



mini'app'les

newsletter


\$2

Vol. 14
No. 11

The Minnesota Apple Computer Users' Group, Inc.

NOVEMBER 91

Calendar
of
Events

M	T	W	T	F
				1
4 Apple II GS and Apple II Main Meeting Highland Park Library, Ford Parkway, St. Paul, 7:00 p.m. Tom Ostertag: 488-9979	5	6	7 Mac Main Meeting Bloomington Educational Center 90th St & Portland Ave. So. 7:00 p.m. Subject: Selling the Dream Speaker: Guy Kawasaki Mike Carlson: 866-3441 Melvyn Magree: 559-11	8
11	12 Apple II DTP SIG Murry Jr High St. Paul, 7:00 p.m. Bill Warner: 938-1334 Topic: Christmas newsletters	13	14 mini'app'les Board Meeting Lexington Branch Library University & Lexington Aves. St. Paul, MN, 7:00 p.m. David Laden: 488-6774	15
18 Fourth Dimension™ SIG Autoline, 2714 Patton Rd, St. Paul, 7:00 p.m. Ian Abel: 824-8602	19 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	20	21 North Shore Mac CIG Bethlehem Lutheran Church Grand Marais, 7:00 p.m. Jim Ringquist: 218-387-2234 AppleWorks® SIG Murray Jr. High, 2200 Buford St. Paul, 7:00 p.m. Subject: ProDos Jim Shield: 434-9836	22
25 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	26 Mac Programmer SIG Murray Jr. High, St. Paul, 7:00 p.m. Subject: Development Systems Gervaise Kimm: 379-1836	27 Mac Desktop Publishing SIG 7:00 p.m., Bob Grant: 827-6142 The location for this meeting has changed. Contact Bob Grant or voice mail for the new loca- tion. (See page 30).	28 	29

Notes:

Deadline for the Decemberr Newsletter is November 1st.
Deadline for the January Newsletter is December 6th

SIG - Special Interest Group
CIG - Community Interest Group

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

Coordinators - Please Call Dick Aura (941-1198) by the 10th in order to have your meeting listed correctly.



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

Board Members:

Board of Directors

President	<i>David E. Laden</i>	488-6774
	675 West Wheelock Pkwy, St. Paul, MN 55117	
Vice-President	<i>Tom Luffman</i>	698-6523
	2078 Highland Parkway St. Paul, MN 55116	
Secretary	<i>Bill Warner</i>	938-1334
	4161 Meadowbrook Ln St. Louis Park, MN	
Treasurer	<i>Dick Aura</i>	941-1198
	5167 Tifton Dr. Edina, MN 55439	
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
Director At-Large	Jason Mooney	894-3778

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)	866-3441
	Melvyn Magree	559-1108
Mac Programming SIG	Gervaise Kimm	379-1836
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 Luffman	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	938-1334
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 eDOMs:	Jacque Gay Jim Spencer & Kathy Overby
Apple // DOMs:	Bill Job, Randy Peterson & Tom Gates
eDOM Sales:	Apple II SIG - Les Anderson
	Dakota County - Jason Mooney
	Mac Novice SIG - Allen Mackler

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

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

Membership - mini'app'les
attn: Membership 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	Michelle Johnson	571-3788
Associate Editor	Darryl Zurn	638-0315
Advertising	<i>Open</i>	
Production Manager	<i>Open</i>	
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Layout	John Porter	699-5052
Layout	Earl Holdridge	922-7311
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Contributing Editor	Peter Fleck	370-0017
Contributing Editor	Steve George	935-5775

CONTENTS

VOL. 14, NO. 11
NOVEMBER 1991

IN THIS ISSUE

Minutes of the Board Meeting	5
Apple II Main Meeting Minutes	6
Eamon Adventure #8	6
Dear Doc Franklin	7
Time Out Versions	8
Review of Apple's User Group Broadcast	10
On Backup	11
New Members	13
The Macintosh Bible review	14
Mac HyperCard SIG Report	14
Savvy Stacks	15
"BBS-in-a-box" CD-ROM Deal	15
Mac Programmer's SIG	16
The Home Stack	17
INITs, the System Heap and You	18
Apple/Adobe Agreement	21
Mac eDOMs	22
Apple scrubs dirty Mac ROMs	24
Frontend Alignment	25
Apple II Main Meeting Minutes	26
Adobe ATM * FREE * for 7.0	26
GS eDOM Review	27
Correction	29
Thank You, Steve George & John Hyde	30

ADVERTISERS

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

The Fine Print

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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

DECEMBER 1991

Mac Main Meeting	Thur., Dec. 5	Bloomington Educational Center 90th St & Portland Ave.	Notes 4 & 6
Apple II & GS Main Meeting	Mon., Dec. 9	Highland Branch Library, St. Paul	Note 11
Apple II DTP SIG	Tues., Dec. 10	Murray Jr High, St Paul	Note 11
Dakota County SIG		[date and location are pending]	Note 16
Board Meeting	Thur., Dec. 12	Lexington Branch Library, St. Paul	Note 1, Members welcome
Fourth Dimension™ SIG	Mon., Dec. 16	Autoline, 2714 Patton Road, St. Paul	Note 21
Macintosh Programmer SIG	Tues., Dec. 17	Murray Jr. High, 2200 Buford, St. Paul	Note 18
Microsoft® Works™ SIG	Tues., Dec. 17	Highland Park Branch Library, St. Paul	Note 13
MacCAD/E SIG	Tues., Dec. 17	Heath/Zenith Computers, Hopkins	Note 8
AppleWorks® SIG	Thur., Dec. 19	Murray Jr. High, 2200 Buford, St. Paul	Note 10
North Shore SIG	Thur., Dec. 19	Bethlehem Lutheran Church, Grand Marais	Note 15
HyperCard™ SIG	Mon., Dec. 23	S.E. Library, 1222 S.E. 4th Street Mpls.	Note 5
Mac Novice SIG	Mon., Dec. 23	Highland Br. Library, St. Paul	Note 9
Mac Desktop Publishing SIG	Wed., Dec. 25	No meeting this month. Enjoy the Holidays.	Note 3

1. Dave Laden	488-6774	5. Peter Fleck	370-0017	9. Tom Lufkin	698-6523	13. Ken Edd	631-3679	
2. Ian Abel	824-8602	6. Melvin Magree	559-1108	10. Jim Shields	434-9836	14. Open		
3. Bob Grant	827-6294	7. Joy Kopp	440-5436	11. Tom Ostertag	488-9979	15. Jim Ringquist	(218) 387-2234	
4. Mke Carlson	866-3441	8. Bill Langer	937-9240	12. Mark Evans	377-9000	16. Tom Michals	452-5667	
Coordinators – Please Call Dick Aura (941-1198) by the 1st Friday of the month preceding the issue month to have your meeting listed correctly.							17. John Hackbarth	(715) 246-6561
							18. Gervaise Kimm	379-1836

Members Helping Members

Need Help? Have a question the manual doesn't answer? Members Helping Members is a group of volunteers who have generously agreed to help. They are just a phone call away. Please: only call if you are a Member, own the software in question and during appropriate times.

<u>Macintosh</u>	<u>Key</u>	QuickBasic	5, 6	ProTERM	1, 23, 25	PaintWorks Plus/Gold	15, 25
Adobe Illustrator	21, 24	Telecommunications	19	Quicken	25	Prosel	2
Beginners	13, 14	XPress	21	Talk Is Cheap	3	TML Basic	3, 10
Canvas	5			TimeOut	2	TML Pascal	3, 10
FileMaker II	17	<u>Apple II</u>	<u>Key</u>	TO Graph	2	Writer's Choice	15
Freehand	22	Applewriter	2	TO SideSpread	1	<u>Apple III</u>	<u>Key</u>
General	14, 17, 18	AppleWorks	1, 2, 23, 25	TO QuickSpell	1	General	12
Helix	16	Ascii Express	3	TO SpreadTools	1		
HyperCard	6, 9, 19	BASIC	5	TO Thesaurus	1		
MacDraft	5	Beagle Buddy	23				
MacDraw	5	Datalink 1200	1	<u>Apple IIGS</u>	<u>Key</u>		
MacPaint	5	Dazzle Draw	25	AppleWorksGS	15		
Mac OS	4	Dollars & Sense	1	APW	20, 23		
Microsoft Excel	5, 6, 17, 18	DB Master	7	Complete Pascal	10		
Microsoft Word	4,5,6,14,17,24	Educational Software	25	Delux Paint II	25		
Microsoft Works	11, 17	Epson LX80	1	General Information	3, 10		
Networking	5, 6, 13, 19	General Information	25	Graphic Writer II/III	15		
PageMaker	4, 6, 17, 24	Home Acc'n't	20	GS/OS	3, 10		
PostScript	8	Laser 3.5 drives	1	Merlin 16+	15		
Power Point	5	PublishIt!	23, 25	Mousetalk	15		

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

1. Lloyd Nelson	423-3112	E	9. Peter Fleck	370-0017	DEW	17. Michael Foote	507-645-6710	DEW
2. Tom Ostertag	488-9979	E	10. Randy Dop	452-0425	EW	18. Richard Becker	870-0659	EW
3. Tom Gates	789-1713	EW	11. Ed Spitzer	432-0103	D	19. Timothy Kunau	683-3649	D
4. Tom Edwards	927-6790	E	12. Bob Rosenberg	377-4300	EW	20. Steve Peterson	922-9219	EW
5. Earl Benser	884-2148	EW		340-0234	D	21. Jodi Roste	933-1698	EW
6. Dan Buchler	435-3075	E	13. John Hackbarth	715-246-6561	D	22. Nancy McClure	227-9348	DEW
7. Ann Bell	422-1115	E	14. Jim Horswill	379-7624	DEW	23. James C. Fullwood	454-7610	EW
8. Fritz Lott	377-3032	E	15. Tom Michals	452-5667	DEW	24. Darryl Zurn	781-7781	EW
			16. Arnie Krill	433-3517	E		638-0315	D
						25. Rand Sibet	560-8103	EW

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

MINUTES OF THE BOARD-MEETING

Secretary Report



by Bill Warner

Board members in attendance: June 13, 1991

David Laden, Bill Warner, Tom Lufkin, Dick Aura, Rand Sibet, Greg Carlson, Tom Shaff. Board members excused: James Fulwood and James Hadden. Members in attendance: Richard Peterson, Steve George, Tom Gates, Barney Barken. Invited presenter: Mary G. Marshall, CPCU, Vice President Norwest Insurance

The meeting was called to order by President Laden at 7:14 p.m. The preliminary meeting agenda was distributed and reviewed. By consensus, the preliminary agenda was modified to place item 3.1 Insurance Policy at the beginning of the agenda. Motion was made, seconded, and carried to accept the amended agenda.

OLD BUSINESS

Agenda Item 3.1 - Insurance Policy

DISCUSSION: President Laden provided some background information on insurance coverage and then introduced Mary Marshall. In a wide ranging discussion with board members, the following policies were reviewed in detail: Commercial General Liability; Inland Marine; and, Employee Dishonesty. The discussion focused on exposure/risk not covered, including: Director and Office Liability, Worker's Compensation, and newsletter liability. A billing statement from United Fire & Casualty Insurance Company for Commercial General Liability was reviewed.

ACTION: Motion by Aura to (a) accept Norwest Commercial Insurance Services package; (b) pay the bill from United Fire & Casualty Company; and, (c) do comparison shopping for insurance packages for next year. This motion was seconded by Lufkin. Motion carried.

REPORTS FROM OFFICERS/COMMITTEES

Agenda Item 2.1 - President's Report

No report this month.

Agenda Item 2.2 - Vice President's Report

No report this month.

Agenda Item 2.3 - Secretary's Report

No official report. Warner announced that he will be in Mexico from 7/8 to 7/19/91 and will miss the July Executive Committee and Board of

Director's meetings.

Agenda Item 2.4 - Treasurer's Report

Report for June submitted by Aura. (Editor: See attached statement by Aura)

Motion was made by Aura, seconded by Lufkin to approve the Treasurer's Report, subject to correction. Motion carried.

Agenda Item 2.5 - Membership Director's Report

The membership director was disseminated. Renewal cards are being sent out one month earlier. Motion to accept Membership Director's Report was made by Aura and seconded by Lufkin. Motion carried.

Agenda Item 2.6 - Executive Committee Report

Warner and the other officers discussed Executive Committee meeting held on June 11.

Agenda Item 2.7 - Publication Staff Report

Laden presented recommendations and requests from Publications Committee.

Agenda Items 2.8 to 2.10 - Reports of Software, Resource, Mac and Apple II Interest Groups

OLD BUSINESS

Agenda Item 3.2 - Swap Meet

May 18 Swap meet was discussed. Action tabled

Agenda Item 3.3 - Voice Mail

We are back on Voice mail line. The phone number is 229-6952. Tom Gates has volunteered to handle the Voice Mail.

Agenda Items 3.4 and 3.5 - Name Tags and Business Cards

Bill Warner took the requests for name tags and business cards and will place orders with PIP Printing and Travel Tags.

Agenda Item - PageMaker 4.0 Upgrade

The Board thanked Tom Shaff for his gift of PageMaker 4.0 to the club.

Agenda Item 3.9 - Committee Assignments and Appointment of Staff

Action tabled until the next meeting.

NEW BUSINESS

Agenda Items 4.1 to 4.3 and 4.5 to 4.8

Tabled to the next meeting

Agenda Item 4.4 - Vacant Board Positions

Laden described the circumstances of the openings of Publications Director and At-Large Director (Past President). Issue was discussed and action deferred to the next meeting.

