JANUARY 92

Calendar
of
Events

M	T	W	T	F
		1	**Mac Main Meeting** 2 Bloomington Educational Center 90th St & Portland Ave. So. 7:00 p.m. Rooms 210-211 Subject: My Favorite Software Speakers: Everyone Mike Carlson: 866-3441 Melvyn Magree: 559-1108	3
6	7	8	**mini'app'les** 9 **Board Meeting** Lexington Branch Library University & Lexington Aves. St. Paul, MN, 7:00 p.m. David Laden: 488-6774	10
Apple II GS and 13 **Apple II Main Meeting** Washburn Com. Library 7:00 p.m. 5244 Lyndale Ave. So.Mpls. Subject: Mac LC & the //e pDS Board - Update Tom Ostertag: 488-9979	**Apple II DTP SIG** 14 Murray Jr High St. Paul, 7:00 p.m. Print Shop Graphics Bill Warner: 938-1334	15	**North Shore Mac CIG** 16 Bethlehem Lutheran Church Grand Marais, 7:00 p.m. Jim Ringquist: 218-387-2234	17
20 **Fourth Dimension™ SIG** Autoline, 2714 Patton Rd, St. Paul, 7:00 p.m. Ian Abel: 824-8602	**MacCAD/E SIG** 21 Micro Age Computers 5909 Baker Rd. Suite 530 Minnetonka 7:00 p.m. Bill Langer: 937-9240 Daron Applequist: 938-7001 **Mac Programmer SIG** Murray Jr. High, St. Paul, 7:00 p.m. Gervaise Kimm: 379-1836	**Mac Desktop** 22 **Publishing SIG** No Meeting This Month Bob Grant: 827-6142	23 **AppleWorks® SIG** Murray Jr. High, 2200 Buford St. Paul, 7:00 p.m. Subject: ProDos Jim Shield: 434-9836	24
HyperCard™ SIG 27 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	28	29	30	31

Notes:

The deadline for articles is the 1st of the preceding month. (If you want your article in February's newsletter we must have your copy by the 1st of January.) We accept advertising and want ads until the 10th of the month.

Coordinators, please call Dick Aura (941-1198) by the 7th to have your meeting listed correctly.

SIG - Special Interest Group
CIG - Community Interest Group

THE CALENDAR FOR FEBRUARY IS ON PAGE 4

mini'app'les

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

Board Members:

Board of Directors

President	*David E. Laden*	488-6774
	675 West Wheelock Pkwy,	
	St. Paul, MN 55117	
Vice-President	*Tom Lufkin*	698-6523
	2078 Highland Parkway	
	St. Paul, MN 55116	
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SIG: Apples	James W. Hadden	561-4903
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Coordinators

Beginners Consultant	Earl Benser	884-2148
Dakota County	Tom Michals	452-5667
Shows & Conventions	*Open*	
Volunteer Coordinator	Larry Strathman	724-2833
Mac Users SIG	Mike Carlson (days)	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 Lufkin	698-6523
DeskTop Pub. SIG	Bob Grant	827-6142
MicroSoft Works SIG	Ken Edd	631-3679
North Shore Mac Users	Jim Ringquist	(218) 387-2234
Apple II Users SIG	Tom Ostertag	488-9979
Apple IIGS SIG	Mark Evans	935-7251
AppleWorks SIG	Jim Shields	434-9836
Apple II DTP	Bill Warner	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
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

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 $1
	5 1/4" System		$1.00	
	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, David Undlin, 6670 West 133rd St., Apple Valley, MN 55124 or upload to David on the mini'app'les BBS or DTP Exchange BBSs. You can also reach Dave at 432-0913 (voice & FAX).

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
P.O. Box 4023, St. Paul, MN 55104

Newsletter Publication Staff

Publications Director		
Newsletter Manager	David Undlin	432-0913
Editor	Michelle Johnson	571-3788
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Advertising		
Production Manager		
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Layout	Earl Holdridge	922-7311
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Contributing Editor	Tom Edwards	927-6790
Contributing Editor	Peter Fleck	370-0017
Contributing Editor	Steve George	935-5775

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ADVERTISERS

The Fine Print

IF YOU ARE MOVING. . .

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

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

I.D.#: _____ Exp. Date: _____
Name: _____
Street: _____
City, St., Zip: _____

PRINT YOUR NEW ADDRESS HERE. ✔

Street: _____
City, St., Zip _____

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

Yes . . .
I'd like to join!

Please accept my
mini'app'les MEMBERSHIP APPLICATION.

Please Print or Type:

1. Name _____
    _____
    Address _____
    City _____ State _____ Zip _____
    Res. phone _____ Bus. _____
    Renew ID# _____ Exp. Date _____

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

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

3. Please tell us your special interests:

    Which personal computer do you use?   **Area of Interest?**
    ☐ Apple II   ☐ Business Application
    ☐ Apple II +   ☐ Home Application
    ☐ Apple IIe   ☐ Educational Application
    ☐ Apple IIc   ☐ Desktop Publishing
    ☐ Apple IIGS   ☐ Other_____
    ☐ Macintosh Plus
    ☐ Macintosh SE   **Do you own or use?**
    ☐ Macintosh II   ☐ Printer
    ☐ Macintosh SE/30   ☐ Laser Printer
    ☐ Macintosh IIcx/IIci   ☐ Modem
    ☐ Laser - Other   ☐ 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

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Mac Main Meeting	Thur., Feb. 6	Bloomington Educational Center	Notes 4 & 6
Apple II & GS Main Meeting	Mon., Feb. 10	Highland Branch Library, St. Paul	Note 11
Apple II DTP SIG	Tues., Feb. 11	Murray Jr High, St Paul	Note 11
Board Meeting	Thur., Feb. 13	Lexington Branch Library, St. Paul	Note 1, Members welcome
Fourth Dimension™ SIG	Mon., Feb. 17	Autoline, 2714 Patton Road, St. Paul	Note 21
MacCAD/E SIG	Tues., Feb. 18	Micro Age Computers 5909 Blake Rd.Mtka.	Note 8 & 19
Macintosh Programmer SIG	Tues., Feb. 18	Murray Jr. High, 2200 Buford, St. Paul	Note 18
North Shore CIG	Thur., Feb. 21	Bethlehem Lutheran Church, Grand Marais	Note 15
HyperCard™ SIG	Mon., Feb. 24	S.E. LIbrary, 1222 S.E. 4th Street Mpls.	Note 5
Mac Novice SIG	Mon., Feb. 24	Highland Br. Library, St. Paul	Note 9
AppleWorks© SIG	Thur., Feb. 27	Murray Jr. High, 2200 Buford, St. Paul	Note 10
Mac Desktop Publishing SIG	Wed., Feb. 27	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. *Open*
2.	Ian Abel	824-8602	6. Melvyn Magree	559-1108	10. Jim Shields	434-9836	14. *Open*
3.	Bob Grant	827-6294	7. Joy Kopp	440-5436	11. Tom Ostertag	488-9979	15. Jim Ringquist (218) 387-2234
4.	Mke Carlson	866-3441	8. Bill Langer	937-9240	12. Mark Evans	377-9000	16. Tom Michals 452-5667
							17. John Hackbarth (715) 246-6561
							18. Gervaise Kimm 379-1836
							19. Daron Applequist 938-7001

Coordinators – Please Call Dick Aura (941-1198) by the 1st Friday of the month preceding the issue month to have your meeting listed correctly.

Members Helping Members

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

Macintosh	**Key**	QuickBasic	5, 6	ProTERM	1, 23, 25	Mousetalk	15
Adobe Illustrator	21, 24	Telecommunications	19	Quicken	25	PaintWorks Plus/Gold	15, 25
Beginners	13, 14	XPress	21	Talk Is Cheap	3	Prosel	2
Canvas	5			TimeOut	2	TML Basic	3, 10
FileMaker II	17	**Apple II**	**Key**	TO Graph	2	TML Pascal	3, 10
Freehand	22	Applewriter	2	TO SideSpread	1	Writer's Choice	15
General	14, 17, 18	AppleWorks	1, 2, 23, 25	TO QuickSpell	1		
Helix	16	Ascii Express	3	TO SpreadTools	1	**Apple ///**	**Key**
HyperCard	6, 9, 19	BASIC	5	TO Thesaurus	1	General	12
MacDraft	5	Beagle Buddy	23				
MacDraw	5	Datalink 1200	1	**Apple IIGS**	**Key**		
MacPaint	5	Dazzle Draw	25	AppleWorksGS	15		
Mac OS	4	Dollars & $ense	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		
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PageMaker	4, 6, 17, 24	Home Acc'n't	20	GS/OS	3, 10		
PostScript	8	Laser 3.5 drives	1	HyperStudio GS	3		
Power Point	5	PublishIt!	23, 25	Merlin 16+	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 Spitler	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 Kroll	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.

New eDOMs

From our Software Director

Greg Carlson

by Greg Carlson

Well, here it is January, and I am keeping my promise to present some eDOMs for the 5 1/4 inch disk folks...

eDOM 68 A,B,C - Warp Six BBS v8.0

August 20, 1991

Copyright 1985-91 Jim Ferr

This is a 3-disk eDOM that contains a complete BBS for the Apple // users.

About Warp Six BBS

Warp Six was written during the summer of 1985, and the original Warp Six BBS went online September 12th of that year. Since that time, Warp Six has been re-written and improved on a continuing basis. Some previous versions were distributed as freeware or shareware, and there was a brief stint when it was commercial software. Warp Six is freeware. There is no obligation for you to pay for Warp Six. You are free to make a contribution if you so desire, but you don't have to be guilt-ridden if you do not.

Warp Six BBS is easy to use, and easy to modify. If you are familiar with AppleSoft BASIC, you'll have little difficulty making modifications or additions to the system. Note: the documentation included with Warp Six makes no attempt to teach you how to program.

Some people get upset that I issue so many versions of Warp Six. My response is that such ongoing support of a freeware product is rare, and the changes are always to fix problems or add improvements to the system. A request I've been hearing more of lately is to support Ymodem. I've thought about it, and it isn't that difficult to implement, but I don't see enough advantages to go for Ymodem at this time. Ymodem offers batch transfer capability, which isn't critical in this age of ShrinkIt files. Aside from the convenience of not entering a filename, there is no difference in the efficiency of Xmodem 1K and Ymodem. Further, many Apple II programs support Xmodem 4K, which Warp Six takes advantage of. If you use Binary II for uploading and downloading (or MacBinary if your users have Macs), you get most of the advantages of Ymodem. For these reasons, I'm not going to add Ymodem at this time. As for Zmodem (another popular request),

I'm not convinced the development effort is worth my time.

ii) Hardware Requirements

Any Apple II computer with a minimum of 64K of RAM. If you have an 80 column card, Warp Six BBS will automatically use it. (Most Apple II Plus 80 column cards are not compatible, but 80 columns works fine on the IIe or later.) A ProDOS compatible clock is almost essential: If you don't have a clock in your system, Warp Six BBS will run anyway — the startup program will prompt you to set the ProDOS date, but time limits will not be enforced and the system will need the date manually entered every day. Warp Six BBS does not access clock hardware directly, so it is compatible with all clocks that ProDOS can recognize, or be patched to recognize. (You supply your own copies of ProDOS and Basic.System; they are not distributed with Warp Six BBS. I recommend you always use the latest versions: 1.9 and 1.4.1 when this was written.)

Disk storage:

Warp Six BBS will fit on two 5.25 inch ProDOS floppies, if you run a modest system. The first disk can hold ProDOS, Basic.System and the main programs and menus for the BBS, with zero blocks to spare. In this version, with the addition of the Sorter program, you won't be able fit all the files in with ProDOS and Basic.System. You could eliminate the Voter program, if you don't use it, or put ProDOS and Basic.System on a separate disk and then run the Startup program.

The second 5.25 inch disk holds the Logs, Help, Gen, Email and Uploads directories, with room to spare for a forum or two with limited messaging and a small transfer library. You can keep the documentation and other modem drivers on third disk, offline, while your system runs on two 5.25 inch drives.

If you have at least one 800K floppy drive, Warp Six BBS will fit in its entirety on the disk, with plenty of room to spare.

You get the best performance and flexibility out of Warp Six BBS when you have a hard drive, especially if you want to have a large number of transfer data libraries.

