$2

mini´app´les

newsletter

Vol. 15
No. 3

The Minnesota Apple Computer Users' Group, Inc.

MARCH 1992

Calendar of Events

M	T	W	T	F
2	3	4	**Mac Main Meeting** 5 **General mini'app'les Meeting** Bloomington Educational Center 90th St & Portland Ave. So. 7:00 p.m. Rooms 210-211 Subject: CD-ROMs Speakers: Mark Englehardt Mike Carlson: 866-3441 Melvyn Magree: 559-1108	6
Apple II GS and Apple II Main Meeting 9 Washburn Com. Library 7:00 p.m. 5244 Lyndale Ave. So.Mpls. Subject: Word Perfect, Word Processors Tom Ostertag: 488-9979	10 **Apple II DTP SIG** Murray Jr High St. Paul, 7:00 p.m. NO MEETING UNTIL FUTHER NOTICE	11	12 **mini'app'les Board Meeting** Lexington Branch Library University & Lexington Aves. St. Paul, MN, 7:00 p.m. David Laden: 488-6774	13
16 **Fourth Dimension™ SIG** Autoline, 2714 Patton Rd, St. Paul, 7:00 p.m. Ian Abel: 824-8602	17 **MacCAD/E SIG** Micro Age Computers 5909 Baker Rd. Suite 530 Minnetonka 7:00 p.m. Bill Langer: 937-9240 Daron Applequist: 938-7001 **MircoSoft Works SIG** Highland Br. Library, 7:00 p.m.	18	19 **North Shore Mac CIG** Bethlehem Lutheran Church Grand Marais, 7:00 p.m. Jim Ringquist: 218-387-2234	20
HyperCard™ SIG 23 Hagens 801 W 77 1/2 St., 6:30 p.m. Peter Fleck: 370-0017 **Mac Novice User SIG** Highland Park Library, St. Paul, 7:00 p.m. Tom Lufkin: 698-6523	**Mac Programmer SIG** 24 Murray Jr. High, St. Paul, 7:00 p.m. Subject:: Think - C Gervaise Kimm: 379-1836	25 **Mac Desktop Publishing SIG** Jefferson El. School, Rm 201 25th St & Hennipin Ave So Bob Grant: 827-6294 NO MEETING THIS MONTH	26 **AppleWorks© SIG** Murray Jr. High, 2200 Buford St. Paul, 7:00 p.m. Subject:: Apple Works Integration Jim Shields: 434-9836	27
30	31			

Notes:

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

Coordinators, please call Dick Aura (941-1198) by the 1st to have your meeting listed correctly.

SIG - Special Interest Group
CIG - Community Interest Group

THE CALENDAR FOR APRIL 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* 675 West Wheelock Pkwy, St. Paul, MN 55117	488-6774
Vice-President	*Tom Lufkin* 2078 Highland Parkway St. Paul, MN 55116	698-6523
Secretary		
Treasurer		
Publications		
Membership	Rand Sibet	560-8103
Software	Greg Carlson	544-8252
Operations & Resource	Allen Mackler	424-8889
SIG: Macs	Tom Shaff	225-1191
SIG: Apples	Tom Gates	789-1713
Director At-Large	Jason Mooney	894-3778

Coordinators

Beginners Consultant	Earl Benser	884-2148
Dakota County	Tom Michals	452-5667
Shows & Conventions Volunteer Coordinator		
Mac Users SIG	Mike Carlson (days)	866-3441
	Melvyn Magree	559-1108
4th Dimension SIG	Ian Abel	824-8602
CAD & Engin. SIG	Bill Langer	937-9240
DeskTop Pub. SIG	Bob Grant	827-6142
FileMaker Pro SIG	Steve Wilmes	450-7448
HyperCard SIG	Peter Fleck	370-0017
Mac Computer Art. & Design SIG	Joy Kopp	440-5436
Mac Novice SIG	Tom Lufkin	698-6523
Mac Programming SIG	Gervaise Kimm	379-1836
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		
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 & Mary Kosowski
Apple eDOMs:	Bill Job, Randy Peterson & Tom Gates
eDOM Sales:	Mac – Allen Mackler & Mary Kosowski Apple – Les Anderson

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

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

Circulation this issue: 1000

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

Membership – mini'app'les
attn: Membership Coordinator
PO Box 796
Hopkins MN 55343

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

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

Make checks payable to: mini'app'les

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

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

Newsletter Contributions – Please send contributions directly to the Newsletter Manager, 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
Advertising		
Production Manager		
Layout	Earl Holdridge	922-7311
Layout	Jane Vanden Plas	537-4384
Calendar/Delivery	Dick Aura	941-1198
Contributing Editor/Layout	Tom Edwards	927-6790
Contributing Editor	Peter Fleck	370-0017
Contributing Editor	Steve George	935-5775

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March 1992

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The Fine Print

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

IF YOU ARE MOVING. . .

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

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

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

Name: _____

Street: _____

City, St., Zip: _____

PRINT YOUR NEW ADDRESS HERE.