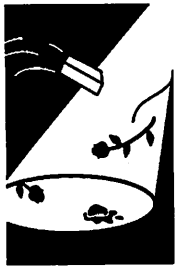
The meeting was adjourned at 9 p.m. (by

a motion which was seconded and passed) and all other business is carried over to the next meeting.

Respectfully submitted by Bill Warner, July, 1991 🍏

Apple II Main Meeting Minutes

User Group Review



by Tom Edwards

With a flash of light and a hearty Hi-Oh-Silver... (well, not quite, but it's a little more exciting than the classic beginning of last month) Apple IIer's gathered in the Highland Library again for the monthly meeting. Since the author was late, the speaker for the evening, John Hyde, started the meeting with announcements, questions and answers (just shows the versatility of Apple II people...) Questions ranged from eDOMs to MIDI keyboard/IIGS to Apple File Exchange for transferring files and to the mother of all questions... will someone develop a IIGS PDS board to run in the Mac LC. (And John wanted to know if anyone was interested in what was new for the Mac!)

Next John presented two educational software programs from Designware: KidTalk and Design-a-saurus. KidTalk was a program for young students that "read" what was typed on the screen. John typed in some text and turned it loose, changing the voice, pitch, volume. Next was Design-a-saurus... a two part program that allows children first to take parts of dinosaurs and piece them together to come up with an "original" dinosaur. John was having a bit of trouble pronouncing pterydactyl and someone

suggested trying it with KidTalk... but I digress. The second part of the program was called Walk-a-Dinosaur, John chose to be a tyrannosaurus rex, but unfortunately, couldn't catch the brontosaurus and died an unpleasant death, (became extinct, you might say...) When he tried it again, the results were pretty gory with the TR chewing on a stegosaurus. Well, as John said, "It's the survival of the fittest". Sometimes in the hallowed halls of Science that should be the survival of the Fit Test... another digression.

After the demo, people stayed around for a while, bought eDOMs, talked, played with the IIGS, tried to fix an Apple II+, talked, packed up and then finally headed to Baker's Square for the monthly Magnetic Media Mystery Contest. The big winner this month was Tom Gates. The Post Meeting Seminars are becoming notorious. Baker's Square closed at 10:00 due to all of the activity.

See you there...

Tom Ostertag 🍏

Eamon Review



by Jim Jacobson

Eamon Adventure #8 "Abductor's Quarters"

by Jim Jacobson

Adventurer, you are needed.

A friend of yours, the previous Adventurer, is in trouble. After trying to retrieve some of the many valuable Treasures in a nearby Dungeon, your friend mysteriously disappeared.

After careful research, you discover that the Dungeon your friend went to is controlled by a mad

min'app'les BBS

892-3317

8 data 1 stop 0 parity

24 hours

Adventurer known only as 'The Abductor'. You must find your friend before the Abductor gets nasty and heads start to roll.

Good luck!!!
via Steve George 🍏

Dear Doc Franklin:

Questions and Answers



submitted by
Rand Sibet

I was out shopping for floppy disks and saw that there were three kinds of 5-1/4 inch disks — single sided, double sided and high density. The boxes of single sided and double sided disks said that they were double density. What does all this mean and what kind of disks should I get?

A. I myself puzzled over this when I first started buying disks. Nowadays, I usually go by the philosophy of Tom Weishaar (programmer of ProntoDos and writer/editor/etc. for A2 Central, a newsletter devoted to Franklin and compatible computers). The philosophy is generally that the least expensive disks you can buy seem to work just fine for Franklin and compatible computers.

To answer you more directly, and based on my experience, for normal use, the single sided disks should do the job. If you intend to be rough on your disks, the double sided disks are supposed to be certified good on both the top and bottom surfaces, so they should be somewhat more reliable. As far as the high density disks — you will never need them for your Franklin or compatible.

A sidelight that often comes up in connection with disks is the question of how to make use of both sides of the disk and if one should or shouldn't use both sides. To enable a Franklin or compatible to use both sides of a 5-1/4 inch disk you need to cut a second "write enable" notch opposite the square notch already in the disk. These notches are called write enable notches because they work with a sensor that tells the computer if it is okay to record or write information on a disk. Now, when you want to use the second side of the disk, flip the disk over so the bottom faces up and use it the same as you would any other disk (format it and use it to store programs or information). In case you are worried about whether it is safe to use both sides, the overwhelming consensus is there is no problem. As personal evidence, I have some two sided disks that I have used since I first got a computer in the summer of 1985 and they still work just fine. For trivia's sake, disks that have been double notched and can be flipped for use on both sides are often called "flippy disks"

Dear Doc Franklin:

I have been looking at software that requires

using a mouse and so I have also been looking at what kind of mouse to get. I have seen ads for several different kinds of mouse ("meeses"? ED.) and don't know what I need.

A. I think I can help you rid yourself of your mouse miseries. The three kinds of rodents that I know of are the standard mouse, the ADB mouse and the trackball mouse. The one you really need to know about is the ADB mouse (some trackballs are also of the ADB type). ADB devices (there are others besides the mouse) are designed to connect to the Apple Desktop Bus. Computers that use the Desktop Bus are the Apple IIGS and Macintosh. Other computers cannot use ADB devices.

The next item of interest also depends on what kind of computer you are using. If you have a Franklin 500, Laser 128 or clone, all you need is a mouse that is supposed to work with one of these computers. If you have an older computer that has slots inside for connecting disk drives, memory boards and other devices, you will need to get a mouse interface board and a mouse that connects to it. I hope that this rodent rundown does answer the question for you.

Dear Doc Franklin:

I've started to mess with programming in BASIC. In reading about programming, I keep coming across references to ASCII Code. What is ASCII Code and why do I keep reading about it?

A. ASCII is a code where all the numbers, letters and symbols used by a computer are represented by numerically. ASCII is an acronym or abbreviation for American Standard Code for Information Interchange. It was developed as a standard so that different kinds of computers would still have some broad base in common. Some examples of ASCII: a capital A is ASCII number 65 — a capital B is ASCII number 66. These two letters are represented by the numbers 65 and 66 no matter what kind of computer you are using (even mainframes). (Examples are in "decimal" values here. ED.)

As you get more involved with programming, you will find that it is useful to know the ASCII codes that correspond to certain keys on the keyboard such as space, return, and escape. Look for a complete table of ASCII codes in this issue of the Aces High newsletter. Stay 72,65,80,80,89! (decode the ASCII)

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. 🍏

TimeOut Versions as of July 17, 1991

by Lee Dronick, Beagle Bros

Software Update



by Lee Dronick, Beagle Bros

Note! - Just because you do not have the latest version of a TimeOut application does not mean you are living in the Stone Age. Many of the updates only correct problems with certain hardware and software combinations. If what you have now works, you do not necessarily need to fix it!

TO.UTILITIES is now version 3.0.2

The only new feature is to allow the display of three place version numbers. As we fill empty stock bins with new disks we will include the new version. Beagle Buddies may update users with the new version, but we at Beagle will not update users as a matter of course.

TO.QUICKSPELL version 3.0.1

fixes a very uncommon bug where the program would not be able to occasionally find the Custom and Main dictionaries. This problem is extremely rare and it is not necessary to update unless the user is experiencing the problem.

AW 3.0 Companion ver 1.3 (has been replaced by Companion Plus)

TO.PATHMAN	1.1	4k
TO.PATHOLOGIST	1.2	2k
TO.RULER	1.1	1k
TO.TEXTLOADER	1.1	2k

Companion Plus ver 1.03

TO.PATHMAN	1.1	4k
TO.PATHOLOGIST	1.2	2k
TO.RULER	1.1	1k
TO.TEXTLOADER	2.0	2k
TO.DATEMATH	1.0	?K

DeskTools ver 3.1

TO.CALCULATOR	1.0	5k
TO.CALENDAR	3.2	16k
TO.CASE.CONVERT	2.0	2k

TO.CLIPBOARD	2.0	3k
TO.CLOCK	1.1	1k
TO.DIALER	1.1	6k
TO.ENCRYPTER	2.0	3k
TO.ENVELOPE.ADR	2.0	1k
TO.NOTE.PAD	2.0	10k
TO.PAGE.PREVIEW	1.0	2k
TO.PUZZLE	1.1	3k
TO.UTILITIES	3.0.2	8k
TO.WORD.COUNT	2.0	1k

DeskTools II ver 2.0

TO.AREACODE	2.0	5k
TO.CALC.PLUS	2.0	14k
TO.CLIP.VIEWER	2.0	8k
TO.DIRECTREE	2.0	8k
TO.DISK.TESTER	1.0	1k
TO.FILE.SEARCH	3.0	8k
TO.MEASURE	2.0	11k
TO.PM.IMAGE	2.0	4k
TO.SCREENOUT	1.0	1k
TO.SCREENPRINT	1.0	2k
TO.STOPWATCH	2.0	3k
TO.UTILITIES	3.0.2	8k

FileMaster ver 3.0

TO.FILEMASTER	3.0	20k
TO.UTILITIES	3.0.2	8k

Graph ver 3.1

TO.CLIPBOARD	2.0	3k
TO.GRAPH	3.1	61k
TO.PAINT	2.1	29k
TO.UTILITIES	3.0.2	8k

MacroEase ver 1.0

TO.DEBUG	3.0	3k	TO.PICKFONTS	1.0	2k
TO.EASY.LAUNCH	1.0	3k	TO.SUPERFONTS	3.0	50k
TO.PRIMER.REF	3.1	15k	TO.UTILITIES	3.0.2	8k
TO.REFERENCE	3.0	7k	SuperForms ver 1.03		
TO.STATUS	3.0	1k	TO.SUPERFORMS	1.1	18k
TO.ULTRALOCK	3.0	1k	TeleComm ver 1.2		
Outliner ver 1.2.2			TO.TELECOMM	1.2	44k
PowerPack ver 2.0			TO.UTILITIES	3.0.2	8k
TO.ASCII	1.1	2k	Text Tools ver 1.31		
TO.AWP.TO.TXT	3.0	3k	TO.ANALYST	1.2	1k
TO.DB.SEARCH	3.0	3k	TO.COPYBLOCK	1.1	3k
TO.DESK.SORTER	3.0	2k	TO.GLOSSARY	1.1	6k
TO.HELPSCREENS	3.0	6k	TO.INDEXER	1.2	4k
TO.LIBRARIAN	3.0	5k	TO.MARKMERGE	1.2	5k
TO.LINESORTER	3.0	3k	TO.MULTIPRINT	1.1	3k
TO.SELECTOR	3.0	5k	TO.QUICKSTYLES	1.1	6k
TO.TRIPLE.CLIP	3.0	2k	TO.QUICKTABS	1.1	5k
TO.TRIPLE.DESK	3.0	2k	TO.STRIPPER	1.1	2k
TO.UTILITIES	3.0.2	8k	TO.SUPERFIND	1.2	4k
QuickSpell ver 3.0.1			TO.TOC	1.1	3k
TO.QUICKSPELL	3.0.1	17k	TO.UTILITIES	3.0.2	8k
TO.UTILITIES	3.0.2	8k	Thesaurus ver 2.0		
TO.WORD.COUNT	2.0	1k	TO.THESAURUS	2.0	5k
ReportWriter ver 2.52			TO.UTILITIES	3.0.2	8k
TO.REPORTWRITER2.52		112k	UltraMacros ver 3.1		
TO.UTILITIES	3.0.2	8k	TO.CLIPBOARD	2.0	3k
TO.RW.2.0	2.52	55k	TO.COMPILER	3.1	15k
TO.RW.3.0	2.52	57k	TO.MACRO.OPT	3.1	11k
SideSpread ver 3.0			TO.HELP.	V2.0	4k
TO.CLIPBOARD	2.0	3k	TO.HELP.	V3.0	11k
TO.SIDESPREAD	3.0	48k	TO.UTILITIES	3.0.2	8k
TO.UTILITIES	3.0.2	8k			Ⓜ
SpreadTools ver 2.1					
TO.ANALYZER	2.0	8k			
TO.BLOCKCOPY	2.0	10k			
TO.CELLINK	1.2	8k			
TO.CLIPBOARD	2.0	3k			
TO.COPYRC	2.0	4k			
TO.FRM2VAL	2.0	3k			
TO.QUICKCOL	2.0	4k			
TO.UTILITIES	3.0.2	8k			
SuperFonts ver 3.1					
TO.PAINT	2.1	29k			

Voice Mail

*Your information & mail
service*

229-6952

Review of Apple's 9/25 User Group Broadcast

User Group Review



by Tom Edwards

On September 25, 1991, Apple Cupertino tried to become the Apple Company that is your friend of old. This came by way of a "downlink", ie satellite broadcast, to User Groups scattered across the country. If you had access to a satellite dish, then you had access to Apple's First User Group Meeting of the Air.

This was a decidedly "home brew" telecast that has been greeted with mixed reviews by the Apple User audience. Content has been bashed for bias (Apple //ers think there was too much Mac, and Mac'ers think there was too much Apple //, so the balance must have been close to right), incompleteness on subjects (they packed a lot into 1-1/2 hours of air time, so not all details could be covered) and a very contrived "comic relief" schtick that was threaded through the program.

I don't know what respect I'll get from my fellow Mini'apples members as a reviewer, but I think that Apple's heart was in the right place, that the content was OK as a first effort (if these were run on a regular basis, content could certainly be honed to a better edge), that the pre-publicity was good and the production adequate. The "comedy" routine did not match up to the honest efforts that I saw elsewhere in the presentation.