Serial Interface:

Warp Six BBS requires a built-in modem port (IIGS, IIc and IIc Plus), or an Apple Super Serial card or fully compatible card — or a DataLink 2400 from Applied Engineering. (The DataLink

1200 is no longer supported.)

Modem and Cable:

Warp Six BBS is designed to work with Hayes and compatible external modems up to 2400 baud. If your modem is "fully" Hayes compatible, you shouldn't experience any problems. Personally, I prefer genuine Hayes for their high quality and complete command sets.

All external modems require a custom cable to work with Warp Six BBS. This isn't as difficult as it may sound, however, and the cable is compatible with other software. You may even use an existing cable, or modify an existing cable. See the Modem.Doc file for details. Warp Six BBS does not support any other internal modems other than the DataLink 2400 from Applied Engineering.

eDOM 69 - GAMES & EDUCATION

MATHEMATICS

MULT.BINGO - Multiplication Bingo. Practice your multiplication tables by getting five problems solved in a row. A 5 x 5 "BINGO" card appears. A correct answer will fill a random square. Continue until you get 5 of the squares in a row. Incorrect answers do nothing except let you try again.

MATH.DRILL -Timed addition and subtraction problems with up to 5 students. Problems are up to a total of 99. You chose the number of problems.

MISTER.MATH - Math exercises of add, subtract, multiply and divide (your choice). Easy, hard, and very hard levels. You choose the number of problems. You continue until all are correct. "MR. MATH" checks your work and shakes his head yes or no for correct or not.

TAXMAN - teaches factors of a number. You pick the numbers (1 to the number of your choice). You pick a number, and the TAXMAN gets all the factors of the number. When there are no factors left, the TAXMAN gets all the remaining numbers. To object is to get more points (a higher total) than the TAXMAN. Very good program to learn factors, and very hard to beat the TAXMAN.

FRACTION.TUTOR - Determine fractions of shaded figures. If the number is incorrect, help is given. Good for learning fractions.

TIME.TEACHER - displays an analog clock face, and you have to enter the time to the nearest 5 minutes. Good for students learning to tell time.

MATH.GAME - Work with Willie Worm. Each correct answer will add another segment to Willie. Continue until you get all 15 segments. Add, subtract, multiply and divide. You pick the maximum numbers to use and go to work on Willie. Incorrect answers are given another chance, then the solution is given. Good for younger students.

LANGUAGE.ARTS

WORD.MASTERMIND - The computer picks one of 250 5-letter words. The object is to spell the word in as few turns as possible. Guess the letters and the computer will tell you the number of letters guessed correctly and in the right place.

WORD.WARS - The object is to make as many words as you can from a group of letters on the screen. Up to 6 people can play. Words are accepted from 3 to 8 letters (up to 5 of each length). You have a fixed amount of time to come up with the words.

HANG.PERSON - Play against the computer or another human player the game of HANGMAN.

SCRAMBLED.WORD - The computer chooses a word, and you have three chances to unscramble it.

PRESCHOOL.FUN - Four simple programs for preschoolers:

1. Happy Birthday - Makes a birthday cake with the number of candles on it of the age and plays "Happy Birthday".

2. ABC - Displays the alphabet and plays the ABC song.

3. Thumbkin - Displays two hands and provides graphics for "Where is Thumbkin" song.

4. Graphics Typist - Make your own letters on the screen with colors of your own choosing. The letters are very large graphics for preschoolers learning the letters.

MISC.

VOLLEYBALL - 4-player volleyball game - requires two paddles.

BOMBARDMENT - This game is similar to "Battleship" only your versus the computer.

WOWZO - from Beagle Bros. - A two-player game. A matrix is shown, and you and your opponent try to spell a word by moving or rotating "gates". There is a time limit for each move.

APP.MAN - You choose a number of apples to get, and a snake is created that you cannot run into as you attempt to "eat" the apples.

SHARK - You control a shark with a paddle, or a joystick, or you can use the keyboard to catch fish with your shark.

MONSTER.CHASE - You're trapped in a cage with a monster. The object is to outlive the monster by moving you person.

SUB.SEARCH - Try to find the hidden submarines with your devices. You have a limited amount of time and "air" with which to find the subs.

And for you Apple //GS users, here are a few "GEMs"...

GEM.GS.15 - MEAN.18.6

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

DURBAN.M18

Durban 36/36

A straight drive may land you in the rough even though the fairways are fairly wide. Like so many other courses you can land in front of the green and bounce over. Difficult club selection.

FLORHAM.M18

Florham Park 35/36

Wide fairways, not many trees, pretty straight, level greens. Should be easy, right? Yes it is! A course to make you feel good.

FOREST.M18

The Forest Club 35/38

Trees just don't line the fairways, they grow there.

A few long par 5's: #16 is 656 yards and features small patches of fairway strung across a large river. #18 is like 16 but trees grow on the few spots of fairway to shoot to. to add to your woes, the bits of fairway are so small that you are sure to overshoot at least a few times (and go in the water) the rest of the time you will not shoot hard enough (and go in the water). If you decide to drop instead of replay, you will be shooting from a sand bar from which you cannot reach the green. You will never see a par on the last three holes!

GILLIGAN.M18

Gilligans Island 38/35

90 degree dogleg par 5's. You need lots of luck to avoid the water. Shoot from one island to another to another: and the second has water in the middle. Luck more than skill counts.

Some very narrow fairways with water surrounding the green

You can drive the green on some par 4's.

GREEN.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.

GEM.GS.17 - MEAN.18.5

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

CAROLINA.M18

Carolina Hills 36/36

It takes a perfect drive to clear the water on some (esp. # 1) holes. water hazards and sand traps make it difficult but, the fairways are wide and the greens are fairly large.

The pin is set close to the edge of the green on some holes

and there are some long (600+ yds) par fives. Otherwise it is a nice course. Pars and even birdies are possible.

CRASH.M18

Crash (Cancel) 677/512

No kidding! Those numbers represent the actual par values for the course. It took a long time just to find the green on hole #2 (par 100). # 5 is a 477 yard par 0. and we have 592 yard par 4's. As if that isn't enough, some of the greens should be called snail greens instead of slow greens: double speed isn't enough on some of them. To add to your troubles the pin is about 1 foot off the edge of the green on some holes.

DESERT.M18

Desert Classic

DODADUNE.M18

De Da Dunes 36/36

Off the fairway: you're in trouble! Either sand or water, plus trees to block your next shot. Enjoy long putts? The fringe is 90+ feet away from the hole on lots of greens.

DUNNBRAK.M18

Dunn-Brakken 36/36

Water on one side, sand on the other. You had better shoot straight. Some shots to island greens.

GEM.GS.17 - Graphics

Another 26 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:

ICHTHYOCENT.SHR	QUADRANTS.SHR	PAISLEY.SHR
MOTH.MOON.SHR	MAYANRUINS2.SHR	ITALIAN.PAN.SHR
INFINITEPUR.SHR	FULL.PAGE.P.SHR	FLOWER.SHR
FLORAL.WEAV.SHR	STAR.SHR	FANCIFUL.AN.SHR
GOODPIX1.SHR	GOODPIX2.SHR	GOODPIX3.SHR
GOODPIX4.SHR	SNOWFLAKE.SHR	SOCCER.SHR
SOKA.SHR	SPIRALS.SHR	SQUARE.SHR
STAMP.SHR	STAR.SHELL.SHR	STARS.BURST.SHR
STARS.SHR	STRAWBERRY.SHR	

GEM.GS.18 - Calendar Crafter Demo

Now you can create personalized calendars quickly and easily and update them with the touch of a finger. Calendar Crafter makes creating custom calendars so easy that you will be able to use calendars much more often and more effectively that ever before. You can quickly generate special calendars for birthdays, historical events, assignments, meetings or anything you wish by creating categories of events.

With Calendar Crafter, you can view and print calendars from the year 1 to the year 9999. The two functions of viewing and printing operate independently of each other. The calendar viewed on the desktop is always for one month, but you can print calendars in eight calendar styles. Some features, such as page orientation, display, fonts, and pictures, can be applied only to a printed calendar.

NEW MEMBER LIST

From our Membership Director

by Rand Sibet

New Members:

Benzanson, Brian	55434	612-754-8140
Bodine, Ann	55435	612-831-5719
Coffel, Kevin M	55441	612-545-3824
Creswell, Barbara	55447	612-481-8894
CTS Creative Graphics	55415	612-339-0531
Erickson, James E	55345	612-934-9692
Green, James W	55337	612-890-1369
Grobe, Brian	55418	612-788-2822
Humphrey, Brian D	55105	612-698-6907
Jeranson, Douglas G	55441	612-544-3389
Kosowski, Mary	55405	612-374-5185
Lang, Ted	55422	612-377-3253
McGarvie, Grace E	55447	612-473-8013
McGinnis, Mark	55109	612-483-3660
Middlecamp, William J	55337	612-894-7499
Muhl, Chuck	55431	612-831-3799
Smith, Linda Sue	55406	612-729-1187
Swanson, Eugene	55418	612-789-1889
Vano, Mario P	55418	612-788-9547
Vargo, Keith	55403	612-870-0099
Victorsen, Reid	55422	612-644-7016
Yu, Dr Stone H	55437	

Corporate Members:

Cray Research 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
Miner, James F

Sponsoring Members:

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George, Steve
Grant, Bob
Laden, David E
Lufkin, Tom
Mooney, Jason
Ostertag, Tom
Sibet, Rand
Sommers, Dan
Trotman, John
Undlin, David
Vimr, D J
Watson, Harold

[Submitted by Rand Sibet 11/25/91]

SOME WORDS OF CAUTION
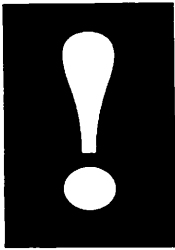
This item was condensed from articles in Computer Shopper and PC World, and was taken from THE APPLE SPICE, September, 1991.

With the push today for employees to be more productive, you must not forget to be conscious of repetitive-strain injuries (ASl). It is a potentially crippling series of disorders that afflict the muscles, nerves, joints and tendons. In 1986, there were 20,000 claims for RSI covering 23 states, according to Occupational Safety and Health Administration (OSHA).

You're asking yourself what has this got to do with me? Well, you compute and in the last few years, disturbing clusters of RSI problems have appeared among people in computer-intensive environments. This covers 'addicted computerists' at home too.

It was previously a problem mainly in jobs in manufacturing, meat cutting, and garment factories, where workers make thousands of nearly identical movements every hour.

With the coming of computers, however, the statistics have changed. Jobs today are more narrowly defined, or have diverse duties such as filing, copying, typing, and phone work ... now the worker sits glued for 8 hours in front of a computer terminal.

Since computers don't jam or require a carriage return at the end of each line or insist on fresh pieces of paper like typewriters do, computers increase the potential pace of work.

RSI has the potential of crippling if untreated, particularly if a problem called Carpal Tunnel Syndrome develops. The carpal tunnel is formed by the bones and tendons of the wrist; the median nerve, which gives sensation to the hand, passes through this tunnel. Sending the wrists backward and up puts pressure on the carpal tunnel. if the wrists are twisted or bent at unnatural angles for long periods of time, the nerve can become irritated and inflamed. When this

happens, you have trouble grabbing a doorknob, picking up a sheet of paper, or even shaking hands without severe pain. Severe cases may require surgery and months of rest.

Make sure you have an erqonomically sound work-station. Take a break periodically to stretch and relax (experts say 5 to 10 minutes every hour). During keyboard use, make sure that the wrists are straight - not bent backwards, forward or sideways. The fingers should be poised over the keys as over a piano; wrists should not be resting on the desk. Wrist rests (thick rolls of foam can help with proper positioning.

Any pain or discomfort should be addressed immediately. Here's a test you can give yourself: Put your elbows on a table, and let your wrists dangle loosely for about a minute. If you feel pain in your hands, you may be on your way to problems. Don't wait until the trouble gets worse - see a doctor right away.

=-=-=-ACES-=-=-=

[The Apple Computer Enjoyment Society is a not-for-profit users group which has been helping Apple owners since 1979. The club has five chapters which extend from W. Palm Beach to Miami. A.C.E.S. reserves the rights to all materials printed herein. All articles, not protected by copyright, may be reprinted by Apple User Groups and other non-profit computer organizations. Such reprints must give credit to the author and this Newsletter.]

[Submitted by Rand Sibet]

Are you having trouble loging on to your Mini'Info'Net Bulletin Board?

