-print Supply
1568 Selby Ave. (at Snelling)
649-0268

Now You Can Have Your Black And White. And Color, Too.



HP DeskWriter printer \$499

HP DeskWriter C printer \$899



- Affordable 300-dpi laser-quality printing
- Plain paper 300-dpi color printing with the HP DeskWriter C
- 3-year limited warranty
- Designed exclusively for Mac users
- Compatible with Apple System 7.0, AppleTalk, and all major Macintosh applications

 **HEWLETT
PACKARD**
Authorized Dealer

Midway

Laser-print Supply

1568 Selby Avenue
St. Paul, MN 55104

649-0268

South

Dodd Technical

1301 Corporate Center Drive
Eagan, MN 55121

452-3094



mini'app'les
Box 796
Hopkins, MN 55343

ADDRESS CORRECTION REQUESTED

Non Profit Org.
US Postage
PAID
Hopkins, MN
Permit 631

** LIFETIME MEMBERSHIP **
ID No: 0160* Expir: 99-12
DAN B BUCHLER
2601 WOODS TRAIL
BURNSVILLE MN 55337