I particularly thought that the "live amateur" emcees and speakers were good choices. These key rolls were the real heart of the whole thing. Some did stumble on a line or two, might have missed a cue here or there, but they were folks just like you and me... the guys and gals involved with the Apple products, the people that are trying to do the job to connect with you and me. I appreciated their efforts much more than if "pros" had been in front of the cameras with polished script presentations and coiffured hairdos. I hope that they keep that non-professional look as part of any future presentations.

One noted exception to the "live" aspect of the show, was John Sculley's taped presentation. I appreciated most of the message, but come on, John... if the rest can take the chance of facing the camera live, you should have been there to do the same. I don't mean that the taped commentary has to go, but a live "welcome" or wave to let folks know that you were there would have bolstered spirits on both sides of the cameras.

And the envelope, please...

The downlink that I attended was hosted by the Anoka CORE User Group at the Staff Develop-

ment Center for the Anoka School System. The facility was first class, not at all strained by the 40+ in attendance, who were a bit more on the restrained side, judging by the background noise from some of the groups that called in by phone. I did make a few notes about some of the subjects of the presentation. You might want to check for more details from someone that attended one of the local captures. (The "official" club capture was held in St. Paul.)

- Emcee hosts were Rye Livingston and Craig Elliot of the Apple User Group Connection.
- Sculley's message focussed on new products... where his personal efforts have been concentrated for the past 18 months. Apple will shortly be releasing some of those products, though you couldn't tell much about that with this program's content. John noted that the intended product mix for next year consists of 80% new models and that recent alliances are designed to increase market share, technology level and improve the price base. He said that the interests and needs of the Apple customers are at the heart of Apple plans.
- Michelle Free described mailings she organizes to send from Apple to User Groups. These are "themed" as much as possible each month. Content is a like a flea market in that there are so many items from which to choose: printed material, CD-ROM's, club operation hints and "cook-books," videos, program deals... even UG membership (FileMaker Pro) and financial aids (Quicken).
- There is a UG "council" of 12 representatives that helps to set direction for Apple UG efforts. (Seems to me that Dan Buchler, the founder of mini'apples, participated in this council at one time.)
- For Apple // enthusiasts, there were announcements (or confirmation in some cases) that Apple will have a SuperDrive card for the //, issue new versions of HyperCard/GS and System 6.0 software (first of 1992), and provide an updated //e card for the LC. One of the HyperCard/GS improvements is a very impressive link to video devices, something that I have not seen yet on the Mac version. System software is being designed to be closer to the Mac in

"look and feel." (I wonder if Apple will sue itself for infringement? Another curiosity is the HyperCard situation: on the Mac, it is a Claris product, but on the // it is an Apple product!)

- Chris Espinosa, longtime Apple employee who has seen the growth from garage to "campus," introduced the Mac section which covered items such as the System 7.0 release, Publish and Subscribe, Apple Events and QuickTime (hook video into any document... anticipated by the end of the year). QuickTime was one of those "wow!" kind of things... I don't see much application of it for me personally at this time, but it sure is neat! (One personal disappointment concerned a promotion that Apple did with System 7.0. Seven User Groups won LC's for promotions that they did in support of System 7.0's introduction. I missed seeing anything about the possibility of the club winning such a prize by promoting users to upgrade to System 7.0.)
- Several questions were fielded by the Apple Team from User Groups that posted questions on AppleLink. This transpired during the last 10 minutes or so, so not much was probed in-depth. Questions covered Apple // (no special holiday promotion, more enhancements are in the works), HyperCard (a "stack mover" to share stacks 'tween Apple // and Mac), QuickTime (will first be issued as a free Mac INIT for System 6 and 7, then be incorporated directly into system software releases), plans for User Support by 800 phone lines (sorry, folks, but this was weaseled into a noncommittal answer).

One of the most interesting questions was "When will the next broadcast be done?" Apple said that it depends on the reception that Apple gets from evaluation forms posted on various on-line services. This hints at Sculley's "what do users want" idea, as well as some objective evaluations that Apple will no doubt be making. So keep those cards and letters coming, folks. Perhaps Apple will be listening. Let's do our part to make sure that the ball isn't dropped on our side of the court!

Oh, yes! The running schtick through the presentation was a "bus tour of Apple." I think that more "history" information (without an "Odyssey" link) could have been presented in a straight forward documentary manner. Smoggy aerial views would have been more informative as graphic maps highlighting divisions, past growth or future plans. Buildings under construction are not a "pretty" sight (unless your name is David Stovall)... a Virtus walkthru of such places would have been much more hip and on target for the computernik audience. And I was completely

turned off by a shot of the earthquake-induced crack in an Apple walkway, which appears to linger from who knows how long ago. That's not my idea of what to show on a national presentation, and it raises questions of safety and priorities with me.

As for humor, a well placed cream pie or rubber chicken at the end of the show, with Sculley as the target, would have brought me a laugh magnitudes greater than the "bus tour." And it would have given me a great sense of sharing to know that one of the highest paid executives in America works for one of the best companies in America, where the best people turn out the best computers for the best User folks in America and are not afraid of saying "We don't take ourselves too seriously here!"

Apple, you did well. There is room for improvement, but don't toss out the baby with the bath. More presentations are certainly in order to help create a stronger bond with customers like those in mini'app'les. Don't be too quick to judge before there is a fair stack of evidence. One Apple does not a pie make, nor does one broadcast give a fair basis to evaluate the program. Use this first broadcast as a "test drive" to see if a second drive can add improvements that hold the promise of benefits for all.

More bytes later... TWE 🍏

On Backup

by Mike Carlson, Hagen Office Equipment

When one lacks a sense of awe, there will be a disaster.

Anonymous Fortune Cookie Message

Anyone who has worked with computers for very long has learned why backup is important. This paper is being written primarily for the benefit of those who do not share that background. The basic fact behind this message is:

Computer Systems Fail.

An important corollary is:

Your system will fail in some way some day, probably when it is not very convenient.

If you are lucky, the failure won't be critical. If you take seriously the procedures of

Systematic and Regular Backup

This writer has dealt with many failures that have been most untimely for myself as well as with friends, family, students, and customers. I wish to share a bit of what I have learned from these experiences in the hope that I may prevent some future suffering. Whole books exist on the theory of computer failures and the likelihood that one will hit you. This paper is not intended to be comprehensive, but rather to give some concrete warnings and suggestions for dealing

On Backup



by Mike Carlson

with the inevitable. The ideas are quite generic (computer independent). You might come out of this reading with incentive for formulating a sensible plan; one that can fit into your work habits to provide you with confident, secure computing.

First, let us restate the basic assumption. YOUR computer system will fail; you will likely lose critical data, your time, your patience, and usually in some way your money. I know of one situation this summer where a business came very close to losing six months of accounting data for which the product descriptions alone had taken two months to enter. The disaster was narrowly averted. New procedures are being instituted to avoid such a close call in the future. The second basic assumption is that people can control their interactions with computers so that few failures will cause major disruption or loss of time or money. If you take reasonable precautions and make regular, frequent backups, your computer use can be much more satisfying. As a personal witness, I can say that I have lost very little of importance in the twenty-five years of computer dependency I claim. I learned my lessons long ago when I first did lose work.

The first time one gets a message of computer gloom the form is often seen as "System Down," "File Cannot Be Found," "Unable To Read Data," "Error-34," "Not a Macintosh Disk," or just a dead system. However you are informed, you must be ready to react. You must be aware that you are in control (somewhat) of an incredibly complex arrangement of power, mechanical devices, magnetic media, system software, application software, and your own limitations. Whenever you interact with a computer you face this complexity, however "friendly" the computer may appear on the surface. Those of us who trace our computer involvement back to the low levels of computing devices and programming may have great respect, awe, and admiration for the wonderfully simple and reliable systems we have today. Still that respect must have cautions—self protection is necessary if you want to enjoy computing. Otherwise better stick with pencil and paper.

The self protection you use with your computing must take several forms to insure the security of your hardware, software, and data. You must at a basic level assure the security of your hardware from theft, flood, dust, fire, heat, cold, smoke, dampness, dryness, power surges, rodents, and other forms of environmental problems which can destroy parts of your equipment. At the next level service repair must be considered. Know how and where warranty service will be done and how long it will take. Prepare for the after warranty failures. Whether you keep funds in escrow for failures or purchase extended warranties is up to you and your comfort with risk. But in any case

your must be ready for failures that will occur. No one seems willing to give odds of failure by year, but be assured that the eventual failure of a major component is as likely as your own demise. I prefer facing computer failures to my own demise and hope you have the computer failures more often than those of the flesh.

We reiterate that, yes, some part of your computer system will fail and often suddenly. I did computer service for four years in a microcomputer store. Few of the failures I dealt with were gradual. Suddenly there is a failure. If you are in the midst of work, everything that you have not saved to secure media will be gone. Unfortunately, in some case the failure itself may cause previously solid media to fail. If you are dependent on only one copy of your data, it may be lost and often unrecoverable as well. Further failures can result from a glitch in the computer hardware. This failure could be the warning of serious failures to follow or may never recur. Each hardware failure has a course of its own. It helps to have knowledgeable service people you can contact when these things happen. Build a relationship with your dealer, a user group, a techie friend, or be ready for real frustration.

Of course your system hardware may be fine only to fail because the programs that make it work fail. System software can suddenly fail if you reach beyond the anticipated in some way. Programs in the computer were written by people. People are fallible. Therefore computers _____ (an exercise in logic for the reader). Application software may fail themselves when some unusual situation occurs: data file too large, poor programming as a result of haste to market, software incompatibility, viruses, less memory than required to proceed, and a host of others.

And of course even the operator may make errors. Yes, one or two keystrokes can destroy lots of work. Pain, heartbreak, and suicidal desires may follow. Take your time. Don't forget your daily nap. And think as you work. "Do you want to save your changes?" Answer wrong and your work is history. Logical, exact answers are required when dealing with devices as consistent and unforgiving as computers. Amazing how sometimes the brain can take a break a such a critical moment. I've forgotten disks, written over important files, copied empty disks onto full ones (making two empty disks of course), interrupted the computer at critical times, and many other acts of stupidity. Yet I can say that I have lost little information that I have created. Almost always there has been another copy, an almost up to date, near duplicate of the material I lost. Currently I have copies of data at home on a hard disk and floppy disks, copies in my briefcase, copies on my hard drive at work, floppies at work, copies on the file server at work, files in the hands of friends, and even some disks in my safe deposit box. You must do some or all of this as well to avoid the data losses that could occur.

Let's start with a minimum, viable and simple system for handling backup of your precious work. First you make copies of the programs you buy or are included with your computer. If you work with a hard disk you make copies onto your hard disk and work with them from that drive. For floppy only systems you copy to another floppy disk and work from the copy if possible. Copyright law does allow this. Be sure to get assistance with copying if you don't fully and confidently understand the process. I have dealt with users that made their software unusable before they even got started. Lock your original diskettes—learn how

that is done with the media you use. Disks locked can not normally be erased or altered. You usually lock media by adding a piece of tape or sliding a door into place. Learn how to save your work to disk as you are working. Perhaps every fifteen minutes is not too often to save —more often if you are making big changes quickly. Some computers and some programs give you the option of making this an automatic process, consider that option if you are one that gets deeply involved in your creations and can't stop to save. Don't just replace the old files as you work. Make multiple copies that can serve as an archive of the various steps in your work as you progress. Use file names in a sensible way to assist the process. Some Examples of progressive filenames:

Don't delete the earlier copies until you have to. They are the source of your recovery. Throw them out only when you are certain the document is no longer needed and you need the space. If your disk space is short, perhaps it is time to buy a larger drive or get more floppy disks or whatever removable media you use.

At frequent intervals stop to copy your work to another tape or disk. You must consider the possibility (read likelihood) that your main disk be it hard or floppy will crash or your floppy disk will be past tense.

Primitive as it may sound and contrary to our need to save wood resources, save a paper copy. From paper you could reenter the lost information by hand, hire someone to reenter the data, or even scan it back into the system (really very easy and useful if you have access to a scanner with the proper software).

We could go on and on, as no doubt some may think I already have. But this is such an important subject, I want to get the message out clearly. I am saving multiple copies of this paper and hope to continue to revise the information to fit the needs of my contacts. Your suggestions and even horror tales are solicited.

1. Hardware is a catch all term that describes any physical part of your computer that runs on electric power.
2. Software is a word that fits most all the programs people write that cause a computer to do anything beyond turning on.
3. Data is the information people put into computers including text, pictures, and sound.
4. Media is the disk or tape that is usually made of magnetic particles or optical images that is used for storage of data and software. Not at all related to the Classic Greek Tragedy, Medea.
5. While we can recover some messed up data, it is chancy. We compare to the risks of bicycling

without a helmet. Fast action and good treatment in the hands of experts may be necessary in case of a crash. Also be sure to carry your organ donor card.

6. Glitch is a technical term that may be explained as "Golly, looks like something in it went wrong, can't tell how it could have happened, but it did."
7. Viruses are programs or program parts that are designed to make your computer fail. Typically viruses

are written by twisted, aimless youth that have spent too much time playing video games and eating excessively sweet foods. This subject is big enough for a book of its own. The most basic message is to use safe computing.