Try entering a Control-C followed by two carriage returns to logon the BBS. Then logon as a new user entering your name EXACTLY at it is printed on your membership card and/or newsletter label.

MODEM PROTOCOLS

From the network

by Joshua Pactor

by Joshua Pactor

This is probably the clearest, yet simplest explanation of what protocols as used in modems are all about. It was taken from a posting by ACES member, Joshua Pactor from the ACES bulletin board.

There are, as you've noticed, lots of different protocols, and each of them have their own purpose and their own idiosynchrocies.

ASCII transfer is the plain text transfer mode using the X-On/X-Off codes forsending data (in other words, it presses control-s and control-q for you)

Christensen is the early predecessor to XMODEM. It's archaic and you'll probably have no use for it whatsoever.

XMODEM Standard is the "standard" that all other protocols are measuredagainst. It sends and receives dats in 128-byte "packets", so a one-ProDOS-block file is roughly 4 XMODEM packets. XMODEM standard is used to send files to computers that don't support ProDOS file data, YMODEM, or ZMODEM.

XMODEM DOS and XMODEM ProDOS are specifically set up to use ProDOS file data;in other words, it will send the file type and size info along with the actual data. When calling ProLine BBSes such as Pro-South or Pro-Amateur, it is a good idea to use XMODEM ProDOS, because ProLine systems currently do notsupport YMODEM or ZMODEM batch protocols.

XMODEM CRC uses an improved method of error checking called the CyclicRedundancy Check. Its actual setup is unimportant, but it allows fastertransfers with BBSes that support it.

Before I begin explaining the next three protocols, you should know about"batch" transfers. These allow you to send multiple files without stopping to enter a new filename. It is a great way to get lots of files at once, and that is why I reccommended it in my first post.

YMODEM is the next step up from the XMODEM family. It still measures packetsin 128-byte sizes (but it sends them MUCH faster and in bunches of 8 or 32packets) Apple BBSes supporting YMODEM and ProTERM will automatically worktogether to send file data, but YMODEM works just as well with IBM-to-Apple transfers as well.

ZMODEM is the FASTEST protocol, for one reason: it has no error-checking whatsoever! You MUST use a error-correcting modem (any modem with "MNP/5", or the US Robotics High-speed modems will do nicely) in order to use ZMODEM.

Unfortunately, ZMODEM doesn't quite work as well on Apples as they do on Amigas or IBMs, but hopefully that will be fixed by the release of ProTERM 3.0

Kermit is a protocol I strongly warn you to stay away from, unless you need to get files from a mainframe computer, and then it is the ONLY one you can use. It is >>> SLOW <<<...

Your best bet is to use YMODEM-Batch.

[Submitted by Rand Sibet]

The Big Red Computer Club and NAUG come to mind in this regard.

If we honor and support this unique method of software distribution, we can expect a continuing source of high-quality software at little or no cost. Any computer programmer who feels that he or she has a good and unique type of original material, will find the world of shareware and/or freeware is open to them. Go for it!

=-=-=-ACES-=-=-=

[Submitted by Rand Sibet]

SHAREWARE AND FREEWARE DISCUSSED

Issues in Computing

by Stan Feller

by Stan Feller

As new commercial software becomes more difficult to find, shareware and/or freeware will get to be more and more of a factor in what will be available for the Apple II users. Just what are these two forms of software, anyway, and how do we get them?

Neither one is copy protected; as a matter of fact the authors urge that the software be copied and distributed freely. Shareware is truly the "try before you buy" type of product. You are asked to try out the software in your own computer environment; if it pleases you and is useful for your particular needs, the authors generally ask you to send them a fee of their choosing, usually below $40, often well below that figure. In return, the authors may offer to send you the latest documentation and any updates that are available. Some will even offer technical support after receipt of the fee. With these terms, it is pretty obvious that the authors don't hope to get rich on their labors of love.

Availability of subject matter for shareware runs the gamut from games to serious business uses, with a huge in-between. CAD (computer aided design) programs are available, as well as databases, games, word processors, utilities, telecommunication and a host of other applications, limited only by the ingenuity out there and the need out here.

Freeware, on the other hand, is issued by the author to be used freely with no obligation to send a fee of any kind. In some cases they are copyrighted so that duplication and distribution can be done on a no-fee basis, but they cannot be sold or be included in a commercial program. However, many commer- cial programs have spun off a great number of freeware offshoots. An excellent example of this type of freeware are the many graphics meant to be run under Print-Shop and not subject to any legal obligations on the authors' or user's parts. The commercial golf game of Mean 18 has also spawned many freeware course layouts, again free from any limitations, as have songs for music programs like DiversiTune. Paint programs also abound in the freeware marketplace. An enormous selection of font disks have been made available in the freeware field, many of which will run under UltraFonts and PrintShop. AppleWorks has spawned a fantastic number of freeware and

shareware "add-ons", ranging from simple word processor form letters and lists to intricate spreadsheet templates, with all gradations in between.

Some programs have gone from commercial to Shareware (DB Master comes to mind) while others have gone the opposite route (ShareConvert is one of them, and Beagle Brothers has released many of their commercial hits of the past into the freeware world). In the utility field, the standard for file compacting has come to be ShrinkIt, and it is entirely free. The author has constantly sought to upgrade his initial program, and is continuing to do so. Almost all downloadable programs on the ACES bulletin board use this method of archiving and, yes, it offers the program itself for downloading as well. Yet the author's update of ShrinkIt GS is a shareware program.

Public domain programs have a little different status in the computing field. In most cases, the authors have given complete free reign to their creations, with no copyrights and retaining no rights to them at all. Both copying and making changes are encouraged and sometimes the author even asks for feedback for possible future revisions. What a terrific bargain that is, yes, but very often public domain offerings are full of bugs. This does encourage users to investigate the makeup of disks and attempt to correct and modify some of these programs.

Where can one get these great freebies? Your user group is the best single source for this type of material. ACES, for instance, maintains a huge library of the three kinds of software. The only charge is for duplication and cost of the media alone. Most all user groups maintain libraries for this purpose. They are available in both 5.25" and 3.5" forms, in GS only and others for all the IIs. Other great sources are the bulletin boards both club sponsored and the commercial ones like America-On-Line and Genie. These two boards have special Apple sections for downloading, possibly others do as well. Again, the ACES bulletin board has many sub-boards devoted to freeware and shareware downloads. There are also many commercial organizations in the field who distribute freeware and public domain material for little more than the cost of duplication and media, generally in the $3 to $3.50 range.

Interview: Tom Weishaar ("Uncle DOS")

Issues in Computing

by Steve Weyrich

(The following interview has been excerpted from the July 1991 issue, Vol. 5, No. 7, of M.A.C.H. NEWS, printed monthly by the Omaha Metro Apple Computer Hobbyists User Group.)

On July 11th I had the privilege to talk by phone with Tom Weishaar. For those who have not heard of him, he is the director of a midwest-based organization called Resource Central that promotes the Apple II through the distribution of ideas, information, and products highlighting that computer.

Resource Central publishes A2-Central, a monthly newsletter that is both on the cutting-edge and entertaining as it provides information about Apple and the Apple II. A2-Central has been published monthly since January 1985 (when it started out with the name Open-Apple). A2-Central is also published monthly as text files on a 3.5 inch ProDOS disk, with the extra bonus of public-domain and shareware software, as much as will fit.

Weishaar has been involved in the Apple II kingdom almost from the beginning, and he is motivated to help those who have an investment in that flavor of Apple to accomplish as much as they can with it.

In the Fall 1990 A2-Central catalog he wrote, "The significant thing about the Apple II has always been the community of people that has sprung up around the machine, teaching other people how to use it, designing hard and software for it, exposing its inner flesh to the light of day, and using it to manage businesses, run church groups, educate children, and turn out prosperous and happy human beings."

MACH: Tell me about the changes that have occurred at A2-Central over the past few years.

TW: I wrote the Open-Apple/A2-Central newsletter up through July 1989 or so. At that point, Dennis Doms took over the editor-ship of it. I then took a six month period recovering from burn-out, answering the phone and opening the mail. Since then, somehow, I got promoted to publisher, and my role has been more on managing the company, working on marketing, and working (infinitely, it seems) on information systems.

MACH: You've had to spend quite a bit of time working on the networked computer system for operating Resource Central?

TW: What we've been trying to set up for years, frankly, is an internal business computer system. We want something that handles both subscriptions and product sales. Off-the-shelf packages that are out there in the world will do either one or the other, but there aren't any that will do both.

If you look around, you cannot find any companies but us (that I know of, anyhow) that both try to sell you subscriptions and other products on the same order form. That's because nobody else does that; we know, we've looked around. There are a few that will try to sell you stuff on a different order form, and the way they handle it internally is to have two different systems.

We'd like to have one integrated, all-together system. We'd also like to put a lot of advanced stuff in it, like the ability to send a letter you just wrote on your computer to somebody either by mail, by fax, or by electronic mail, simply by picking an item from a menu. But, so far we've done a lot of dreaming and a lot of programming, but we have nearly nothing to show for it at this moment.

Last fall, when the new Macintoshes came out, we bought one of the Macintosh IIsi's. After playing with it, I felt that after six long years the promises that Steve Jobs had made back in 1984 had finally been fulfilled. And we had been beating our heads against the walls for literally years trying to come up with a programmable database that could handle the kinds of numbers and records that we needed, which was in the fifty to sixty thousand range. No one had ever managed to write anything that ran on a II or a IIGS that would handle that number of records.

It was also critical that we have multi-user capabilities where we can have several people entering orders into the same database at the same time. So, last fall after years of resisting, we decided to do the system on Macintosh. We picked out a language called FoxBase, an advanced DBase clone. It has the same command structure but is quite a bit faster and has extra commands. So one of my jobs here is to write all of that software, but it's real hard to do with all of the other things I have to do as well.

We do have part of the system up; all of our publi-

cations, except for the first two, A2-Central and A2-Central On Disk, are currently being tracked on the new system, and the mailers are being printed on the new system, and reports are being run on the new system. We call it "Ernie", because we hope someday he'll help us earn some money.

[The records for] our older publications, as well as all of our products sales and everything else we do are kept on an older Apple CP/M machine. At the rate we're going it is going to be 12-36 months before we have Ernie doing all of the things we want him to do.

MACH: What led to the formation of Open-Apple?

TW: It was basic capitalism, and I was hungry. I had worked for the Commodity News Service, and the four weekly newsletters I helped start eventually closed down. It cost the company about fifty thousand dollars, but it was the best fifty thousand dollar education I ever got on how to run newsletters.

When Softalk went under I felt that the reason was more due to management problems than to market problems. I thought there was still a market, though I was reluctant to do it, having a clear idea of how much work having a monthly deadline is. But the alternatives I had at the time were [limited];

I had written several books, and none of them were doing very well, and I had written software that I expected would sell for ten years and it sold for ten months. So I decided to start Open-Apple just to have a nice job.

I thought if we ever got up to a thousand subscribers it would just be wonderful. We were [there] in six months, and weren't making any money, and I said, gee if we just had four thousand subscribers, this would be a gold mine. At the end of the second year or so we had that four thousand. Then it was, if we just had ten thousand... We actually touched ten thousand once, and have been slowly drifting down.

A2-Central itself has about seven thousand, and we've never found the gold mine. But I've had a job now for seven years, and there's nine other people here who all have jobs, so I guess it's a good thing, all in all.

MACH: And you have real people you have to pay now, instead of the fictitious ones. [Namely, Uncle DOS, Matthew Monitor, Dr. Basic, and Sally Tally, to name a few.]

TW: (Chuckling) Yeah, right! That was the beauty at the beginning; all the help was imaginary. I didn't get much work out of them, though.

MACH: Where did "Uncle DOS," "Matthew Moni-

tor," and "Dr. Basic" come from?

TW: Oh, I don't know. When I was growing up, my dad ran a small farm equipment dealership.I don't know why, but all of the people who worked for him and a lot of his customers called him "Uncle Joe". I think it was because he had a nephew who worked there at the store as well.

So, all the way back to the first free-lance article I wrote for Softalk, I needed a character like "Ready Kilowatt" to help me explain this stuff. The character I came up with was "Uncle DOS," and he's been around ever since; I just can't shake the guy.

MACH: Matthew Monitor and Dr. Basic just went their own way?