8. Crash is another technical term effectively meaning "Can't read any stuff here anymore." 🍏

New Members:

Conger, Al	55379	612-445-4059
Ellison, George	55009	507-263-2586
Fitzgerald, Bob	55404	612-871-1612
Hatch, Tom	55407	612-824-1554
Nye, Jonathan	55113	612-644-7895
Perrin, Charles	55372	612-440-4626
Vind, Thomas H	56452	218-682-2572

Membership Report



by Steve
George

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
Kolbinger, Nan
Laden, David E
Ostertag, Tom
Sommers, Dan
Undlin, Dave
Vimr, D J
Watson, Harold
🍏

The Macintosh Bible

A Book Review



by David Undlin

I feel very sheepish writing a review of *The Macintosh Bible, Third Edition*, because I haven't read the book. And in all probability, I never will read the book. The same was true of the First Edition. I didn't read that either.

However, if I had purchased *The Macintosh Bible* when I purchased my Macintosh several years ago, I would have read it. I would have read the entire book and saved myself time, frustration, phone calls and been measurably more confident with my new computer. Now, every time I go to the book for specific information, I read additional sections and find out more about what I don't know.

In my opinion, *The Macintosh Bible* is the single most important addition to any Macintosh user's library — especially for the new Mac owner who should read the book from cover to cover. The Bible is a large (1115 page), economically priced (\$28) reference book with a gazillion great ideas, suggestions, charts, tables and information covering virtually every aspect of Macintosh computer use. It is my primary source for solving problems or answering Macintosh questions from friends or clients.

The Macintosh Bible is well written and easy to use. The graphics and notations in the margins clue the reader to important paragraphs containing very hot tips, information for new users or power users, bargains, shortcuts, warnings, bugs, gossip, trivia and bad features. The Bible should be required reading for software manufacturers who routinely publish ugly, difficult to read and

often impossible to understand manuals to document their software.

What did I like best about *The Macintosh Bible*? That's easy — the index! When I have a problem or question, I want to find the solution or data immediately. The index allows me to do exactly that. Whereas many books lining my shelves contain 10 or 20 index pages, *The Macintosh Bible* has a whopping 91 pages making the book a superlative encyclopedia about the Macintosh.

A unique benefit of owning *The Macintosh Bible* is quarterly updates. Return the postcard in the back of the book and you will receive quarterly updates to keep your Bible current. It's a type of literary service contract. Nice!

Should new Macintosh owners purchase *The Macintosh Bible*? No! They should purchase the "super combo" which includes two additional resources: *The Macintosh Bible "What Do I Do Now?" Book* and *The Macintosh Bible Software Disks*. The *What Do I Do Now? Book* contains information for panic situations — what to do to solve your problem and get your system back to normal. The software disks contain 23 of the best shareware programs in the marketplace which add features to your system such as those available in SuperClock!, Address Book, and Blackout.

This book along with other books by Goldstein & Blair are available at discounted prices to user group members who buy in quantity. Contact me for specifics and an order form.

-David Undlin 🍏

Mac SIG report



by Peter Fleck

Mac HyperCard SIG

by Peter Fleck

Next Meeting: Nov. 25, 1991.

Location: East Lake Library in Minneapolis, 2727 East. 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 plump 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).

You may have heard me mention that there would be a laserdisc/SuperCard demo at this meeting. Unfortunately, the demonstration had to be cancelled. I will reschedule it for 1992. I am trying to find someone to demonstrate the painting tools in HyperCard including using the Power Keys and scripting painting actions. Nothing is confirmed as of press time; call me for details (370-0017). 🍏

“SavvyStacks ‘91”

Macintosh Contests and Offers



Submitted by
Don Fitzwater
and
Greg Carlson

Dublin, OH

NAUTILUS and XNet announce “SavvyStacks 91”, the first annual contest for the best non-commercial System 7-Savvy HyperCard stacks and SuperCard projects. “SavvyStacks 91” provides non-commercial developers the opportunity to enter their best hypermedia projects that take advantage of interapplication communication and AppleEvents running under System 7.0.

A panel of respected programming professionals in the hypermedia industry including: Kevin Calhoun, Jeanne Devoto, Danny Goodman, Steve Michel, Brian Molyneaux, Dan Shafer, Christopher Watson, and Dean Wette, will select three winners in each of two categories. Hypermedia projects may be submitted for either the “Single Computer” category or the “Network” category.

Dean Wette, spokesperson for XNet, the HyperMedia Developers’ Coalition and editor of the “Hypermedia Programming” section on NAUTILUS says that, “With the advent of Claris HyperCard 2.1 and Aldus SuperCard 1.6, hypermedia developers now have the opportunity to develop software that takes advantage of key features of System 7.0.” Carol Williams, Managing Editor of NAUTILUS, the first subscription-based multimedia information service available on CD ROM agrees. Ms. Williams added, “This contest is a

great opportunity for developers across the country to demonstrate their skills.”

Prizes, for the three best entries in each category will be awarded. Winning entries will be published on NAUTILUS and in the XNet Special Interest Group on America Online.

First place winners will receive a CD ROM drive, a year’s subscription to NAUTILUS plus a software program of their choice from either Aldus Silicon Beach Software or Heizer Software.

Second place winners will receive a year’s subscription to NAUTILUS and a software program of their choice from either Aldus Silicon Beach Software or Heizer Software.

Third place winners will receive a six-month subscription to NAUTILUS and a software program of their choice from either Aldus Silicon Beach Software or Heizer Software.

All entries must be submitted by December 31, 1991. For a complete list of contest guidelines or to submit your entry, please contact:

Dean Wette
921 DeMun Avenue 2N Clayton, MO 63105
(AppleLINK: D7064 AOL: XNet Wette)

From: XNet Wette Posted on: America Online
CONTACT: Carol Williams 614/766-3153 🍏

“BBS-in-a-box” CD-ROM Deal

The Arizona Macintosh Users Group is providing a special promotional offer for user group members who wish to purchase their CD ROM “BBS In A Box” Volume II. Members who order a copy of this CD ROM before November 30, 1991 can purchase it through mini’apples for only \$60.00. The CD normally retails for \$119.00.

“BBS In A Box” is the first CD ever produced for a Macintosh BBS and provides over 8,500 Macintosh files in compressed format. Files are provided under twenty-two topics including Art, Business, DA’s, Echo Archives, Games, Fonts, Adobe Fonts, Films, GIF’s, Newsletter Articles, HyperCard, Music, MIDI, Mac II, Movies, System 7 tools, Telecommunications, Utilities, Word Processing and more. “BBS In A Box” Volume II now supports all the most current Adobe screen fonts. Apple Computer has allowed inclusion of the Macintosh Technical Notes, Just Add Water (the User Group Manual), sample User Group By Laws and Articles of Incorporation, Apple II Tech Notes,

a User Group Directory stack, Windoid stacks, LaserWriter training and several other items. The disk also includes the decompression utilities Stuffit 151, Stuffit Classic, Stuffit Deluxe Unstuffer, Compactor, Disk Doubler, and more.

The CD ROM contains file directories in several popular database formats, as well as a tab-delimited text file. Also included is a directory in HyperCard 2.1 stack format, which comes with a copy of HyperCard 2.1 from Apple Computer. This makes it easy to find whatever file you are looking for.

Even if you don’t run a BBS, this is one of the largest collections of shareware files on CD ROM you can buy. Files are the latest versions available through August of 1991.

Any mini’apples member who wishes to order “BBS In A Box” CD ROM should contact either Greg Carlson, Software Director, or Jacque Gay, Mac eDOM Editor.

by Greg Carlson, Software Director 🍏

Mac Programmer's SIG

Meetings



by Steve Axdal

The September Mac Programmers meeting was held at its normal time of 7 pm on the Fourth Tuesday, September 25 at Murray Jr. High. The next meetings will be October 22, November 26 and December 17. It was decided that the December meeting would shift back a week in order to preserve domestic tranquility.

The initial portion of the meeting was a discussion of the direction the group should take, and a tallying of the languages which might be used. Pascal came in with the most votes, as well as being endorsed by the style of Inside Macintosh. Nonetheless, no particular decisions were made, and anyone wishing to discuss their programs or problems in any language will be welcome. When it was noticed that Jeff Brown hadn't arrived yet, we gave him a call. It turned out that he, who had produced and distributed a beautiful schedule in August, had arrived a week early and wondered why no one else had come. Shortly thereafter, Jeff showed up, and the main feature of the evening occurred.

The September meeting had been scheduled as the first of a pair of meetings dealing with image compression. The first meeting was to deal with compression of static images, while the second meeting would move on to image compression of video images.

The discussion began with a brief review of Run Length Encoding (RLE), used automatically in the PICT files produced by MacPaint and other painting programs. This compression method looks ahead at the string of pixels about to be stored from the image and replaces a string of bits of one color with a count of the number of pixels and the color. This method of compression is very quick and easy to perform, and works pretty well for black and white images. It only provides 20 to 30% compression, but it is fast. A variant of this method is used in Group III fax machines to reduce the amount of bits that need to be transferred over the phone lines. It works quite well, since most text is white space between the letters, and many parts of the letters are similar.

Color is a little trickier, though RLE can be used here as well, especially if you are willing to allow few colors or allow shades close to one another to be replaced by a single color. Jeff showed an example of color RLE encoding using a picture of a cloud as an example. The initial image consisted of 765k bytes, a medium quality compression only needed 485k. Some of the features of the image were lost, but overall it still looked quite good. Next we looked at the cloud using the lowest quality available with RLE encoding. The size was 200k, but the

image quality had noticeably degraded. The image was still clear, but the colors had begun to develop streaks as a line of similar colors were replaced by a strip of a single approximate color.

RLE loses information in the compression process. When you are done encoding the image, you can't regenerate the identical image, hence the streaks noticed in the cloud picture. However, there are compression methods which do not lose information. Shrinkit, Stuffit and others are programs which compress applications and data files. The files can be compressed impressive amounts and regenerated without losing any information. Generally the compression will be on the order of 50% for moderately complex data.

One method for compressing images, and the one illustrated at the meeting, was developed by the Joint Photographic Experts Group (JPEG). The method is referred to as JPEG (I bet you can guess where the name came from). Interestingly enough, JPEG is designed for encoding black and white images, not color. Well, more accurately, it is designed for gray-scale and it is applied to color by separating the image into color planes which are encoded separately. The separate color planes can then be recombined to recreate the initial color image, or something very close to it. At the meeting this was demonstrated, again with the cloud picture, which compressed to 29k bytes at medium quality and 10K bytes at lowest quality. As one attendee remarked, "The studio audience was impressed." In this case, the lowest quality JPEG image was comparable to the medium quality RLE method.

JPEG is a three step process, the key to the method being the observation that in most natural images, the color in one pixel is likely to be pretty close to the color in the pixels next to it. JPEG divides the image into 8x8 pixel blocks and treats each block as an entity. The first step of the algorithm has the name of Discrete Cosine Transform. This amounts to replacing the gray scale value of a pixel with its difference from the average value of the 8x8 block. This step is quite powerful and accounts for about 50% of the image compression. At this point no information about the initial image has been lost.

The second step is where the losses and major compression occur. This step is quantization, where you can specify how much information you are willing to lose. What you specify is the quantization factor, that is, how coarsely you are willing to represent color differences within the 8x8 block. For example, if a block had 64 shades of gray within it, a quantization factor of 16 would

represent the initial 64 shades by only 4 shades in the reconstruction.

It can be expected that with only four shades of gray used in 64 pixels, many pixels will have the same value. The third step recognizes this by using a Huffman coding to represent the different shades in as few bits as possible, without losing any more information than was lost in the quantization step.

The net result is image compression in the range of 10:1 to 50:1. The cloud was a particularly good subject for JPEG compression, very few abrupt shade changes were involved. The areas of wide color and contrast range are where the JPEG method shows the most degradation. A second test image was shown of a beach by Grand Marais. It had a blue sky, dark green trees against the sky, and a pebbly beach. The initial image was 800k

pixels. A quantization factor of 62 reduced the file size to 75k with very little degradation noticeable, and that mainly at the tree-sky boundary. As the quantization factor increased, more and more details were lost. At a quantization level of 255 you could still clearly see what the picture was, but there was very obvious banding of colors in the sky and some tree tops had been lost. On the other hand, it only required 40k of file space. All in all, very impressive. (The October 1991 IEEE Spectrum magazine, p 16, contains a very clear description of video compression methods.)

The October meeting will continue talking about JPEG and lead into MPEG, probably with some demonstration of the beta version of Quicktime, Apple's video extension. Quicktime was just released to developer's a few days before the September meeting. 🍏

The Home Stack

Beneath The Surface



by Peter Fleck

Within the stack script of the HyperCard Home stack, there exists line after line of HyperTalk code. This code exists in order to give you, the user, a familiar interface each time you open HyperCard. Among these procedural lines are some helpful handlers that can make your life a little easier (or at least more fun).

Some of these handlers — like `mw` — will only work with Hypercard 2.x. Others have been around for awhile and you can try them even if you haven't upgraded your HyperCard. Since messages pass through the Home Stack on their way to HyperCard, these handlers can be called from any stack just by typing them in the message box and pressing return or enter. 🍏

Handlers in the Home Stack

Handler	Description	Handler	Description
<code>nav</code>	Shows the Navigator palette. (2.x only)	<code>s</code>	The searchScript handler. Type <code>ss</code> "mouseUp" and HyperCard will search through all scripts of the current stack for the mouseUp message. When it finds it, it will open the script editor for that object and place the string you're looking for in the Find box. You can also specify HyperCard to search a different stack than the one you're in.
<code>c</code>	Card info dialog.		
<code>b</code>	Background info dialog.		
<code>s</code>	Stack info dialog.		
<code>mw</code>	Shows the message watcher. (2.x only)		
<code>vw</code>	Shows the variable watcher. (2.x only)		
<code>se</code>	Sets the script font type and size. (2.x only)	<code>xy</code>	puts the mouse coordinates in the message box.