TW: That's right, but Uncle DOS has stuck around.

MACH: My first exposure to your writing was when you took over the DOSTalk column in Softalk from Bert Kersey. How did your association with Softalk begin?

TW: Bert was the Beagle Brother [who founded the company], and I was at that time writing software for him. He mentioned to me that he didn't have time to do the column anymore, and so I said, "Well, when you quit, tell them that I'd be interested in doing it."

I had already sent them an article, freelance, on how ProntoDOS and other fast disk operating systems work. They liked the article and Bert recommended me, and so Margot Tommervick (who was the editor) called me up and said they'd like to have me, and I jumped at it.

MACH: You had monthly deadlines then, too.

TW: That's right. Not quite as big a one, just to write the column. But I suppose that made me realize what I was getting into. It was one of the things that made me reluctant to do the newsletter in the beginning, knowing that the monthly deadline was going to be a killer.

MACH: ProntoDOS was published by Beagle Bros. Did it have any advantages over its major competitors David-DOS and Diversi-DOS?

TW: It did, and they all had advantages over ProntoDOS as well.

Frankly, most of the intellectual effort that went into ProntoDOS was doing it while changing as little about 3.3 as possible. Beagle Bros had published a number of patches to DOS 3.3; if you remember DOS Boss, it was one of Bert Kersey's programs that went in and did all kinds of strange things to make your catalogs come out backwards and inside out and that kind of thing.

So, I had to write ProntoDOS in such a way that it didn't break DOS Boss and it didn't break any of the patches he'd ever published. This meant that I had to do what I did without changing much of anything.

MACH: Most of the DOS 3.3 enhancers made their space by eliminating the INIT command, didn't they? [INIT was a built-in formatting command in DOS 3.3.]

TW: Yes, most of them did, but I didn't do that. The project was fun, and ProntoDOS would work with a lot of things that patched DOS that the others wouldn't. Diversi-DOS, in particular, went in and had whole big chunks that were re-written.

MACH: What was Frame-Up?

TW: I'm glad you asked. You've heard of Hy-perCard? Well, I should have patented Frame-Up, and then I could sue the vendors of HyperCard.

Frame-Up was a very early HyperCard; it put cards up on the screen that could be hi-res graphics or text screens. Instead of buttons on the screen, you had buttons on the keyboard. You could press the forward arrow and the backward arrow and it would go through a sequence of cards. It was designed for doing presentations, primarily.

The key problem back when I wrote it was that it was difficult to do a presentation with an Apple II under DOS 3.3 because it took a hi-resolution graphic ten seconds to change, which is an eternity.

So I started over from the beginning to make it as fast as I could, and got it so they could change in three seconds. To do it, I wrote my own operating system, organized the disk my own way, and so Frame-Up is totally incompatible

with anything. And after I wrote it I realized you could do the same thing without changing everything else, and that's what ProntoDOS was.

As soon as ProntoDOS came out, Frame-Up was obsolete, because you could do in Applesoft with a twenty line program what Frame-Up did, and with ProntoDOS it would do it almost as fast as Frame-Up would; Frame-Up was still a smidgen faster, but not enough to give up the compatibility.

MACH: One of the speed-up methods I recall reading about in Softalk had to do with changing the way in which the disk was formatted, so the sector skewing (interleave) was altered. Was that also how ProntoDOS worked?

TW: Not exactly. I didn't change how the disks were skewed. The original layout was that there would be a sector you wanted to read, and then it would skip one, and then came the next sector, and so on. The problem was that Apple's DOS was just slow enough that it wasn't ready to read the next one until another just after the next sector had passed, and so it had to wait until another entire revolution of the disk had passed.

So by just speeding up the internals a little bit, you could get the next sector right away. By the time it got through the other processing, it turned out to be about three times faster. So, [with this method] you didn't have to change how the disks were formatted. We all did the same thing.

MACH: Does the Apple II world "feel" different today from how it did back in the early 1980's?

TW: Well, I bought an Apple II in May 1980, and three months later Apple released the Apple III. My boss laughed at me, and told me I was stupid for buying an obsolete computer—hey, it's the same as it is now! It was a new computer for three months, and since then I've had an obsolete computer!

The other interesting thing is, I remember distinctly getting that computer and playing with it for a year, and saying, it's too bad that I didn't buy this a year or two ago. If I'd bought it earlier, why I could be a Bert Kersey! But I'm too late! All the good software has already been written; everything that can be done, all the people that can do it are already in place, and there's no chance of ever doing anything with personal computers, because it's all cut and dried already."

Of course, as events have shown, those thoughts were pretty ludicrous. People even now look at the Apple II and say that it's all been done, there is nothing new here to do, and I don't think that's true at all. The interesting things that are going on in the Apple II right now are on the IIGS, and they have to do with multimedia.

To me, multimedia is presenting information with several different media, at least one of which is text. Other people define multimedia as moving pictures and sound; well, I can do that in a movie, so that's not really multimedia. But when you start talking about high quantities of text, mixed with animations, videos, and sound, that is what multimedia is.

MACH: And that's where HyperCard and HyperStudio come in.

TW: HyperCard and HyperStudio happen to be the two best packages on the market today. Now, IBM and Apple won't agree with that. But, hey! I publish multimedia publications!

We're one of the largest publishers in the world of multimedia! We would love to put these things on IBM's and Macintoshes. But guess what? There isn't anything in terms of software that comes close to what HyperStudio, in particular will do.

There is HyperCard on the Mac, which we are using on a Macintosh version of Hyperbole. But the truth is, it pales compared to the GS version of Hyperbole, both figuratively and literally, because Macintosh HyperCard doesn't support color.

MACH: I can't quite picture how something like Hyperbole works.

TW: It's like reading a magazine, with large quantities of text, but music of the author's choice is playing in the background. There are buttons on the page that force you to go through the text in non-linear ways. This is such a new medium that we, as editors and publishers, don't think we have it figured out yet.

The best thing that I've seen in this vein is a novel that Greg is writing, (Greg Roach is the editor of Hyperbole. -Ed.) that he is serializing on Hyperbole. We call it "Roland". On "Roland" you get a screen that has things that are not exactly graphics and not exactly icons. It's like a medieval church door, and it's got several different scenes on it. You press on one of the scenes, and a story comes up. You have several characters all telling the same story, but you get the story from everybody's perspective, depending on which scene you press on. You get music that is unique to that character. There is no "right" character to start with, and everyone who reads it is going to start with a different character, and you have to read them all to get the big picture of what's going on.

Once you are into one character, there are other buttons where you

can get the different parts of his or her story. So, it's non-linear, and it's multimedia in the sense of having the medium of text, the medium of sound, and the medium of graphics.

MACH: And I would guess that it could never be presented in printed form quite the same way.

TW: That's right. And it could never be presented on video tape, either. That is what makes it unique. It is a totally new "art form" or "communications form."

MACH: I had read on GEnie about Script-Central, how it begins with a picture of the Resource Central building, and you can "enter" the building, look around, enter doors, and so on.

TW: Yes, Bo [Steve "Bo" Monroe, the editor] did a terrific job on the art with Script-Central. It starts showing the building with animated cars going by. The expertise of "Hangtime" [Bruce Caplin] is sound effects, music, and so on, and so the cars have horns that honk. It then zooms in on the building and on the door, and you have to knock on the door with the mouse, and the door opens and you go inside.

There's an information desk, with a bell to ring, and an elevator door with buttons, and a door to a hallway. In that hallway are rooms that have all of the standard features, stuff that will appear

every month. You use the elevator to go to the features, the things that will change from month to month.

MACH: Looks like I'm going to have to get the sample set and just take them to the computer store and beg them to get HyperCard IIGS setup just so I can see all of this!

TW: It's really a lot of fun.

MACH: Do you feel that the association with GEnie and the A2 Roundtables there has been a good one?

TW: I think that for us it has been critical, and it goes both ways. GEnie has benefitted immensely from having us run the Apple II areas there, and we've benefitted immensely from our association with GEnie.

I have a couple of speeches I have to give during the upcoming A2 Central Conference, and we also have meetings of all of our GEnie staff and all of our editors. I've decided that the position statement I will present, as a company, is that Resource Central is the center of the Apple II Universe.

I don't think that would be possible without GEnie. What we want to do is to be a center of gravity, where every[one] who is interested in the Apple II can come to eventually if they need help.

COMMENTS FROM AMERICA ONLINE

Issues in computing

from America OnLine

II Forever - II Infinitum - The power][be your best...The Apple II

...this machine's fate rests with 2 groups...

1) Apple, Inc.

2) The Apple II Users themselves

Currently, I'd say that the machine was sick...possibly suffering with a bad case of pneumonia...but with a good chance of recovery. We all know what Apple could do to cure the machine...release a new machine with SOME fanfare (it doesn't even have to outshine that of the Macs never ending fanfare). But as that is something which is up in the air (very high up in the air)...the next alternative is for Apple to at least show some public support for the II as a machine...none of the "bridging the Mac and II"

garbage (I'm sick of that crap and will probably blast the next guy who gives me that line with a load of uncontrolled insults)...this alternative, although promised for more then a year now, has yet to materialize...what happens on Apple's end remains to be seen. On the other side of the spectrum...the II is unique in MANY ways...it's the oldest surviving computer line in computer history, it still manages to survive, DESPITE Apple...most computers couldn't survive even WITH the backing of their parent company ...The II survives without Apple's public support. The Apple II's current fate is VERY much UNlike that of the Amiga...everyone said the II would die YEARS ago, yet it's still around used by millions of people everyday. People said the Amiga was revolutionary and would EASILY outlive the weak...slow...poor excuse for a computer, Apple II (GS)...that remains to be seen...one thing is for

sure...you can start preparing a coffin for the Amiga, it may take a couple of years, but it will end up in one. The same cannot be said for the II...YET. Apple II users/owners are more dedicated then any other group of computer owners (and that is a fact) and the fact that companies such as Vitesse, Seven Hills, Quantum Computers, (and at least a dozen others) etc...still continue to back the machine with development should prove that point...unfortunately that's not enough...I think, II users, although they love to grumble, still take what Apple gives them and in general aren't vocal enough and without being more active...they will end up writing the computers epitaph...How do they get more active??? Use your imagination and then propose it to other II people. As I said before, the II is an IN-CREDIBLY Unique machine and therefore...its future of death or survival is also Unique.

Closing Quote: "Only you can make a difference, only you" - Smokey the Bear - A2GS

The Apple II Computer, from America OnLine

It's the Macintosh, Mac this and Mac that, the attention getter when people start discussing Apple. The Mac isn't Apple's only product with a great interface and a large third-party following. For years, school-children and home users have plugged along with their trusty Apple II computers. The Apple II line is getting on in years, and many users are wondering what's next from Apple; is the Apple II going to get axed or expanded indefinitely? Why the headaches for Apple II users? Users tell a number of reasons why enthusiasm and member-ships at user groups is sliding, and clubs are folding or becoming special-interest groups

(SIGs) of larger area groups. Despite the enthusiasm for their computers, Apple II users appear to be drifting. User numbers just aren't there any-more, and users worry that funding could be cut as a result. The user base is one reason why so many computer dealers have given up their time working with Apple II users. Cheap PCs running Windows are on users minds. If these aren't the systems users are interested in, then it's the so called low-cost Macintosh Classic.

As for the Apple IIGS computer, it's struggling to attract developers, let alone users. It's very noticeable that developers have left the IIGS for the Macintosh or PC compatibles.

Hope is on the horizon for the IIGS, with the Apple Finder (thanks Andy) updated and should be out soon in System Disk and System Tools 6.0.

Voice Mail

Your mail service

229-6952

Another friend that should be given a look at is GS+ Maga-zine. The magazine, although for the Apple IIGS only, is a fine publication and is cost effective; $15.00 for the Magazine only but with their disk packed with programs $36.00 a year.

For the II+, IIe computers, The MDG (Morgan Davis Group) has an outstanding product called ProLine, the world comes to your computer with this net-work BBS software. You get to know Apple users and fellow

sysops from all over the world! Better than the Macintosh soft-ware that's out there. period.

Of course the need of Apple II news, Notes and Comments - Apple II. Notes and Comments is published monthly for the Apple users and is free to the ProLine and InterNet networks, hopefully in a printed form sometime in the future at a low cost.