INITs, the System Heap, and You

About
Your
Macintosh



by Andrew
Welch

INTRODUCTION

This document came about because of the System Heap/INIT paranoia I've been seeing lately. It represents the total sum of the knowledge I have accumulated from writing system level software (INITs/cdevs/System Extensions) for 3 years, and is accurate based on my experience and the experiences of many other Macintosh programmers.

It will help you make rational decisions about resolving INIT conflicts, dispel some common myths, teach you a thing or two, and tell you what is really going on with all this System Heap stuff.

Neophytes, forgive me if I confuse you with the programmer-speak necessary to explain this topic. Programmers, forgive me if I generalize issues for the sake of clarity.

INITs, cdevs, Control Panels, System Extensions — they are all buzz-words for basically the same critters: low-level programs developers write which load automatically when the system starts up. Programs that you toss into your System Folder. From now on, I will refer to them all as INITs, though there are some subtle differences between them (not important in this discussion though).

INITs are notorious for causing system crashes, conflicts, and general system weirdness. When technical support people hear that their INIT is causing problems, you'll inevitably hear something to the effect of "Have you tried expanding your System Heap?" What do they mean when they say this, and is it the ultimate solution?

You are most likely about to learn more about the way your computer works than you want to, but if you persevere you won't regret it. Knowledge is power. Hang on tight. But first, a little background...

DIVING IN

For starters, your Macintosh has a fixed amount of memory installed in it, which acts like a desk space for things you are currently working on. In real life, when you want to work on something you might take it out of your filing cabinet and put it on your desk where you can work on it effectively. This is similar to what a computer does also: all of your programs and documents are stored on your hard disk, and when you want to work on them they are read in from disk and placed in memory.

Life being what it is, you can't have everything. You only have a limited amount of memory that must be rationed out to the programs that you

run. In fact each program you run grabs a fixed chunk of memory when it loads, and it doesn't let go of the memory until you quit the program. This is the application's world to do with as it pleases. This is also known in technoweenie terms as a HEAP.

Each application is said to have its own memory HEAP. You can decide how big this HEAP is (how much memory the application will use, or how much of your desk space you're giving up to use the program). You can do this for any program by choosing "Get Info" on it in the Finder and entering how much memory you want it to use. That assumes you are running under System 7 or MultiFinder. Under older systems (sometimes called uni-Finder) the programs that you run use all of your Macintosh's memory, so you can only run one program at a time.

Well actually I just lied. Sorry about that, I know I hardly know you but I lied to you already. There is another HEAP that is always around (even if you aren't running any programs) called the SYSTEM HEAP. This is important. The SYSTEM HEAP is a chunk of memory that the System Software (the nitty gritty, low level stuff) uses for its own purposes. Things with nasty names like device drivers, ROM patch code, etc. dwell there. It is a murky, convoluted place that only Apple knows every nook and cranny of, but a very important one nevertheless.

So if you think of your computer's memory (or RAM) again, a portion of it is always occupied by the SYSTEM HEAP, an area of memory designated for the low level system software from Apple and other nasties. The rest of your computer's memory is rationed off in chunks to the applications that you run on a first come, first serve basis. Normally, we developers stay in our own little application HEAPS, insulated from the complexities of system-level software. There are times however that the only possible way to write the programs we dream of is to delve into the world of System Software and the SYSTEM HEAP. Yes friends, we are talking about INITs (you knew I'd get around to it some day, right?).

NOW ONTO THE INITs!

If a program wants to achieve some kind of a global effects (like QuickKeys allowing you to define Macros that work in any program), they have find out how to graft themselves into your System, and keep a portion of memory for themselves that will stay around even when a program quits (remember

folks, the memory a program had allocated to itself is freed up again when it is quit).

We are talking sophisticated stuff here. Writing System Software is extremely tricky stuff, even for Apple who knows every little subtle nuance in the Macintosh, it is a tough thing to do right. That is why System 7 took so long, and why Apple should be praised for System 7: it works well, which is nothing short of a miracle. But I digress.

You get the idea, writing System Software is not for the faint at heart. In any case, perhaps you guessed it: INITs take a portion of SYSTEM HEAP memory for themselves when the computer starts up. It is also then that they "hook" themselves into the System Software. When your computer first starts up, the SYSTEM HEAP is a certain fixed size. However while your machine is loading, the SYSTEM HEAP will grow automatically to accommodate an INIT that needs more memory for itself.

For technoweenies, the mechanism that loads INITs at start up time and expands the SYSTEM HEAP as needed is called INIT31. There is a well known mechanism that any INIT writer worth his salt takes advantage of: 'sysz', or System Zone Expansion. This is a little parcel that all INIT writers should include in their products (it takes all of two minutes to put it in), it tells the INIT31 mechanism how much memory the INIT needs to load. INIT31 grows the SYSTEM HEAP so that there is at least this much memory free, and then loads and runs the INIT. Therefore any well-written INIT will tell INIT31 how much memory it needs, get it, and be happy. And all is well in INIT-land.

If it were a perfect world, our story would end here. But as I'm sure you suspect, there are a few twists here. INITs have the power to affect the operation of your entire computer, and unfortunately they can also crash the whole thing too. There are a few snags that INITs can run into regarding the SYSTEM HEAP, and I will go into them one by one so that you can understand what is going wrong and why.

One thing we should get straight now: if your machine is crashing because of an INIT, there is a programmer out there somewhere who is at fault. Count on it. There are well established rules for writing INITs, the real problem is not all programmers really understand what is going on. Information on how to write INITs properly is also hard to come by. Another problem is programmers are only human, we're doing our best but we make mistakes.

THE KILLER INIT

When an INIT causes a problem, you'll hear ten people shout in unison: "Have you increased the size of your SYSTEM HEAP?" There are utilities out there that let you manually make the SYSTEM HEAP bigger, in an effort to fix crashes due to INITs. However this really isn't much of a solution.

In some cases, increasing the size of your SYSTEM HEAP by 20K or so can be beneficial, so as to give the SYSTEM HEAP a little breathing room. If you still experience problems, increasing the SYSTEM HEAP more probably won't help you. It is kind of like this:

You are in a room with a sadistic murder wielding a nasty looking knife, who definitely doesn't mean well for you. Now the bigger the room you are in, the better chance you have to escape from him. Heck, if he is out of shape and the room is big enough, he may never catch you. But one day when you least expect it...

The same goes for the SYSTEM HEAP size method of "curing" crashes. Here are the common causes of problems INITs can run into, and what you can do about them:

PROBLEM #1

Many INITs are simply badly written. No amount of fudging is going to help you avoid crashes from a badly written INIT, or two INITs that don't get along together. True, increasing the size of your SYSTEM HEAP may delay the inevitable. For instance, some INITs don't even bother to check if they actually have enough memory to do what they want, and increasing your SYSTEM HEAP a little (20K or so) should help this. But if an INIT is badly written, there may be nothing you can do about it. Increasing your SYSTEM HEAP memory to try and fix a blatant programming error is just a waste of memory.

PROBLEM #2

Many INITs don't bother to have 'sysz's, thus the INIT31 mechanism has no way of knowing how much memory to give to the INIT. This is one case that increasing the size of your SYSTEM HEAP DOES INDEED cure! However the 'sysz' method has been documented by Apple for years, and I'd be suspicious of an INIT that doesn't take advantage of 'sysz' anyway.

PROBLEM #3

To understand this problem, I'll need to tell you a bit more about HEAPS. HEAPS are called HEAPS for good reason: imagine a big laundry basket into which you throw all your clothes. This is sort of the way that HEAPS work. Fortunately for programmers, there is a maid to take care of this mess called the Memory Manager. I call her Martha (just one of those things that keeps you sane dealing with something that is NEVER wrong).

Well when you want to put something in a HEAP, you ask Martha for the space for it, and she gives it to you if she can. Like all good maids, Martha knows that if the HEAP is messy, there is less room in it. So if she can't give you what you ask for immediately, she takes everything in the HEAP and cleans it up a bit to try and free up some more room. This is a nice thing! However we all know the experience of coming into your room after someone else

cleaned it: you can never find anything! Many INITs have this problem as well, and it is absolutely THEIR fault, not Martha's. She can tell you where anything is, but some INITs don't bother to ask, they simply *assume* they know where their little chunk of memory is. ****crash****

There is one other twist to this situation as well. If Martha cleans everything up, and there still isn't enough room to satisfy a request for memory, she starts throwing things out. But it again isn't her fault, these things are specifically marked "Throw me out if you need the space". If an INIT doesn't take this into account, ***** crash *****

Since the SYSTEM HEAP is shared by System Software and all of your INITs, it is particularly active. However the whole scheme can and SHOULD work. Quite well in fact.

In this situation, expanding your SYSTEM HEAP can delay crashes, because if Martha never has to move things or throw things out, badly written software will work most of the time. Realize though that you are sacrificing your precious memory to correct a defect in the software you paid good money for.

PROBLEM #4

This is a tricky one that many programmers don't understand fully. Earlier I described the 'sysz' method for telling INIT31 how much memory an INIT needs to load. And it works as advertised, but there is a rub.

The SYSTEM HEAP is shared memory, it is one big basket into which many hens put their eggs. Lets say we have an INIT called "Longcut" that has a 'sysz' specifying that it needs 50K of memory. INIT31 will free up 50K of memory, then load the hypothetical "Longcut" INIT, and all should be well.

However let's say "Longcut" doesn't use all 50K of the memory it asks for at start up time. Let's say it uses 10K of memory at start up time to install itself, reserving the rest for later on when it actually works its magic. This is a very common situation actually. Well logic would tell you that there should be 40K left over, memory that "Longcut" can count on being there, right? WRONG!

As I said before, the SYSTEM HEAP is shared memory. If an INIT asks for more memory than it actually uses at start up time, whatever it doesn't use isn't reserved for it automatically; instead it is thrown "back in the pot", and can be used up by anyone. So later on when "Longcut" thinks it has room to spare, it actually might not and then... ***** crash *****

Of course there are ways to program around this situation properly, but the above isn't a well known fact. In this case, increasing SYSTEM HEAP memory can be beneficial as well, but only in a limited sense. Only the programmers know how much memory their INIT really needs, they should be the ones to fix the problem.

LITTLE KNOWN FACTS

Many people do not realize this, but with all versions of MultiFinder, the SYSTEM HEAP can actually grow even AFTER start up time, easing INIT memory conflicts. If an INIT asks for more memory than is available, the SYSTEM HEAP will automatically get bigger. However there are two bad things about this: 1) the SYSTEM HEAP will grow, but never shrink again and 2) Several well respected Macintosh programmers have stated that they've seen cases where MultiFinder CANNOT expand the SYSTEM HEAP automatically, and die in the process. This is apparently extremely rare however.

This makes claims of "you've got to increase your System Heap" even less powerful, because the System will increase it for you if need be.

System 7 changes the game entirely, the SYSTEM HEAP can grow AND shrink at will to accommodate requests for memory, eliminating many INIT memory problems entirely. However System 7 threw INIT writers several other curves, so you'll most likely need to upgrade your favorite INITs for use under System 7.0. You shouldn't have to increase your SYSTEM HEAP manually for System 7.0, but you never know... an extra 20K or so never hurt anyone.

SUMMING IT UP

PROPERLY written INITs shouldn't exhibit any of the above stated problems. But if your Macintosh needs a little tweak to get it working smoothly again, there is nothing wrong to giving a little more memory to the SYSTEM HEAP. In NO CASE should you every have to allocate more than 50K to 100K of extra memory to your SYSTEM HEAP. After a point, no amount of fudging is going to save you. Try to figure out the culprit INIT that is causing problems, and trash it. Or better yet, make sure you have the latest version of every INIT you use. Realize that INIT crashes/conflicts DO NOT stem from lack of SYSTEM HEAP memory, but from improperly written software. Giving the SYSTEM HEAP extra memory may circumvent some problems, but it is not the source of them.

When you choose "About the Finder" from the Apple Menu, there should be a little bit of white space (free memory) in the "System" memory bar. 5-10% or so should be fine.

RECOMMENDATIONS

INITs are very sensitive pieces of code, expect them to be upgraded more frequently than other software products, and keep up with the current versions. Your Macintosh will be more stable if you use the current versions of the INITs you use, and if you use INITs only from well known and established vendors who support their products.

Taking these precautions will result in a far more stable Macintosh than any amount of SYSTEM HEAP tweaking ever could.

20K – 50K of extra SYSTEM HEAP space (free SYSTEM HEAP memory), OK. That is a nice margin of error. More than that? Forget it, tell them to fix it!

Free programs that can adjust SYSTEM HEAP size manually: Heap Fixer, BootMan, Heap Tool

Contact the author at: Mark 3 Software, 29 Grey Rocks Road, Wilton, CT 06897 🍏

Apple/Adobe Agreement

CUPERTINO, California—August 20, 1991

Apple Computer, Inc. today announced a letter of intent with Adobe® Systems that calls for the inclusion of Adobe Type 1 Font Technology within a future version of System 7. The agreement calls for the development of the software necessary to support the Type 1 rasterizer and Type 1 fonts within Macintosh® computer system software, and an interim strategy to deliver the capability to handle Type 1 fonts prior to the system software release. Apple will continue to support the TrueType™ font format within system software as well as in peripheral devices.