For more information call or write;

GS+ c/o EGO Systems
Morgan Davis Group

P.O. Box 15366
10079 Nuerto Ln

Chattanooga, TN 37415-0366
Rancho San Diego, CA 91977-1736

Voice 615/870-4960
Voice 619/670-0563

BBS 615/875-4607 3-2400bps <8N1> BBS 619/670-5379 3-9600bps <8N1>

HyperBytes

The little things in life

Making
Your
Scripting
Easier

by Tom
Edwards

While trying to solve a multi-label alignment problem for a HyperCard user, I was frustrated by the lack of control that you have over the dimensions as you move the various icons on the "Report Layout" card. This isn't a real beast of a problem until you try to get a page full of labels to align just so... and the more labels you use, the farther things get off the mark.

When you think about it, even the ImageWriter requires tight control: 72 dots per inch is 0.013"... barely enough to feel with your fingernail. A LaserWriter with its 300 DPI resolution (.003"), is HyperPicky to a fault! As you move the icon borders around in the "Report Layout" dialog, the measurements change by some odd factors, influenced by the dimensions of your page and the number of print zones that you are trying to form. Trying to put 30 labels on a page *looks* easy, but it is a dimensional **Nightmare on Elm Street!**

You soon get a cramp in your wrist as you fight with the mouse to move only a whisker, hoping that the next change will size the label just right.

But it doesn't.

I haven't tried to make sense of the dimensions, but as you move a guide point slightly (in the "Report Layout" dialog), the grid seems to be .03" for the smallest movement of the mouse. And invariably, the answers figured by HyperCard don't match the die-cut precision from your label supplier. If you get the icon for the label sized right, the spacing goes off—and vice versa. With a 10 or 11 deep line of labels, the alignment at the bottom label of the sheet can be about an eighth of an inch off, no matter *how* you fudge the spaces and boxes: that's a full line of type at typical print sizes. If you are cutting your margins on the label close, you soon find ink or toner wasted on the scrap between labels, giving you labels that are not usable. Bummer.

Playing around with HyperCard 2.1, and trying to get to one of the "hidden" features in the "Report" set up (the "print field frame" feature... more on that later), I found that you get access to a "Precision Adjustment" button by holding the optionKey down as you select "Print Report..." from the "File" menu.

Eureka! If you check the box that is then displayed, this reduces the mouse movement grid to .015", which overcomes most of the "creeping lineosis" that drives you nuts in the alignment process. The grid intervals seem to round off to measurements that match with the common die-cut spacing found on labels. In short, you can make your multi-label sheet stay in place from top to bottom of the sheet.
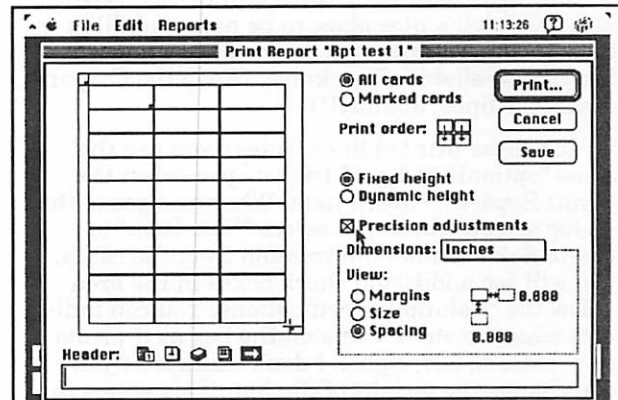
Keep the "OptionKey" down as you select "File" from the menubar, then "Print Report..." from the "File" menu, and you'll see the "Precision adjustments" checkbox on this Layout dialog window.
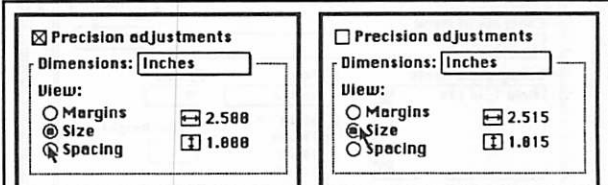
With "Precision adjustments" checked, the label sized to the exact 2.50" x 1.00" dimensions needed. Unchecked, the closest size was 0.015" over on both dimensions. In a line of 10 labels high, that's a creeping error of more than an eighth of an inch by the 10th label. (Similar precision adjustments were available with margins and spacing, making this label layout work correctly to stay in alignment.)

Well... at least a heck of a lot closer than you could do in pre-2.1 versions of HyperCard. And there's one little bugger to still watch out for, too. If you have checked the "Precision adjustment" box in the Layout dialog, go to the Field Setup dialog, then return to the Layout dialog, the "Precision adjustment" box will automatically be deselected. If you need it, just check it again. You also find that the mouse track zone is limited while in "Precision adjustments." If you drag too far, the mouse no longer will track your effort. A fresh click-drag operation will reset the mouse to track more of your precision adjustments.

How's that for a post-holiday gift?

Getting Framed!

As I mentioned, this "alignment" discovery came to pass as I was looking for the "Easter egg" in HC 2.1 that lets you print lines at top, bottom and sides of fields when doing reports. This satisfies the geometrist's lust of us engineering-types. Actually, it's useful, as it shows you where a field is on the report... if it's empty and there's no box, line or label, you have no landmark to tell you something is missing. Drawing lines on a report also gives you a nice place to be neat and fill in handwritten information on the hard copy as it becomes available. (You know, "Keep the Crayon inside the lines, Johnny!")

To add these printed lines (rules), you use the same "optionKey down" trick as you select the "Print Report..." menu item. When you get to the dialog screen where you select "New Item" to create fields to hold information from the cards, you will see additional check boxes in the area below the "Column" specifications. You can indicate where to show a line on the box as it prints (top, bottom, left, right). I don't think that you can change the weight of the line. This seems to be set by default to a thin line.
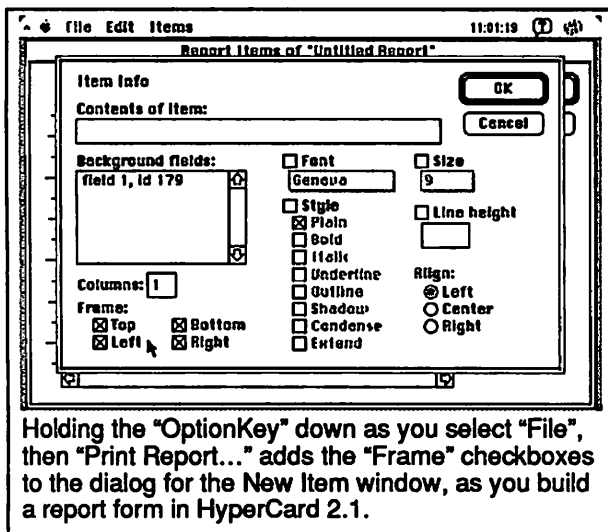
Holding the "OptionKey" down as you select "File", then "Print Report..." adds the "Frame" checkboxes to the dialog for the New Item window, as you build a report form in HyperCard 2.1.

Busy at work...

I had the opportunity to create a HyperCard button for **CEI Software**, located in Osseo. They created the "Shipping Handler," an extension to Great Plains Accounting (the newsletter had a PR piece on it a few months back) and market it by calling businesses that use Macintosh computers. Part of their resource of business contacts exists in a HyperCard stack created in one of the early "Address" stacks. They wanted to move this to another database package that they could use on their network.

Moving the text out of HyperCard is no problem; the **Power Tools** stack gives you an easy means to do it, and there are lots of other import/export utilities that pre-date that, too. The problem with this particular stack was that one single field held all the city, state and zip information. The state abbreviations needed to be checked for consistency, and the zip code formatted to provide for the "plus-4" zip feature, which was sporadically used throughout the records.

The answer came by way of the "offset" function in HyperTalk. Since the "last word" of the "city, state, zip" (CSZ) field was (usually) the zip code, the "offset" function was used to find if a hyphen ("-") was in the zip code, signalling that this zip had the "plus-4" zip extension. If so, the hyphen's position in the word was used to separate the primary zip from the plus-4 part and place copies in separate, new fields created to hold them.

Figuring out if the state abbreviations matched the post office's official recommendations used the same "offset" idea. If the word plucked from the CSZ field as the possible state abbreviation was found in a comparison string of all possible abbreviations (AKALARAZ... etc. to ...WIWY), then the value returned by the "offset" function would be something greater than zero and the abbreviation was a good one.

Or so I thought.

The fault with this was that the string of abbreviations that I concocted contained some letter combinations that might have been used in error; "KA" for Kansas, is one, where the correct abbreviation should be "KS". The "KA" combination was formed in the comparison string where the Alaska (AK) and Alabama (AL) codes run together, giving you an offset value (2) for the "KA" mis-abbreviation. *The error squeezes through the trap and is not caught!*

How to catch this? It was done by placing a "#" character in front of the abbreviation that was being checked, as well as in front of each abbreviation in the comparison string (and yes, it does make for a long string!; "#AK#AL#AR#AZ... etc. to ...#WI#WY"). This blocked out the chance that a mis-abbreviation could be formed by the "run 'em together" string used in the first go around and it caught more errors as the records were prepared to be transferred.

The first version handler looked like this:

```
if offset(state,"AKALAR... etc. to ...WIWY") = 0
    then error is true
```

The second version handler looked like this:

```
if offset(state,"#AK#AL... etc. to ...#WI#WY") = 0
then error is true
```

HyperBytes GOTO next page

Naturally, there was more to the handler than this, but you should get the idea. The "#" was stripped off the abbreviation before storing it in the "state" field. If "error is true", then a "√" was stored in the field. At the end of the handler, all cards that had a "√" were marked to find records to edit before moving bad information into the new database.

All you ever wanted to know...
about HyperCard, and then some. No, I'm nowhere close to the league of those that write neat books on how to wring the most from your HyperCard stacks. And there are some real whizzes right here in mini'app'les, too! But I sure do have fun, discovering little gems such as these and being able to pass them along to you. I hope that one or two will be just what you need to complete your own stack solution one of these days.

Have fun with your HyperCarding in 1992!

More bytes later...TWE

MasterFinder Update

Software review amendment

Updates & Reports

by Peter Fleck

Since writing "Frontend Alignment" (a review of the utility **MasterFinder**), I have started using System 7.0 and have discovered several problems MasterFinder has with the new system software. The creators of MasterFinder, Tactic Software, must have found the same problems because a new version is available (version 1.1). The main problems are "Bus Errors" (translation: bombs) when using several of the keyboard commands. I have not talked directly to Tactic and will keep my fingers crossed that the new version fixes the problems.

The upgrade is free, just mail your MasterFinder master disk to Tactic Software, 11925 Southwest 128 Street, Miami, Florida 33186. They will load the new version and mail it back. (I guess they are trying to save money on disks.)

Even with the bugs under System 7.0, I still use MasterFinder on a regular basis. It is just more orderly than the Mac desktop. It creates online disk catalogs that can be searched when looking for a file. Its Find is better than System 7.0's desktop Find: it allows you to search by creation

Mac HyperCard SIG

Next Meeting: January 27, 1992 at the East Lake Library in Minneapolis, 2727 E. Lake St., near Minnehaha Mall, Target, Rainbow, and Podany's.
Times: 6:30–8:45
Directions: From I-94, take the 25th Ave/Riverside exit and go south on 25th (becomes 26th) to Lake Street, then left 1 block. There is a parking lot behind the library, on-street parking (you don't have to plug the meters after 6 p.m.), and a church lot just east (don't use the church lot if it looks like something is going on at the church, please).

HyperMover/HyperGS Demo

See the *same* stack running on a Macintosh and an Apple IIGS! Which looks better? Which has more features. Learn how to convert HyperCard stacks to the HyperGS format with HyperMover. We'll field questions on HyperCard and HyperGS from 6:30 to 7:15 and then show off the software.

February 24: SuperCard and a LaserDisc = Multimedia!

Dr. Thomas Donahue, President of Active Learning Systems Inc., will give a presentation using laserdisc technology and SuperCard (very similar to HyperCard). He will demonstrate two programs: **Market Segmentation**, a learning program for MBA students; and **FacultyWorks LaserGallery**, a database of art works by faculty members of the Minneapolis College of Art and Design. *Please check on the location in the February newsletter!* We might meet at the Minneapolis College of Art and Design.

by Peter Fleck

Vantage Upgrade Info

Registered users can get the latest version of Vantage by calling **Baseline Publishing** at 800-926-9677. There is either an upgrade or an update available, depending on whether or not you have the latest manual. No proof of ownership is required; supposedly Baseline will check for your registration.

by Peter Fleck

New Mac? Confused? Read This!

by Hal Feldman

So you just bought a Mac and became one of the smart consumers who rose above all the people who suggested you buy an IBM. Congratulations! You made the right choice. However your battle in the computer world has just begun.

Unlike any other industry, computers change faster than you can say "mouse click." For that reason, if you are to ever use your Mac productively, you must constantly keep up-to-date in your computer knowledge. Fortunately, in the Mac world, doing this can be fun and exciting.

The fact that you are reading this article is a good sign for you. Reading is probably the first step to getting up to speed. However, this is not going to come easy. Unfortunately, you are joining the Mac community in its "adult stage." In 1984, the Mac was a "baby." It, along with its terminology, technology, and usefulness was just starting. Basically, all you could do was word process, paint, work on a spreadsheet, and play games. Therefore, learning what the Mac was all about was easy because it was only a "child." Since then it has matured at such a rate that no one can say they are completely Mac-literate. Video imaging, desktop publishing, digital audio capturing, MIDI interfacing, and relational processing are just a few of the THOUSANDS of things today's Mac can do. Each of these tasks are incredibly detailed and difficult to understand by themselves, let alone when they are discussed and explained together.

The confusion could very well kill the enthusiasm of ANY Mac user, let alone a new one. That's why I'm here! Hopefully, after reading this article, you'll have a personal direction to take with your Macintosh as well as a better understanding of the tremendous amount of power you have just purchased.

PART ONE: The (Almost Required) Macintosh Readings

Let's start with the reading basics. There are two major Mac magazines available to you, MacWorld and MacUser. Both are excellent publications that I highly recommend. (Actually, the more that I think about this, I would steer new Macintosh users to MacUser before MacWorld.) However, both the magazines are written for people with a very high level of understanding. For this reason, I suggest that you follow these steps while reading either magazine:

1) Do not buy at the newsstand! Get a subscription and plan to keep it for as many years as you'll have your Mac. This way, once a month, you'll have an influx of new material to read without having to go out and make the effort of finding it.

2) Read as many of the editorials, Q&A sections, and Tip/Hint areas of the magazine as you can understand. And, don't force yourself to try to understand anything! Your understanding will come to you with time.

3) Selectively read any specific topics that interest you (i.e.- Word Processor comparisons, Hard Disk Management articles, etc.) and SKIP ANYTHING THAT YOU THINK IS OVER YOUR HEAD. You are not missing out on anything by doing this, except for the possibility of getting very frustrated. You can always go back at a later date when you have a better understanding of the topic.

4) Contrary to my "don't understand it, don't read it" policy above, I strongly suggest that you study each and every software review and advertisement for software as if it were the bible, because when it gets right down to it, software is the most important part of the Mac. Even if you don't understand what you are reading, READ IT ANYWAY! The more you know about what your Mac can do, the better you'll be able to decide what you use your Mac for!

I would also recommend that you continue to read the Mac Street Journal. While it certainly isn't nearly as comprehensive as MacWorld or MacUser, it is written at a very understandable level. It is also edited in such a way to allow each author's personal feelings to show toward particular products and techniques. This can be very useful for new Mac users. It gives them a better sense as to how other users react to using their Macs.

As for computer books about the Macintosh, they number in the thousands. Don't let your local bookstore trick you either! They're likely to only carry about 50 of them. Unfortunately, the big money is in IBM books. For some reason, which I can't explain, it seems that more IBM users need help understanding their machines than us Mac enthusiasts; therefore, the stores cater to them. Maybe it's a sign of pity. (But seriously....) There

are some very good books available for the Macintosh, you'll just have to look for them a bit harder.

One book I would force new Macintosh users to buy is *The Macintosh Bible*. Like it's name suggests, the information contained in this book is almost divine. *The Macintosh Bible,* which by the way is periodically revised to cover all the newly released Macs and software, addresses almost any question you'd have about the basic operation of your Macintosh. In fact, for the first few month you have your Mac I would recommend that you have this book nearby. If you're really interested in learning about your Mac, it'll be used probably as much as your mouse!

PART TWO: Protect Your Mac (or Who To Believe and Why)

Like in many other areas of life, your Mac is likely to bring you both joy and pain. The key here is to BOTH maximize your joy and minimize your pain. For your sanity this will be important, because if you're like all the other Mac users I know, after a while your Mac will become a part of your life.

With that in mind, let us set forth some CARDINAL RULES that I have learned during my 7 year relationship with the Macintosh. Following these few simple rules will save you from a lot of that ugly pain and may even bring you a good amount of joy. I've learned that developing good habits reap huge rewards. As you read these rules, don't get nervous if you've broken any of them. When you first get started with your Mac, it is usually easy to correct your early mistakes.

CARDINAL RULE #1 — ASK QUESTIONS

Question any and all information you are given. While there are many people who USE (and possibly abuse) the Mac, there are only a handful who KNOW the Mac. Unfortunately, like in real life, people shoot their mouths off about things they don't know about. If you take the wrong advice, it could mean MacTrouble for you down the road. So my advice is ALWAYS get a second opinion (maybe even a third and fourth) and after that, if you still don't think the information you were given is right, don't follow it. Whatever you end up doing, DON'T CHANGE ANYTHING ON YOUR MAC THAT YOU DON'T HAVE A BACKUP OF.

CARDINAL RULE #2 — SYSTEM SOFTWARE PROTECTION

One of the most important parts of your computer, and therefore, the most likely to have problems, is the system software. Apple has enough difficulty releasing system software that is relatively bug-free, so when you have a brand-new, clean copy of it, treat it like gold. How do you

treat your system software like gold? Follow the next three steps:

Step #1

Properly install your system software from the original Apple-supplied disks that came with your Macintosh by using the INSTALLER software. Once installed, don't update any of your system software unless you use the INSTALLER program again. The above also intrinsically tells you never to mix different versions of system software or simply copy system software from disk-to-disk. When you do an Apple approved system software update, you will replace the entire system. There are, of course, exceptions to this rule, but I suggest you triple check anyone who tells you to go against what I just outlined above. Apple is very specific about the installation procedure, and with good reason. A buggy or improperly installed set of system software can cause problems with every piece of software you'll ever run!

Step #2

Don't make internal changes to your system unless you KNOW what you're doing. As you get more familiar with your Mac, people and magazines will suggest that you add and change things with your system software. These changes are usually quite appealing. They allow you to customize your Mac in almost limitless ways ranging from better fonts to digitized sounds to a better user interface. Usually these changes are performed by running small programs (known as utilities), sometimes they are done by using a powerful program called ResEdit (a program that literally let's you change the guts of a program). Whatever the case, and no matter how simple it looks to do, remember what you are doing. You are making changes to your system software. Granted, 99% of these changes will work and never cause problems, but the more changes you make, the more chance you have "conflicts". These conflicts occur when two or more of these changes interact unfavorably with each other in your computer's memory. They can cause computer quirks ranging from incorrect data to entire system crashes. So, once again, I suggest that you try to resist changing your system, at least until you know what you are doing and know how to fix any problems that can arise.

Step #3

The last step to keeping your system software in tip-top shape is to be careful how you handle inits, cdevs, fonts, and desk accessories. These little "system helpers/enhancers" almost never cause problems by themselves, but when mixed, these little 'buggers' can wreak havoc on your poor defenseless little Mac. Again, installing inits, cdevs, fonts, and desk accessories are all

system changes! The only differences between these changes and the ones described in Step #2 are that all of these are temporary changes, which can be fixed with minimal effort.

Let's discuss inits and cdevs as one topic. Inits and cdevs are 'system enhancers.' In effect, they are little programs that are intended to improve your Mac's capabilities. For example, an init may place a clock on your desktop window or another may give you the ability to operate an elaborate spell checker. Cdevs are similar, however, they not only perform a particular function, they also allow you to customize the function they are doing through the use of the Control Panel (under the apple-icon menu). These changes can range from controlling screen savers, allowing digitized sounds to be played during specific operations, or protecting your computer from viruses. Many inits/cdevs are under constant re-writes and change version numbers almost monthly. Therefore, if you either update your system software or install a newer version of the init/cdev you have make sure they are compatible with each other. You should also determine if the version you have is the best one to run. Do this by either reading documentation (which normally accompanies updates) or ask other Mac users who have already used the version you plan to install. Whatever the case, if you begin to have trouble (system crashes, unexplainable errors) with any init or cdev, simply remove it from your system folder. This will stop them from being loaded when your computer is turned on, and will thus eliminate the problems. For now, that is all you need to know about inits and cdevs. However, I suggest that as you accumulate your own inits and cdevs you read all the documentation that comes with them. Don't blindly put them into your system folder "just to see what happens..." Under rare circumstances, what could happen is nothing short of disaster!

The next set of system modifiers are fonts and desk accessories. Fonts and DAs are the least likely system changes to give you problems. Your Macintosh comes with several fonts and desk accessories pre-installed into your system. What is important to understand about these installed items is that they are totally removable! The nice folks at Apple gave you some to begin with, but you can make the final decision as to which ones you want as part of your system. There are two ways to install fonts and DAs to your liking. You can either use the Apple-supplied program called Font/DA Mover, which makes permanent changes to your system software or you can purchase either Suitcase II or MasterJuggler, which allows you to modify fonts and DAs without making permanent system changes. While either method is acceptable, I strongly suggest you purchase Suitcase II (or MasterJuggler). These programs allow for faster, more intricate, easier changes

that do not modify system software.

CARDINAL RULE #3 — BACKUP!

This is probably the most written about topic in all of computing and there is a reason for it. When you least expect it, that's precisely when you will lose your data. So before it happens to you, begin to BACKUP! If you don't, you could soon learn what it feels like to lose a 'loved one.' Recently, I suffered a hard drive crash, and unfortunately it was during a time that I hadn't backed up for a while. As a result, I lost several original drawings and nearly 60 pages of a screenplay I had worked on for nearly a year! Take it from me, it feels as if you've lost someone special to you. Since that crash, I have purchased a second hard drive for the sole reason of doing backups. I do them every night now. And after several weeks of recovering from my loss, I can finally sleep well again.

OK, now that I have your attention (did I mention BACKUPS?), let's discuss when, where, and how to do them. What you are about to read is a guideline. You can modify it, reject it, or follow it to the letter...just as long as you somehow get around to backing up the information you wish to keep.

Backups almost always feel like busy work. You may also feel that the added expense of purchasing more floppy disks, a tape drive, or (in my case) another hard drive is not justified, but believe me, it is. Your personal information is priceless and should be the first thing you protect. Anything that you've typed, drawn, planned, or toiled over is most at risk. Why? Because these documents are truly originals! No other Mac users has these items. Programs and commercially-supplied data are replacable because there are always ways of getting copies. In fact, if the product is commercial, you probably were sold an original floppy disk. This serves as an emergency backup. (We all know that you should never use a master disk for everyday work, right?!)

Anyway, there are several ways to approach backing up software, depending on the type of storage devices you have. If you only have floppy disk drives, all you need to do is duplicate all your program disks, use the copies for you work, and store the originals in a safe place AWAY FROM ALL SPEAKERS! Then, simply backup all your original documents once a week or so. If you are dedicated to doing this, you'll be safe from most data losses.

If you have either a hard drive, tape drive, or CD-ROM, things get more complicated. Since these devices store mass amounts of information, it is far more important to make sure you stay on top of backing them up. Losing the information on one floppy disk may only wipe out a few word

processing documents, whereas a damaged hard drive could leave you completely wiped out! So, unless you are storing under 10 megabytes of information on your storage device, I strongly recommend you rush out and purchase a software package that manages your backups. Typical program names are: DiskFit, Redux, and HDBackup. These programs are so necessary to manage hard drive backups that many manufacturers include one of these programs as a courtesy when you buy their drives. However, while each of these programs accomplishes the task of backing up your programs, they are not all created equal. Some allow limited options, others are slow, some simply have size limitations. For that reason, I suggest that before you get a backup program you research which one will best suit your needs.

Now that you're ready to backup, I will suggest that you (1) backup at least once a week, (2) do backups only after you check for viruses (I'll be discussing viruses very soon. For now, just understand that if you do a backup of a virused program, the backup is USELESS!), and (3), do backups with all the system extras OFF (sometimes INITs and other programs can crash your backup program in mid-backup!).