"Apple is putting the customer's needs first by extending the options and simplifying the use of fonts available to Macintosh customers," said Roger Heinen, Apple's vice president and general manager of the Macintosh Software division. "Our goal with Macintosh system software is twofold: first, to build in unique functionality that capitalizes on the close integration between hardware and software, and secondly, to provide a more open architecture in areas where other vendors can provide valuable tools and technologies for our customers.

"We are delighted to be working with Apple to provide Macintosh users the ability to use the font format that best suits their needs by having equal access to both Type 1 and TrueType font formats in the future," said Charles Geschke, president and chief operating officer, Adobe Systems Incorporated.

Under the terms of the letter of intent, Apple will make the Adobe Type Manager® rasterizer and some Type 1 fonts available to purchasers of Macintosh systems and printers through an interim offer. The offer will be available in the fall of 1991 and specific details will be available at that time.

In May, Apple began shipping its latest version of the Macintosh operating system, System 7. System 7 makes the Macintosh even easier to use and more powerful through a combination of built-in features and new technologies for developers to incorporate in existing and future products.

One of the new System 7 features is TrueType, Apple's outline font technology, that provides all Macintosh users with high quality text on the screen and the printed page. In addition to the built-in value of TrueType, today's agreement with Adobe outlines a plan to allow Macintosh users to use both TrueType and Type 1 fonts. Currently Macintosh users can use Type 1 fonts in Adobe's Type Manager 2.0 program running under System 7; however, the incorporation of the Type 1 format into the Macintosh system software will greatly simplify the process for the user.

Implementation of the letter of intent is contingent on the execution of definitive contracts. The companies intend to release further details upon completion of the contract.

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In The
News



Submitted by
Linda Bryan

Mac eDoms

Macintosh
eDoms



by John Gay

Just in time for the holiday gift-giving frenzy, mini'apples offers you two disks full of games for our October releases (#821 and #822). Mac eDOM #821 is a complete set of card games, including

#821 – Card Games

This disk was reviewed by John Gay, an accomplished and compulsive Mac games player...and if you include a disk and a self-addressed, stamped mailer, John will send you the latest versions of his shareware programs!

DeckEdit

A small utility for use with Canfield and Klondike, this application allows you to customize the deck of cards used by these two games. The program will export a template to MacPaint, where you can change the face cards and the pattern on the back of the deck to that of your own design. Re-import your design back into this program to create a small file containing your custom deck of cards. This deck can be used when playing either Canfield or Klondike. Instructions provided.

Fifteens 1.0a

Fifteens is a game with a simple premise: click on combinations of cards whose totals add up to fifteen. This one is suitable for either adults or children, and could be used for addition practice with children. It is easier to win than many other solitaire games, challenging as you try to better your timed score, and surprisingly addictive. Top ten scores for the current session are displayed by default, but can be turned off. Instructions provided. \$8 shareware by Phil Bush.

Forty Thieves 2.0

This is a difficult solitaire game to win and very challenging. Similar to Klondike in some ways, the rules are more restrictive and a fair amount of luck is required to win this one. Comes with sound effects which can be turned off. Instructions provided. \$10 shareware by Eric Snider.

Hearts

An early adaptation of the game of Hearts, the computer plays all positions except yours. You have to know the rules before you begin; there are no instructions. Free from Loki Engineering, Inc.

Klondike 4.0

This is a very nice version of the classic solitaire game, so popular and well-known that many people mean Klondike when they say "solitaire". Several variations in scoring including the standard Casino system keep track of how you're playing. A "Highest Scores" table shows how you've done. The

several which are guaranteed to hook you for hours. Some of these games were written several years ago, but they have all been tested with System 7.0 and they all work just as well as they ever did.

multiple players option gives a running comparison for the entire house (or office). Updated graphics give a realistic feel to the game, and you never have to shuffle. But watch out, you can't cheat either. A must for solitaire addicts. \$10 shareware from Unison Software.

Canfield 4.0

A classier companion to Klondike for the serious solitaire player. The same scoring choices, multiple players option, and superior graphics give a nice feel to this somewhat harder version of the insomniac's friend. Both these programs run in color and give options to edit some of the graphics without destroying the cards. \$10 shareware from Unison Software.

Bridge 6.0

If you want to practice your Bridge but can't find three friends and don't feel like paying for a commercial program then this one's for you. Whether you're a rank beginner or know your way around a 3NT contract you can use this set up to practice your hands. It will do everything for you or let you make your own mistakes. It even keeps score (if you must keep score use the "Duplicate Mode" because in the "Rubber Mode" the scoring function is erratic). If you want to try running that finesse the other direction, there is a repeat hand option. The bidding is basic Goren with no conventions, so don't expect a brilliant partner but you can yell at your Mac all you want without losing a friend. Free from Artworx Software.

Cribbage

This is a nice little Cribbage program for the beginner or the accomplished player. There are plenty of options for a teaching game, a nice friendly diversion, or a cuthroat battle. The graphics are clear and the game runs smoothly with an intuitive interface. If you are dying to sit down with a deck of cards and a board but your spouse won't play anymore, this is for you. Free from Elegant Solutions.

Precision Cribbage

This is a more cerebral presentation of the basic game. You can get statistical analysis of your choices and help selecting the best hand. Multiple options let you configure the game to your skill level. This version is for the serious player and

can provide an in depth understanding of the subtleties of this old favorite. Free, by Doug Brent.

BlackJack 3.1

By the author's own statement, this is an attempt to put something more like the Casino game onto disk. He offers a wide array of options so you can tailor the game to your own skill level and expectations. There is room at his table for up to seven players, or you can play the hands yourself if you don't want to share your mouse. You can place realistic bets or go wild with imaginary cash for high stakes excitement. The array on screen looks a little daunting, but the documentation helps you to use it, if you wish. This can be a fine diversion or practice for that long-awaited trip to Vegas. Free from Dave Dickel.

Video Poker

Video version of the basic five card draw. Optional settings to rules of various gaming centers let you practice for your next outing. There's no sequence betting or bluffing, just you against the draw. The game can give the inexperienced a feel for the relative values and rarity of the scoring hands. This is a good video version, but not quite real poker. \$15 shareware from Eric Zimmerman.

#822 – Adventure Games

Mac eDOM #822, the companion games disk to eDOM #821, contains adventure games promising many evenings of excitement in various realms of the imagination. This eDOM was reviewed by John ("I'll be right up...") Gay, inveterate gaming master.

Risk II

"The object of the game is to take over every country on the board and, in so doing, eliminate all other players." An excellent adaptation of the popular Parker Brothers board game. All the familiar rules and strategies are here. One to six players and if you're all alone the computer can play any number of opponents at various levels of aggression. The program is not a push over and you can't talk it out of attacking by getting it a beer. You don't have to roll the dice and count all the little dots to see who won the battle so the game moves along much faster. Color is supported on a Mac II. Author unknown.

Dungeons of Doom 5.4!

(Packaged with Dungeon Winner, a little bit of cheating.) This is a Demo version of The Dungeon Revealed by the same authors. Lots of familiar Adventuring features. You can select a character and his/her/its qualities and then run around in a many level dungeon system in search of

experience, loot, and the way back out. Continuous encounters with a variety of crafty monsters allow you to gain experience with your weapons and abilities as you shed many lives learning how to survive. The computer does all the combat tables, etc. and you won't lose your twenty-sided die just when things get good. A worthy diversion in itself and an enticing demo to the finished commercial product. Free from Woodrose Editions.

Scarab of Ra 1.3

A nicely crafted set of mazes in the Pyramid of Ra can lead you to wealth and fame or to ruin. Things get progressively more difficult as you run into traps and animals you have to deal with but can't kill (a nice touch of non-violence). Straight-forward instructions and even a "Hints" menu help you stumble through this increasingly interesting underground fantasy. The pyramid throws its hurdles at you at a pace consistent with the level you're on, giving you a chance to figure out what hit you just before you find yourself without your light, food, loot or hope of return to the world above. You'll lose many of your "selves" in this one before you get very deep. \$10 shareware by Rick Holzgrafe.

Crystal Cave Adventure 2.2

Adventure underground with interactive text rather than graphics. A bit more difficult for lexicophobes, but once you understand the program's commands, you leave the familiar world for the images of a spelunker's bright fantasy. This sort of game takes more time to get used to in these days of glitzy graphics, but you get to use more of your grey cells, if you have any left. Freeware by Kevin O'Gorman. ☛

Golden Opportunity!

Beagle Bros, famous for Apple II software is entering the Mac market and would like to have some interested people become Mac Beagle Buddys.

Please contact Ostertag for the application form at 612/488-9979

Apple scrubs dirty Mac ROMs

In The
News



Apple Press
Release

Apple Computer, Inc. and Connectix Corporation have announced a distribution agreement under which Apple has acquired the rights to distribute at no charge Connectix's popular Apple® Macintosh® software utility, MODE32™. The software provides users of Apple's Macintosh II, IIx, IIcx, and SE/30 systems access to the powerful memory addressing features of System Software 7.0.

Under the terms of the agreement Connectix has provided Apple with a version of the software licensed for unlimited copying by Apple, its authorized resellers and any end-user. Apple is distributing copies of the software to major Macintosh installations, user groups, and reseller locations worldwide. MODE32 will also be made available on the CompuServe, Apple OnLine, AppleLink and other electronic bulletin board services. Financial details of the announcement were not disclosed.

MODE32 is Connectix's fourth major commercial memory management utility for the Macintosh. The software lets users of Macintosh IIx, IIcx and SE/30 systems access up to 128 MB of physical RAM using System 7 and Mac II customers up to 72MB, which was not possible previously on these four systems. MODE32 is not needed for the Macintosh LC, IIci, IIsi, IIfx; it is not useful on the Macintosh Plus, SE, Classic or Portable.

Apple further announced that a future release of its system software would incorporate similar capabilities to MODE32. 32-bit addressing is a feature of System 7.0 that allows the Macintosh to access up to 128 MB of physical memory or up to 1024 megabytes (one gigabyte) of virtual memory. Without MODE32 or equivalent software, certain Macintosh models (II, IIx, IIcx and SE/30) do not have the internal capabilities to take advantage of 32-bit addressing.

"This agreement with Connectix is a win for our customers," said Eric Harslem, Apple vice president, Desktop Systems. "We see our work with Connectix as providing an immediate and proven solution to those customers who have switched to System 7 and want to add more RAM now. Over time, we'll take additional steps to integrate a solution into our standard system software.

"Making MODE32 available to the entire Macintosh community was the best approach for Apple to take," noted Roy McDonald, President of Connectix. "This agreement demonstrates that today, Apple is strengthening its commitment to supporting its users by working closely with third party system software developers."

Current owners of MODE32 can receive a refund from Apple for their purchase. US customers

should contact The Apple Customer Assistance Center at (800) 776-2333. Customers will be directed to return the original product diskette for an automatic refund of \$100. If a valid sales receipt for a larger amount is enclosed (up to the original list price of \$169 plus tax) the full purchase price will be refunded. To qualify for the refund the product must have been purchased prior to September 5, 1991, and the diskette must be received by Apple or post-marked no later than December 31, 1991. Customers outside the US should contact their local sales office for program details.

The Apple USA Customer Assistance Center will provide all users of the product installation and usage support as well as answering questions on virtual memory, RAM installation or other System 7.0 related features.

This distribution agreement pertains only to MODE32. Connectix's other Macintosh utilities — MAXIMA, HAND-Off II, OPTIMA and VIRTUAL — are unaffected by this agreement and continue to be sold through their normal commercial distribution channels. These utilities are not licensed for copying, posting on bulletin boards or any other unauthorized distribution. 🍏

Editorial

As "generous" as this action by Apple is made to sound in this Apple Press Release, this problem has long been a sore point with owners of Mac's with "unclean ROMs." There was a great deal of pressure brought from those with these machines for Apple to resolve what amounted to "false advertising" and provide new ROM's to this group of customers.

The MODE32 software is not a complete resolution to the problem in these ROM's, but it does offer a reasonable value to the computer owners. As a business decision, it allows Apple to extricate themselves from a very sticky situation at less cost than a hardware fix (even though the ROM's in the affected machines were designed to be replaceable). Further, Connectix Corporation must also be benefiting from their agreement with Apple. With all of the "winners" with this solution, it should rank as a brilliant move on Apple's part.

I personally want to say "thanks" to those that petitioned Apple for a resolution on this. It was only by the dedicated effort and perseverance from those folks that Apple was kept aware of the concerns of owners. Undoubtedly, there are many that owe thanks to the few who worked so hard on our behalf.

TWE 🍏

Frontend Alignment

A Review of MasterFinder



by Peter Fleck

MasterFinder 1.0 is a utility from Tactic Software that creates order on your desktop (the Mac desktop, that is). Its window holds several panes; each pane contains a directory for every mounted volume (hard drives, floppies, CD ROM drives, etc.). The panes are aligned side by side and files and folders can be copied (or moved without copying) among them. Double-click a folder icon and the folder's directory appears in an empty pane. And MasterFinder gives you the features of Apple's finder: launch applications; create new folders; rename files and folders; move, duplicate, or trash files.

This describes one view; MasterFinder allows several more. The Catalog view displays an entire directory tree of a single folder or your entire hard disk. The folder view lists one folder and includes information on files and folders within: creation date, modify date, creator and type, and even separate size listings of the data and resource fork.

The excellent Find function leads to the Found view. This is light years ahead of Apple's pre-System 7.0 Find File utility. (I have not used the new Find included with System 7.0 but my guess is that MasterFinder's at least equals it.) You can search for files by name, type, creator, creation date, modification date, or size — or any combination of these. Wildcard searches are permitted. If you use a certain find configuration often, you can save it as a preset.