Don't get all worried if this stuff sounds confusing, backing up isn't as difficult as it's beginning to sound. Just buy a good backup program and READ THE MANUAL. If you follow the directions properly, you'll have a lifetime of happy MacEncounters. I just wanted to stress how important backing up is.

CARDINAL RULE #4 — VIRUS PROTECTION!

This is my least favorite topic to write about. Unfortunately, in the Macintosh community, we all have to be on the lookout for little destructive programs called viruses. We are not alone though. Users of the IBM, Atari, Amiga, and other computers systems also suffer in the same way.

To put it in the simplest terms possible, viruses (also called worms, trojan horses, and strains), are programs that play nasty tricks on your computer and software. To explain how they exist, get into your computer, and what exactly they do could fill a book, but suffice to say that you NEVER want to have a virus. They can do things ranging from simply making your computer beep for no reason to displaying crude messages on your screen to erasing entire hard drives. Unfortunately, viruses abound in the Mac community. They usually spread when floppy disks are traded back and forth. However, even if you've never traded software or data, you're still not totally safe. Once in a blue moon, even software companies will unknowingly release program disks with

viruses on them!

Thank god someone has come to our rescue. Several programs exist on the market that do nothing but detect and destroy these invisible viruses. It is imperative that you get a virus program immediately! While several manufacturers sell programs, I strongly suggest using Disinfectant, which is a shareware (free) program.

PART THREE: Learn Your Mac (from the ground up...please!!!)

OK, now for the real secrets. In this section I hope to give you a painless way to enter the 'adult' world of the Macintosh computer world. As I mentioned at the beginning of this article, the Macintosh computer line has matured quickly since its introduction in 1984. Back then, new Mac users had no problem quickly understanding their Macs because there was almost nothing to learn. Everything related to the Mac was in its infancy, and thus users from that era grew up with the technology and programs, not behind them. Nowadays, new Mac users could be compared to four year olds chasing after the theory of relativity! It just can't be done in one leap. Instead, just like it was eight years ago, slow and methodical learning is necessary to reach the final goal: MacKnowledge. However, new users today have one big thing working against them, the temptation of skipping steps and jumping to the flashy things the Mac can now do. Trust me, this is the worst thing to do! One must overcome temptation. It is only then that you can really begin to understand the world of the Macintosh.

The Macintosh is a computer for EVERYONE. It is a simple machine to users that don't want to learn a lot of technical jargon. It is a powerful machine for people who need serious number-crunching capabilities. And, it's a fun machine for others who just want to enjoy the Mac. The reason the Mac is all these things is because of its software. Mac software is some of the best written in all of computing. Macintosh software is also unique because it all follows something called the Macintosh graphic user interface (or GUI). The GUI includes using pictures (or icons) to represent long and wordy procedures on-screen, pull-down menus that constantly remind the user what options are available, and point-and-click technology that lets the user graphically manipulate the computer in powerful ways. All this talk may sound impressive, and it is, but more importantly, once you begin to use the Mac you'll see that the GUI is comfortable. That is, it's easy to use. That's exactly what the Mac is all about: comfort and power!

So now that you understand that the GUI is the main (but certainly not only) reason that the Macintosh is such a terrific computer, you should also agree that the only way to take advantage of

your Mac is to know your GUI inside and out.

The way to learn the GUI is to start at the beginning, with the system software (or operating system). Forget about diving into the thirty programs you just got from a friend, begin by learning how to use your mouse. Click on the menu bar. Learn how the alarm clock works. Play with the settings in the Control Panel. Learn that one click on an icon 'selects' that icon for further change and that a 'double-click' on an icon puts that program or document into action. See how the scroll bar allows you to look at files that are hidden from view in a small window. And, I can't stress this enough, learn how to place and move things in and out of folders. Learning how to move through folder levels is the most important thing you can learn about the system software, yet I would guess only 60% of today's users do it correctly! Learn these simple mouse operations NOW and learn them to the point that you don't have to think about them.

Over the past eight years, I've been a consultant for nearly 100 people who were new to the Mac, and I cannot stress how important the above information is. You should be comfortable with EVERY operation the system software can perform for you. In my experience, the few people who have told me they don't like the Mac all have one thing in common. They never learned the basics! They thought they could skip steps and cut corners. And, as you might have guessed, this practice came back to haunt them.

Remember, it is impossible to build a house unless you know how to use the tools. However once you know your tools, not only can you raise a house, but you can build most anything. In the Mac world, once you know how to use the basic tools well, any program you encounter will be easy to understand. This of course leads to productivity, which leads to accomplishment, which leads to happiness. Need I say more? Q.E.D.

PART FOUR: Quick General Suggestions

The following is a list of little Macintosh programs I would be lost without. Again, these are my personal suggestion. You should research and explore to see if these items are right for you. (1) "SuperClock," a cdev that places a clock in your menu bar, (2) "OnCue," a program launcher that speeds up loading programs and documents, (3) "DiskTop," a desk accessory that allows you to do desktop operations while in a program, (4) "After Dark," a screen saver, and (5) "Suitcase II," an innovative init that I explained in the Font/DA section of this article.

I also would be remiss if I didn't pass on these short tid-bits. These are suggestions and tips to help make your Macintosh an even more enjoyable machine to work with:

1) Steer away from installing internal hard drives. They put added strain on your Macintosh power supply and thus cause more internal heat. Both of these side effects are bad for your Mac's long-term health. In addition, with an external hard drive, you can take your data with you without lugging your Mac along too. If you have the option, purchasing a slightly more expensive external hard drive will pay for itself almost immediately.

2) Keep all your Mac equipment away from speakers, radiators, dusty areas, and damp basements. Need I mention why? MACINTOSH REPAIR BILLS CAN BE STAGGERINGLY EXPENSIVE!

3) Set up your Mac so you have the screen just below eye level, have space for your keyboard, and still have ample room to move your mouse around. (Simple advice goes so far in life.)

4) Don't buy extra memory because the dealer tells you to. Go home and try out your software first. The only time you need more memory is when your Mac tells you its out of memory! Extra memory is just a waste. Contrary to popular belief, more memory does not speed up operation.

4.5) If you do need more memory, order it mail-order and install it yourself! Most companies will send you instruction on how to do the installation, which, by the way, is about as easy as putting bread into a toaster. You'll also save up to 300% by doing it yourself.

5) If you are planning on using your computer for short periods of time over an entire day, do not shut the computer off between sessions. Leave your Mac on all day (make sure you either use a screen saver or turn the brightness down of your screen when you do this). It is better for wear on the electronics inside your Mac not to have their temperatures cycle often. Literally, chips and components can fail from thermal stress.

6) Also, if you haven't already, join a Macintosh users group. If you live in New York City, NYMUG is the group you'd join. However, no matter where you join, a users group provides you with endless help and information.

Once again, congratulations and welcome to the Macintosh world, only enjoyment lies ahead!

Hal Feldman is a 24 year old videographer/editor for WABC-TV in New York.

He is available for Macintosh consultations at 212-371-3254.

APDA News

User Group Connection

by Rand Sibet

Easier Access to Development Tools

Two big developments at APDA®, Apple's resource for development tools, make it easier for customers to get their hands on development tools and resources. First, APDA is eliminating the annual subscription fee. Now anyone who wants to order products from APDA can begin purchasing immediately. Customers wanting to purchase beta products simply sign the APDA Terms and Conditions form that's in the product catalog and send it to APDA, where it will be kept on file.

APDA is also announcing the debut of the new APDA Tools Catalog, replacing its APDAlog® predecessor, that showcases more than 300 Apple and third-party development products. The catalog's new format makes it easier to use and navigate, allowing customers to find products more quickly. In addition, product photos and screenshots complement the detailed product descriptions to help you in your purchasing decision. Customers will receive a complete catalog sourcebook twice a year; quarterly updates between sourcebooks will highlight both new and key products. The new catalog is included in this month's Connection mailing to User Groups. For ordering information or to request additional catalogs, contact APDA at 800/282-2732 (U.S.), 800/637-0029 (Canada) or 408/562-3910 (International); or AppleLink: APDA.

APDA Ships MPW 3.2

User Group members involved with programming know that the Macintosh ® Programmer's Workshop (MPW ®) — Apple's own Macintosh development system — offers one of the most powerful programming environments available. Apple recently announced that it is shipping the latest version of this development tool, MPW 3.2.

MPW has been used to write a wide range of award-winning and powerful software for the Macintosh, including System 7, HyperCard® 2.0, and numerous in-house applications. With MPW, you can program in Object Pascal, C, C++, and assembly language (from Apple), and Ada, FORTRAN, and other languages (from third parties).

MPW 3.2 has these new features:

- Compatibility with Macintosh System Software 7
- Compatibility with A/UX ® 2.0 or later
- New 32-bit run-time architecture which breaks 32K segment limit
- Improved compiler optimizations
- Improved source-code navigation in the MPW shell
- 411, an electronic information retrieval system for essential technical information and Developer Essentials

MPW 3.2 is available from APDA in both floppy disk and CD-ROM formats. Individuals with CD-ROM access may want to purchase the CD-ROM-based product, since it offers greater value in comparison to its floppy disk-based counterpart. User Groups can contact APDA at the numbers above for additional product and price information.

Reprinted from the September/October 1991 issue of Quick Connect, the Newsletter for Apple User Groups; The Apple User Group Connection.

An Interview with Roger Heinen

(The following interview is reprinted from the September/October issue of Quick Connect, the Newsletter for Apple User Groups; The Apple User Group Connection.)

With the debut of System 7, Apple embarked on a new approach to expanding the power of the Macintosh through system software. We recently had a chance to talk with Roger Heinen, Apple's vice president and general manager of the Macintosh Software Architecture Division, to hear his thoughts on Apple's system software and its role in future Apple products.

Quick Connect: Roger, by now most User Groups have heard about System 7 and the capabilities it brings to the Macintosh. Is there other news you'd like to share?

Roger Heinen: System 7 really is the most substantial and important software product from Apple in its history, and customer acceptance has more than surpassed our expectations. But for us, System 7 isn't done yet. System 7 won't be complete until a substantial number of users in the installed base are converted without any problem. We have a team that meets almost every day to understand what is occurring in the user community. We haven't found any significant bugs, but we have found minor problems with applications compatibility. We're really trying to stay with it. We've just recently integrated System 7 into manufacturing, so that all new machines ship with it pre-installed. Finally, there will be worldwide availability in early 1992, when the non-Roman language versions ship in the Far East.

QC: Will system software updates be as frequent as in the past?

RH: System 7 is the base from which we will build for some time in the future. This is a new approach for Apple. Yes, there will continue to be major system releases every few years, which will be intended for all Macintosh users. But between those events we'll introduce components that build on the base — enhancements of value to the user community. We'll be distributing the enhancements through various means, including User Groups. The bulletin boards User Groups supply are a key way of getting system software into the hands of customers, and we anticipate continuing to work with User Groups in this way.

QC: With Balloon Help in System 7, Apple has introduced a new level of online support. What other support options are you considering in the future?

RH: Making sure that the user has easy access to answers when there is a problem is one of our big challenges. Balloon Help is a big step forward. So are the phone-in answer lines which are now available for System 7 users. We anticipate expanding both of these — more phone support and better, more complete online help. In fact, we're really excited about an investigation into a new generation online help system that uses Apple events. This type of help system can do more than "Where am I?" It can do "Show me!"

We also want to have much more robustness in the face of errors, whether they are hardware or application or user errors. The software should do as much as possible to prevent user confusion, and we know that confusion comes from things happening unexpectedly. For instance, System 7 provides more descriptive information when a system crash occurs.

QC: The increased capabilities of System 7 have helped change the notion of what system software can be. As you look at System 7 and beyond, what are your thoughts on the role of system software?

RH: Traditionally there was a hard wall between an application and the operating system. That's no longer the case. The way we define our job is to deliver the best possible user experience. We don't say we're going to deliver the best possible operating system, because that doesn't solve anybody's needs. The user should never have to worry about the idiosyncrasies of the operating system. The underpinnings, whether it's in ROM or written in C, should be invisible.

As we move forward in time, we constantly restructure how that user experience is delivered, to take advantage of new hardware and software technology, and to create new opportunities for developers. For example, in System 7 the Finder (TM) has been rewritten with object-oriented technology to make it much more extensible. We're in this constant mode of evolution, pushing the operating system to do more while at the same time trying to simplify it for the user.

QC: We've heard a lot of talk about object-oriented programming and it's role in future software development, both for Apple and others. Can you tell us about this technology and its implications for developers and end users?

RH: We believe that the real burden in our industry in the late 1990s is going to be in application development, and it's for that reason we've picked an object-oriented operating system as the one to invest in. Just as the objects and scripts in HyperCard help people easily create stacks, object-oriented technology helps the developer write applications faster.

What object-oriented technology will bring to the user is also very exciting. Users will be able to customize systems for themselves, without complex programming. We think there will emerge a new class of software developers who will be shipping small program fragments that you can cut and paste together to form hybrid programs. For example, there might be a text gatherer, a small spreadsheet engine, or a component to do video. Today it takes a skilled programmer who is very computer literate to write programs. In the future, with object-oriented technology, someone's mom will be able to write a program customized for her personal needs. Users will be able to do things that the original programmers never thought possible. That's the real dream of object-oriented technology. Look for a lot more from us in terms of improving our MacApp® object-oriented application development environment. People should also expect to see enhancements to our open scripting architecture that provides users with the ability to easily customize their Macintosh.

QC: Apple also is exploring RISC (reduced instruction set computing) technology. What benefits will this bring to end users?

RH: With RISC, the amount of horsepower that's available inside the system will greatly increase. It will enable us to do things that aren't possible with today's technology, such as better graphics and voice recognition. From the end user perspective, there will be all sorts of new applications and capabilities in the Finder. We will be able to deliver much more information through the interface. For example, virtual reality is very cutting edge right now, especially for entertainment devices. These explorations are helping us to better understand how to incorporate animation, 3-D, and more liveliness in the user interface. RISC technology will give us the horsepower to incorporate that into Macintosh.

QC: You've said that your job has two parts, one of which is to lead the team that creates new system software. What is the other?

RH: The other part is to make sure that developers who write Macintosh applications will be successful. We know that when you go to a store to buy a Macintosh, you're buying it because it's going to run an application you want. We want to push the state of the art for the kinds of applications that are built on Macintosh. In the coming year, you'll see us do more to insure that developers are successful in writing their applications for Macintosh, as well as getting them successfully to market.

Being successful in today's market is difficult and often requires developers to offer their products on several platforms. We're working with developers to make multi-platform support easier for them. That's a dramatic change from where we have been in the past, where we kept it all to ourselves. Now we realize that for the success of the developers, we have to release software to a broader world, to make it more universal.

Another thing is that there are a lot of good standards emerging around the industry, especially around networking. We've changed our attitude there as well. We're inventing the things that are really unique and cutting-edge, but if there's a standard in place, we'll use it.

QC: How might User Groups offer input on future versions of system software?

RH: We feel every user is important, and we love to hear what users have to say, whether it's in a quick e-mail message or a more formal letter. No one, especially User Groups, should feel reluctant to send me suggestions. We love this kind of thing. Of course, it's not a democracy, and we have to make decisions in the scope of other competitive issues. But we really like to hear feedback. So whether it's face-to-face, or electronically, or on paper, no one should hesitate to send us their thoughts. It means a lot to us. We get phone calls, videotapes, and letters all the time. We believe in creating the best user experience, and we want to hear what people have to say.

Roger Heinen can be contacted at Apple Computer, 20525 Mariani Avenue, M/S: 81RH, Cupertino, CA 95014; AppleLink: Roger.H.

A2 University Presents:

An Introduction to Programing the Apple IIgs

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Welcome to 'An Introduction to Programing the Apple IIgs' - which will forever be known as GSIntro. This course has one objective in mind: to make it easier for you to program the Apple IIgs. If you are new to the IIgs, then this course will provide you a solid base to work from. If you are an old hand at IIgs programing, you may still learn a few tricks!

This course if going to be a little different than most courses you have taken in A2U: there will be no source code, no homework, nothing extra will be necessary beyond these lessons each week. Instead of dictating to you how to write IIgs applications (apps), I'm going to try to teach you the skills needed to write apps on your own.

If you ask beginning IIgs programmers what they find most difficult about programing the IIgs, almost all of them will say everything. The GS is an extremely powerful machine with gobs of potential. But, there is a fairly steep learning curve involved. I'm going to try and smooth this curve for you by familiarizing your with a variety of information. Everything from the different development tools available, to the various developer resources you can take advantage of, to the concepts behind the GS toolbox. Other topics will cover how to FIND information about something, to phrasing questions in A2PRO, to, well, to you name it! This course can be influenced by you, please let me know if there's something you'd like to see me cover, and if it's appropriate to this course, you can count on seeing it in a lesson!

Ok, so what's going on in this lesson? Development Tools. I'm only going to cover the current crop of stable, proven tools. There are other choices available, and please feel free to ask about them. Some, such as Complete Pascal, are undergoing MAJOR revisions and may prove to be stable in the future, but, I cannot at this time recommend them. I'm also going to cover some of the books and references that I feel are important.

PROGRAMING ENVIRON-MENTS/TOOLS:

• APW (Apple IIgs Programmer's Workshop v1.0.2)

Please see 'ORCA/M'. ORCA/M is a better version of APW, and there will be future upgrades of ORCA - not so with APW. APW and ORCA were written by the same company (The Byte Works) so there are ZERO compatibility problems.

• APW C

See above description, but substitute ORCA/C. Note, the APW C compiler is extremely stable. It has not been revised in some time. The ORCA/C compiler is relatively new and some initial versions had some problems, but I have heard that the most recent version was pretty stable. Additionally, ORCA/C is an ANSI C compiler.

• APW Tools & Interfaces v1.1, APDA, (800) 282-2732, $50

This package of utilities and interfaces for APW (or ORCA, from now on, I'll simply use ORCA) is extremely important if you are using ORCA for your programing environment. If you choose one of the stand alone compilers or assemblers, it is not nearly as important, except for two of the tools that update applications to take full advantage of ExpressLoad (a System Software (SSW) component that speeds up launching of applications, in addition to allowing applications to be smaller). This package also includes Rez, a resource compiler. This is extremely important unless you buy a resource editor such as Genesys. There are additional utilities, plus headers and macros for SSW 5.0.2.

• EdIt-16, SSSi, (404) 928-4388, $49.95

EdIt-16 (ED16) is a state of the art text based app designed for creating and editing text and source files. It can be used as a replacement editor with ORCA or Merlin, as well as other shell based app. Or, it can be launched as a stand alone app from the Finder or other launcher. Without a doubt this is the best editor available. If you plan on doing large amounts of programing, you may want to consider this editor.

• Genesys, A2-Central, (913) 469-6502, $90

In my opinion this is the single most important tool besides your primary assembler/compiler.

Genesys is a resource editor that allows you to create the interface for your application by manipulating objects. Objects such as windows, menus, controls, strings - you name it! The Apple IIgs has a tool called the Resource Manager, and this is what Genesys creates: resources. EVERY GS application should use resources, there is absolutely no reason not to, one can develop many times faster with them!

• Merlin 8/16 Plus, A2-Central, (913) 469-6502, $99

This assembler, without a doubt, is the faster assembler for the IIgs. Additionally, it has a glorious heritage dating back many years. Like any good assembler, it has features such as macros, macro libraries, conditional assembly, a linker and more. If you have used Merlin in the past for programming the 8-bit line, you should be very comfortable with this. One major drawback to Merlin is the fact that it does not follow the standards that Apple has set for assemblers (compilers). You cannot use Merlin in conjunction with other assemblers or compilers.

• ORCA/M, A2-Central, (913) 469-6502, $42

ORCA/M is a UNIX-like shell programing environment. It is an extremely powerful environment. ORCA supports multiple assemblers or compilers, and one can easily use multiple compilers for the same application. It also supports shell utilities, has a powerful scripting language, powerful macros, and built in shell tool calls. It is my personal preference to program in. In my opinion, it's only demerit is the fact that it is not the faster assembler available. But, I feel that's it's strengths far outweigh it's weaknesses.

• ORCA/C & ORCA/Pascal, A2-Central, (913) 469-6502, $90 each

Both of theses packages are identical, except one is a C compiler, whereas the other is a Pascal compiler <grin>. ORCA/C is ANSI and features function prototyping plus the ANSI C libraries. ORCA/Pascal is ISO/ANSI. Both packages include the ORCA/M environment (but not the assembler), as well as a Macintosh-like desktop programming environment known as PRIZM. Both of these compilers are very good choices.

• ZakPak, Genie, A2PRO libraries. Freeware

ZakPak is a set of utilities written by me! Since I'm writing this thing, I might as well advertise myself eh? :-) Seriously, if you use ORCA, you should grab ZakPak. It GREATLY increases your control in the shell. If you are interested, drop me a note, there are three files in the A2PRO library that you need (ZAKPAK.BXY, ZAKPAK.DOCS.BXY and COPY.BXY). And, since they are free, why not? <grin>

REFERENCES/BOOKS:

• Apple IIgs ToolBox Reference Volume I: A2-Central, $26.95

• Apple IIgs ToolBox Reference Volume II; (913) 469-6502, $26.95

• Apple IIgs ToolBox Reference Volume III; $39.95

• Apple IIgs GS/OS Reference; $28.95

What can I say? These are absolute must haves. That's all there is to it.

Now, the problem with the rest of the books available for the Apple IIgs is that they are all horribly out of date, using programming techniques that are no longer desirable on the IIgs. So, I'm not going to recommend any specific books, BUT, if you have any comments or questions, please, feel free to post about it in the GSIntro topic! There are many more tools and books available for the IIgs, but I feel that the ones here are the most important. And I don't want to overdo the information supplying.

=-=-=-ACES-=-=-=

[The Apple Computer Enjoyment Society is a not-for-profit users group which has been helping Apple owners since 1979. The club has five chapters which extend from W. Palm Beach to Miami. A.C.E.S. reserves the rights to all materials printed herein. All articles, not protected by copyright, may be reprinted by Apple User Groups and other non-profit computer organizations. Such reprints must give credit to the author and this Newsletter.]

[Submitted by Rand Sibet]
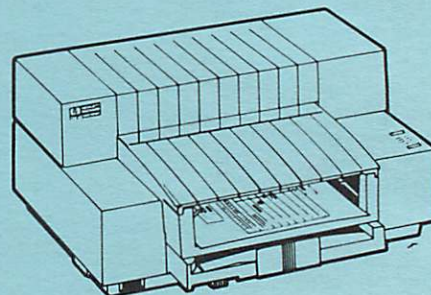
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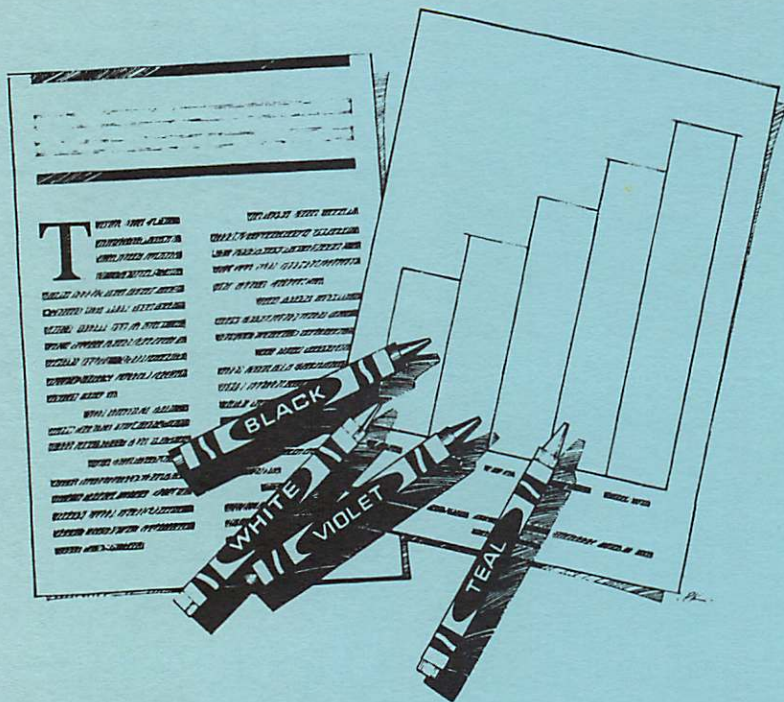
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