In addition to all these views, MasterFinder is able to create disk catalogs. The catalogs are saved in your system folder — catalogs for fifty disks take up 92k — and can be searched whether the disk is mounted or not. This is especially invaluable for those of us with large disk libraries.

MasterFinder gives flexibility in launching files, allowing the user to launch an application by clicking on a file not created by that application. Tired of MacWrite files always bringing up the "Application busy or missing" dialog? Tell MasterFinder to open all MacWrite files with Microsoft Word. The program also provides a launch menu for frequently used applications and documents. If you try to launch with insufficient memory, a dialog appears allowing you to change the application memory size on the fly.

The utility comes as both a DA and an application. When working under MultiFinder, the MasterFinder application can be left open — it takes up 276K of memory — and configured to transform into a small box that jumps to the corner of your screen when your working in another program. One curious bug when in MultiFinder: the DA would open when you select the application from the bottom of the Apple menu. This does not seem to cause any performance problems however.

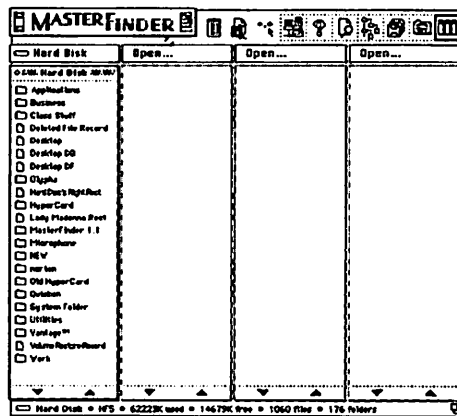
I found several other minor irritations (bugs) in the program. Most of these seem related to memory allocation. Printing folder directories or disk catalogs often resulted in unexpected quits of the application. Sometimes increasing

MasterFinder's memory allocation corrected this — sometimes not. (I use a DeskWriter and this may be printer specific or specific to Quickdraw printers.) MasterFinder can be configured to open a floppy when it is inserted; this action too resulted in unexpected quits. (You could, however, manually open all volumes within MasterFinder without any problems.) And though MasterFinder allows you to initialize disks from within the application or DA, I

often got an Initialization Failed message when I did this. The same disk would then format without a hitch from the desktop.

A final negative of this program is its manual. It's difficult to find information: the design has page numbers in the page gutter so you can't skim easily, and the index is incomplete. (When my printing problems occurred, I looked up Printing — no entry.) Luckily the program is Mac-like enough to allow the user to figure it out without too much reliance on the manual. Online help is available.

But MasterFinder's benefits outweigh its quirks. I don't know whether or not I'll need MasterFinder once I upgrade to System 7 but according to the literature, the program is ready. (It has a Make Alias command). This program can be a real asset especially if you have a many-meg drive or hundreds of floppies. At least for now, my Macintosh has a MasterFinder frontend. ☺



Apple II Main Meeting Minutes

User Group Review



by Tom Ostertag

It was Beginner's Night for the Apple II Main Meeting and we had lots of beginners and lots of non beginners there. Tom Lufkin, a real Apple II beginner was also in attendance... Announcements and introductions as usual with a few comments from Les Anderson on the eDOM collection thrown in for good measure. The program was then turned over to Earl Benser, the Club's Beginner's Consultant, who did an excellent job of talking about Apple History, Apple Politics, where the Apple II is headed and then fielded all kinds of diverse questions. Such as, why doesn't AppleWorks ver 1.2 give me a 256k desktop when my ver 1.1 does? Earl did a great job! We thank him again for a very entertaining evening. One thing, though, never ask to see his basement. It sounds as if he has at least one of every product that was made by and for Apple stored there for posterity...

After Earl's talk, Les presented some of the eDOM's and other people stood around and talked. When the Librarian warned us that we had 5 minutes, Eric Knopp quickly finished the Fun Beyond game and we packed up.

The meeting reconvened (as usual...) at Baker's Square where the magnetic fields of chance were quickly tested and that polarized our conversation. After much more discussion of hard drives, slot 3 clock cards, OLD AppleWriter Manuals, the Swap Meet, etc., I left the remainder of the group

to request another glass of Coke and to watch the sun rise. The thought that they should go home finally dawned on them...

Remember/Reminder: The November meeting will be on 4 November, the FIRST Monday of the month. This will NOT continue into December. December's meeting will be on the second Monday, 9 December. The reason that the November meeting will be on 4 November is that 11 November is Armistice Day and we will have a repeat Blizzard in memory of the terrible blizzard in 1941. (only kidding... actually, the Library will be closed, so if you want to brave the snowstorm to get to an empty library...) Really, Steve, I don't remember the 1941 blizzard, but my Folks have told me about it several times.

The topic of the November Meeting is "Program Selectors - ProSel and Copy II Plus" presented by none other than yours truly... I might be able to get Dick Peterson to talk about ProSel 16, the GS version since I only use ProSel 8. If you have a 3.5" Drive, a Ram drive or a hard drive, come on over and hear about how to organize your programs... and other utilities...

December, Fred Evans is going to talk about Games... We has some good ones last year, what is in store for us this year. Put it on your calendar... and we'll see you there.

Tom 🍏

Adobe ATM * FREE * for 7.0

News Release



via Greg Carlson

Apple Computer, Inc. and Adobe Systems announced last month that Apple will support Adobe Type 1 Fonts in a future version of System 7. As an interim step towards that goal, Adobe Systems is making a special version of Adobe Type Manager available free to Apple customers for a nominal shipping and handling charge.

This special package, consisting of Adobe Type Manager version 2.0.2 and four Adobe Garamond typefaces, allows System 7 users to use both TrueType* and Adobe Type 1 fonts in all their documents and applications.

The new System 7-based products to be announced this month, as well as the new LaserWriter IIx and IIg printers, come with a coupon for this free version of ATM. Customers may obtain the software by completing the cou-

pon and remitting \$7.50 (US dollars) via check or credit card to cover postage and handling. There is an 800 number for immediate ordering.

Existing Macintosh owners and new purchasers who do not receive a coupon can request the free version of ATM and Adobe Garamond fonts by calling 1-800-521-1976, extension 4400, and supplying a Visa, MasterCard, or American Express number. Customers will be charged \$7.50 for postage and handling. This offer is valid in the USA and Canada only. Customers should allow 6 to 8 weeks for delivery and this offer is not valid in combination with any other offer.

SPECIAL NOTE: Adobe Type Manager 2.0.2 is a system extension (INIT) that consumes approximately 200K of system memory. Customers with 2MB Macintosh Classic and Macintosh LC sys-

tems will not have enough memory space to use ATM with most major applications. To use System 7 with system extensions like ATM, Macintosh Classic and LC users should upgrade the

memory in their computers.

From: *Charlie.Mingo@p4218.f716.n109.z1.Fido-Net.Org* (Charlie Mingo) 🍏

GS eDOM REVIEW

From Our Software Director



by Greg Carlson

Here are a few more GS "GEMs" for you to think about. Remember, Christmas is coming, and this is an inexpensive way to remember your "loved ones" (read that your GS machine) for the holidays.

My thanks to all of you that have made this possible (Bill Job, Randy Peterson and Tom Gates for the Apple GS stuff).

Oh yes, I am working on a catalog-on-disk for the GS disks, and hopefully it will be completed by November. I am planning on providing a description similar to these writeups in AWP, along with a ADB file of the file titles and their types to aid you in your quest for disks.

GEM.GS.10 - MEAN.18.3

Another fine job of five more MEAN-18 golf courses, review courtesy of Bill Job; the reviews are as follows:

BEACH2.M18 Beachhead II An almost impossible par 73. Lots of island hopping. You must be extremely accurate to stay out of trouble. If you get in trouble it is very difficult to get out. The greens have no level spots: slopes all the way to the hole. Seems impossible using the pro tees.

BEACH3.M18 Beachhead III Some level spots on greens. Much easier than Beachhead II. Narrow fairways but fair. It is possible to par some holes.

BEACH4.M18 Beachhead IV Lots of trees and sand. Some shots over trees to island greens. Difficult but interesting.

BREWSKEY.M18 Brewskey (park) 34/36 Trees everywhere and long yardage. But, don't get discouraged, you can still par on 683 yard par 5's. You get lots of roll if you stay on the fairway.

BUGABOO.M18 Bubaboo (Duffer's Bugaboo) 34/36 Make a perfect tee shot in the middle of the fairway and end up behind a tree. Strange course: hole # 1 shows 0 distance to green even though you are on the fairway (and this is your tee shot!). Hole #5 is a 544 yard par 4 - and it is possible to par. If you can avoid the water you can get birdies.

GEM.GS.11 - Graphics

Another 53 super-hi-res graphics suitable for Appleworks GS, or your favorite graphics paint

program (may need conversion - you can use SHR.CONVERT). Graphics files are as listed below:

THEBIGCITY.SHR GIFT.CERT.SHR
CINEMA.SHR BUTTERFLY.SHR
MAN.WITH.HAT.SH HOLIDAYS.SHR RTX.SHR
TOMORROWS.I.SHR UTAMAROART2.SHR
UTOMAROART1.SHR UTAMAROART3.SHR
UTAMAROART4.SHR UTAMAROART5.SHR
WANTED.SHR WASHINGTON.SHR
VALENTINES.SHR VICTORIA.SHR
WALL.BORDER.SHR WALL.HANGER.SHR
WREATH.MOUS.SHR X.MAS.CARD.SHR
X.ICECREAM.SHR WOMEN.2.SHR
WIDE.ARABIC.SHR WINNEBIKO.SHR
WOODCUT.SHR XMAS.TREE.SHR
MUSICAL.INS.SHR LION.CUB.SHR
MINT.PLANT.SHR MUSIC.SHR GARDEN.SHR
HAM.SHR HANDS.FULL.SHR
HOLIDAY.MAIL.SH HORSE.SHR BABY.SHK
BERRIES.SHK BIG.BEN.SHR BUNNY.SHK
DOG.SHK FISH.SHR TREE.CARTOON.SH
ZODIAC.SHR YACHT.PIC.SHR
MUSICIANS.SHR PIE.SHR PIZZA.SHR
SHEEP.SHR TRACTOR.SHR
XMAS.TREE2.SHR GREAT.SEALSHR
INSECT.WORLD.SH

GEM.GS.12 - NDA'S & Games

A collection of various NDA's and GS-style games for your entertainment collection:

NDA's 1. PAPERSAVER As you know, printing with the ImageWriter II can be a nuisance. After you have printed your document, you still must get it out of the printer. To do that, you must scroll it up by hand, or line feed it one line at a time, to the perforation. This, as you know, means you have to reset the paper to the TOP OF FORM, before printing another document. Sometimes when using other programs, the program does an extra form feed, wasting a whole sheet of paper, or, you must turn it back by hand. NOW, there is an NDA called Paper Saver that will scroll the paper to the perforation where it can be torn off, then returned to the proper print position with the click of the mouse. It will also form feed forward and form feed backward, so you can form feed back a whole sheet to the starting position of the paper. You can also use this NDA if the program you are using does not do a top mar-

gin. You can feed the paper up or back one line at a time to position the paper in the place you like, and then set the TOF(Top of Form). The last thing you can do is to put the paper in the park position, (or back to the tractor feed) for using a single sheet, this saves taking the paper all the way out of the printer. What you do is click on park paper and the paper will back out to the tractor feeds, at this time the NDA will remind you to flip the lever from tractor feed to friction feed. This stops the tractor from feeding the paper to the platen. Then all you do is quit the NDA and print with single sheets, when you are ready to go back to tractor feed, flip the lever back to tractor feed and do a form feed using the printer buttons. The Paper Saver NDA also allows key board controls these are as follows : 7 = Up to tear off point 1 or space bar = Back to print position 9 = Form feed forward 3 = Form feed backward 8 = Forward one line 2 = back up one line 5 = Set Top Of Form (TOF) - = Park paper This NDA was written by Steven Cole in TML Pascal.

2. IWII.PRINT ImageWriter II Text Printer (IWIIPrint) version 1.0a The IW II Text Printer desk accessory is for printing ASCII text only. It is not designed to print graphics, or the Fonts used by any graphics based programs on the Apple IIGS. Instead this desk accessory gives you complete control over the ImageWriter II printer, allowing you to print text in Draft, Correspondence, or Near Letter Quality in any of the typefaces built into your ImageWriter II printer. Additionally, the IW II Text Printer will print text as a background task provided you leave its' window open, and you do not quit the application program you were using when you started printing. Full documentation is included on the disk. The IW II Text Printer new desk accessory is shareware.

3. PUZZLE TML Pascal "Four Puzzle" NDA, originally based on the Puzzle in the TML Source Code Library. Not much of the original code is left. PUBLIC DOMAIN by David A. Lyons [CompuServe 72177,3233] July, 1987 This program demonstrates the capability of TML Pascal to create New style Desk Accessories (NDAs as opposed to Classic DAs).

4. HEXCALC Certain portions of this software are copyrighted by TML Systems, Inc. HexCalcNDA is a calculator, but it only works with integers. Its main purpose in life is for use with programming, where real numbers are not needed to be able to play with memory locations and the like. You can use it for anything, of course, but only for integer calculations. Anyone who even attempts assembly programming probably already has a fancy calculator to do all the stuff this little calculator does, but that's too easy. It has a memory, so to use it click on the STO button. RCL will bring back your stored number. The number will remain intact even when you put away the calculator. An 'M' is displayed when you've stored a number other than zero. To convert between hexi-decimal and decimal, press HEX or DEC. A '\$' will appear when you're in the hex mode. When in the decimal mode, the 'A'..'F' keys do not work. One can enter all possible values from 0 .. FFFFFFFF. When in the decimal mode, there is no set limit on the number of digits you can enter, so that you can enter all possible values equivalent to 0 .. FFFFFFFF in hex. The number is converted with every keypress (or mouse-click) so you can tell

when your base 10 number has gone past the equivalent of \$FFFFFFFF (it will change value, go negative, etc.). The hex mode wont let you enter past eight digits. The rest of the calculator is pretty basic, so you can play (if you have a computer and have never used a calculator, I want to meet you!). Most all the commands have key-board equivalents, so you don't have to click everything. The exceptions are the STO, RCL, HEX, and DEC buttons. Press <clear> for 'Clr'. The '?' button gives me and TML credit. Hopefully this will be of some use to some people. Hopefully TML wont get after me for using part of their code and giving it out. I'm a computing science major, not a lawyer. I don't ask anything for using it, but if you feel that it exudes programming greatness, you could send me some mail on GENie. My mail address is 'I.TRELEAVEN'.

5. CONFUCIUS When this NDA is called up, a saying of Confucius is given. There are many different ones, and no telling what is going to come up.

6. INFO Another of the many INFOrmation-type NDAs that gives you machine information (memory used, etc.).

7. RULER This NDA places a graphic ruler at the top of your screen. You could use it for measuring paper sizes when printing graphics or ???

8. KALEIDONDA Cute little NDA that will display Kaleidoscope graphics on your screen.

Games 1. As The Link Turns: AS THE LINK TURNS Copyright 1989 ROGUE SYSTEMS, ALL RIGHTS RESERVED. APPLE IIGS Copyright Apple Inc. Requirements: Apple IIGS, 768k RAM total (512k card), 3.5" disk drive or hard drive, JOYSTICK or keyboard Its 20 minutes into the future. The Apple II world is in chaos, with rumors of a new GS flying every .000013 seconds. Apple has done nothing to quell these rumors, it merely bloats its banks with Macintosh sales. Some people decided to take a stand on AppleLink - The Personal Edition, and a omniscient being seiged the area. Their lives are in your hands. Save them, save the Apple II...

2. As The Link Turns.2 Rogue Systems presents... As The Link Turns II: Return Of Woz You are a super-pilot stud-boy, and your mission is to guide "The Woz" and his band of GS loyalists to Apple HQ, where a invasion will take place and restore the Apple II to its former glory. Guide each squad to a awaiting transportation unit so they can begin the attack. Each squad consists of three people, the team leader the one with the most free-fall experience. Each team will be boarded on your helicopter, and you must release each individual over the travelling wagon below with precise timing. The higher you fly, the less W.I.M.Py you are. Wind speed, gravity, and the speed of the wagon all play a crucial role! The meandering cloud also serves as a obstruction, so beware.

3. Chips & Dips Chips & DIPS is a shareware arcade style game. All of the instructions for the game are available from within the game by pressing the ? key after the game screen comes up.

4. Four.In.A.Row Four In A Row is a strategy game

played on a vertical rack of eight columns. Each column can hold eight playing pieces. To play you drop one of your pieces in the column of your choice. The piece slides down to the lowest position in the column (the bottom, or to the top of other pieces in that column). If a column is full it cannot be used for new moves. The object of the game is to have get four of your pieces in a row before the computer does. There is an variation on the game called GiveAway. In GiveAway you try to force the computer to get four in a row BEFORE you do.

GEM.GS.13 - MEAN.18.4

Yet another fine job of five more MEAN-18 golf courses, review courtesy of Bill Job; the reviews are as below:

BUSHHILL.M18 Bush Hill 35/37 The greens may look small but 84 foot putts and not uncommom.

HEDGEROW.M18 Hedge Row Manor 36/36 On the first hole bushes (hedges) run out to the middle of the fairway. Sometimes you can shoot over them, sometimes not. Sometimes through them. You have to shoot really bad before the water surrounding most of the fairways becomes a factor.

GREENI.M18 Green island 1 36/36 The greens are close enough to the water to make it interesting. You usually have to hook or slice to get on the green in regulation.

BUTLER.M18 Butler (National) 36/35 600 foot plus par 5's. Tricky greens: Lots of breaks and hard to read.

BURRFOOT.M18 Burrfoot 35/35 Another deceptively long

course: #5 is 744 yards and #3 is 648 yards. Lots of bunkers on the tree lined and sometimes very narrow fairways. If you don't hit the green you may be o.b.

GEM.GS.14 - Graphics

Another 33 super-hi-res graphics suitable for Appleworks GS, or your favorite graphics paint program (may need conversion - you can use SHR.CONVERT). Graphics files are as listed below:

WILD.TULIP.SHR VALENTINE.SHR
 V.HEART.FRAME USA.4TH.PAT.SHR UNICORN.SHR
 TWILIGHT.SHR TRICKY.DICK.SHR TRIANGLES.SHR
 TNA.SAMPLER4.SH TNA.SAMPLER3.SH
 TNA.SAMPLER2.SH TNA.SAMPLER.SHR
 TIME.SHEETS.SHR TILES.SHR
 THREEWISEMENSHR THREE.WORLD.SHR
 THREE.FRAME.SHR TAROT.SHR SWANS.SHR
 SWIRLS.SHR SUNDIAL.SHR STYLIZED.FL.SHR
 ANATOMICAL.SHR AGE.OF.KNIG.SHR
 AMERICAN.IN.SHR ANTIQUEBORD.SHR
 ASTRONOMER.SHR ANTIQUEBORD2SHR
 ART.NOUVEAU.SHR CIVILWAR.SHR BAROQUE.SHR
 BIRD.LOTUS.SHR CORNCOCKLES.SHR

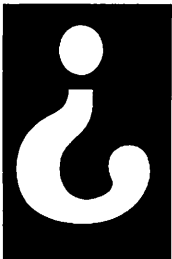
Happy Computing

P.S. I haven't forgotten you Apple II users, your stuff should be ready by next month. Look here for more.

Your Software Director, Gregory L. Carlson 🍏

CORRECTION!

Oops! We Goofed



by Tom Edwards

Hey, there! The September issue of "HyperBytes" contained a section called "Take out the trash, Honey." The script that was to accompany that section somehow got severely edited to a few lines of gibberish. The following is the script that should accompany that article. Nobody's called to ask me what happened to the script (or told me that the script that was printed didn't work!). If you want to "take out the trash," then give this script a try.

TWE 🍏

I honestly don't know what happened to your article, Tom. Maybe the computer did it. However we never edit program lines. We only edit material for syntax and grammar.

We always have had a difficult time formatting lines of code because of the indents, but with your help we have made them more readable. Thanks for developing the style. It will be easier for us, and your programs will be easier to read. DU 🍏

```

on cleanUp
  --you might "lock screen" to speed this up
  repeat with x = 1 to the number of cds
    go cd x
    repeat with i = 1 to the number of bg flds
      if tab is in bg fld i then
        repeat with j = the length of bg fld i down to 1
          if char j of bg fld i is tab then
            put space into char j of bg fld i
          end if
        end repeat
      end if
    end repeat
  repeat with i = 1 to the number of bg flds
    repeat while char 1 of bg fld i is space
      put empty into char 1 of bg fld i
    end repeat
    repeat while last char of bg fld i is space
      put empty into last char of bg fld i
    end repeat
  end repeat
end repeat
end cleanUp

```

Classified Ads*

FOR SALE

65mb SCSI Hard Drive

for use with Apple II or Mac. Half-Height zero footprint type case. Uses 3.5" HH Rodime drive (RT3085S). \$325.00 Includes cables & 2-disk software/info pack for Mac use. Ask for Tom Gates, 789-1713 evenings & weekends.

1936 Ford

5 window Coupe - restored, but needs some work. '50 Merc engine - Hydraulic brakes - 12 volt electrical system Rumble seat. Asking \$4.5K. Ask for Tom Ostertag at 488-9979.

Misc.

Apple II GS - 3 1/2" drive, 1 1/4 mg memory on Applied Ingenuity Card upgradeable to 4 mg. Includes Apple-works GS software, internal modem. \$1,000.

Imagewriter II printer - \$250.00. \$1,200 for both items if bought together or best offer.

Mac 512K with 400K internal drive and 800K external Cutting Edge drive - \$350.00.

Mac Software - Turtle, Videoworks, Crystal Quest, Da Vinci Building Blocks, Leisure Suit Larry, Seastalker, Sargon III - \$10.00 each.

Hayes Smartmodem 1200 - \$75.00

640K Compaq Portable with carrying case - \$350.00

IBM Software - Success with Algebra, Wishbringer, Spellcopter, Mind Forever Voyaging, Spotlight, The Desktop Manager, Micro Cookbook, Lovejoy's Preparation for the SAT - \$10.00 each. Call Cindy at 934-7500.

WANTED

Employment

Beautiful America! Hire Tom Edwards. Hide him in a dingy room to do your bidding on things not too shady... Mac instruction, HyperCarding, database management, DTP design, writing (you gotta be kidding!). In a brighter location, he will do sales, advertising or marketing of your products and services. Make him earn his keep... the old fashioned way, by working hard for you! (Make his wife happy by getting him out from under-foot!) Call 612/927-6790 now!

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 October issue of our newsletter:

- Greg Carlson
- Tom Edwards

- Peter Fleck
- Dr. Franklin
- Tom Gates
- Jacque Gay
- Steve George
- Steve Gibson
- Earl Holdridge
- Guy Kawasaki
- Karl Keierleber
- Tom Ostertag
- Rand Sibat
- Pete Snowbird &
- Dodd Technical
- Laser Print Supply
- RAMCO
- TCCN
- Your Blue Pencil

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.

Thank You, Steve George and John Hyde

Steve George has been working behind the scenes for many years going to board meetings, bringing in the mail, updating the database, printing the labels for the newsletter, and helping the Nominating Committee to find candidates when they could not find any on their own. He has also written many articles for the newsletter and has recently designed a postscript file that will print in newsletter format from AppleWorks. Steve has decided to discontinue bringing in the mail and working on the database. We appreciate the effort Steve has put in for the club. Many things get done because of Steve's behind-the-scenes efforts.

John Hyde has been coming back to work one extra Wednesday night a month to allow the Desktop Publishing Group to meet at First Tech. John has been there for the DTP group for several years while Chuck Bjorgen, Tom Edwards and now Bob Grant direct this SIG. He has acquired more responsibilities and travel time at work and quite frankly, John wants to have a LIFE! Maybe expand his interests!! We thank John for all his devotion and help with the SIG in the past and wish him GOOD LUCK!

Submitted by Cindy Reever

If you know of a location near First Tech where the DTP SIG might meet, please contact Bob Grant. Bob will put a notice on the door at First Tech telling of the new location or call Voice Mail at 229-6952 for the new location.

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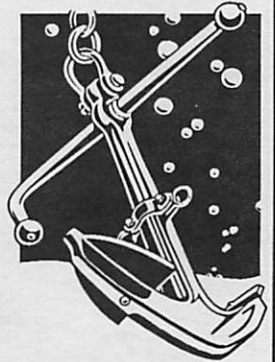
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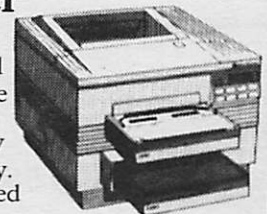
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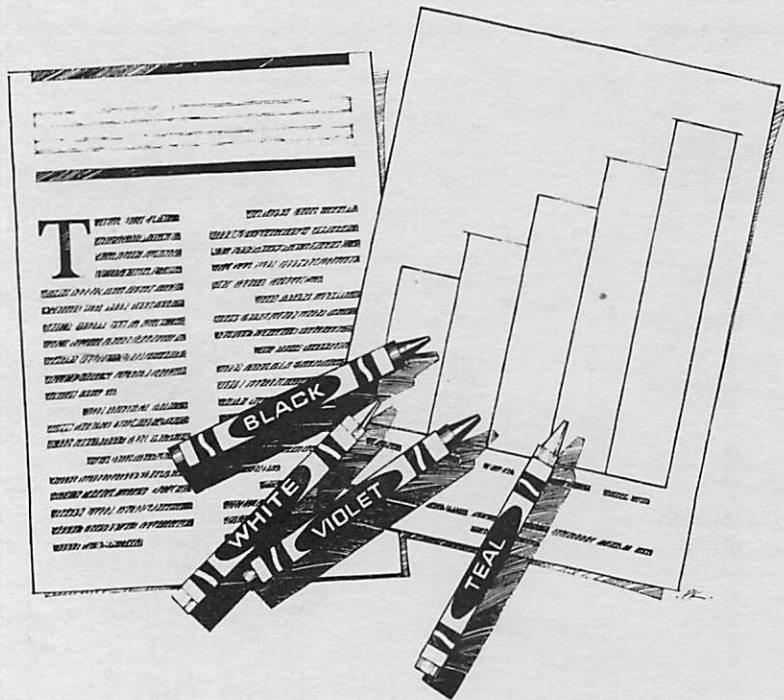
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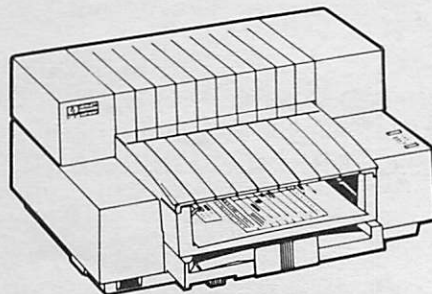
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