Street: _____

City, St., Zip _____

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

Yes . . . I'd like to join!

Please accept my

mini'app'les MEMBERSHIP APPLICATION.

Please Print or Type:

1. Name _____

_____

Address _____

City _____ State_____ Zip_____

Res. phone_____ Bus. _____

Renew ID#_____ Exp. Date_____

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

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

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

Which personal computer do you use:

- ☐ Apple II
- ☐ Apple III
- ☐ Apple IIe
- ☐ Apple IIc
- ☐ Apple IIc+
- ☐ Apple IIGS
- ☐ Laser - Other _____
- ☐ Macintosh Plus
- ☐ Macintosh SE
- ☐ Macintosh Classic
- ☐ Macintosh LC
- ☐ Macintosh II
- ☐ Macintosh SE/30
- ☐ Macintosh si
- ☐ Macintosh fx
- ☐ Macintosh IIcx/IIci
- ☐ Macintosh Portable
- ☐ Macintosh Powerbook
- ☐ Macintosh Quadra
- ☐ IBM or IBM clone

Areas of Interest:

- ☐ Business Application
- ☐ Home Application
- ☐ Educational Application
- ☐ Desktop Publishing
- ☐ Other _____

Do you own or use:

- ☐ Printer
- ☐ Laser Printer
- ☐ Modem
- ☐ Scanner
- ☐ Other _____

☐ Referred by: _____

☐ Check if interested in volunteer opportunities.
Special Areas: _____

☐ 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
P.O. Box 796
Hopkins, MN 55343

APRIL 1992

Macintosh Main Meeting.	Thur., Apr., 2	Blommington Educational Center 90th & Portland	Notes 4 & 6
Board Meeting	Thur., Apr., 9	Lexington Branch Library, St. Paul	Note 1, Members welcome
Apple II & GS Main Meeting	Mon., Apr., 13	Washburn Library, 5244 Lyndale	Note 11
North Shore CIG	Thur., Apr., 16	Bethlehem Lutheran Church, Grand Marais	Note 15
Fourth Dimension™ SIG	Mon., Apr., 20	Autoline, 2714 Patton Road, St. Paul	Note 21
Micro Soft Works SIG	Tues, Apr., 21	Highland Br. Library, St. Paul	
Macintosh Programmer SIG	Tues., Apr., 21	Murray Jr. High, 2200 Buford, St. Paul	Note 18
MacCAD/E SIG	Tues., Apr., 21	Micro Age Computers 5909 Blake Rd.Mtka.	Note 8 & 19
Mac Desktop Publishing SIG	Wed., Apr., 22	Jefferson El Sch Rm 201, 25th & Henn.	Note 3
AppleWorks© SIG	Thur., Apr., 23	Murray Jr. High, 2200 Buford, St. Paul	Note 10
HyperCard™ SIG	Mon., Apr., 27	East Lake Library, 2727 East Lake Street	Note 5
Mac Novice SIG	Mon., Apr., 27	Highland Br. Library, St. Paul	Note 9

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**
Adobe Illustrator	21, 24
Beginners	13, 14
Canvas	5
FileMaker II	17
Freehand	22
General	14, 17, 18
Helix	16
HyperCard	6, 9, 19
MacDraft	5
MacDraw	5
MacPaint	5
Mac OS	4
Microsoft Excel	5, 6, 17, 18
Microsoft Word	4,5,6,14,17,24
Microsoft Works	11, 17
Networking	5, 6, 13, 19
PageMaker	4, 6, 17, 24
PostScript	8
Power Point	5
QuickBasic	5, 6
Telecommunications	19
XPress	21

Apple II	**Key**
Applewriter	2
AppleWorks	1, 2, 23, 25
Ascii Express	3
BASIC	5
Beagle Buddy	23
Datalink 1200	1
Dazzle Draw	25
Dollars & $ense	1
DB Master	7
Educational Software	25
Epson LX80	1
General Information	25
Home Acc'n't	20
Laser 3.5 drives	1
PublishIt!	23, 25
ProTERM	1, 23, 25
Quicken	25
Talk Is Cheap	3
TimeOut	2
TO Graph	2
TO SideSpread	1
TO QuickSpell	1
TO SpreadTools	1
TO Thesaurus	1

Apple IIGS	**Key**
AppleWorksGS	15
APW	20, 23
Complete Pascal	10
Delux Paint II	25
General Information	3, 10
Graphic Writer II/III	15
GS/OS	3, 10
HyperStudio GS	3
Merlin 16+	15
Mousetalk	15
PaintWorks Plus/Gold	15, 25
Prosel	2
TML Basic	3, 10
TML Pascal	3, 10
Writer's Choice	15

Apple ///	**Key**
General	12

If you would like to be a "Members Helping Members" volunteer, please 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.

Mini'app'les Statement of Income and Expenses for Year Ending December 31, 1991

from your Board of Directors

by David Laden

INCOME

Membership Dues	$11,915.00
Advertising (Newsletter)	$2,617.50
eDOM Sales	$1,918.00
Miscellaneous	$170.00
Donations	$10.00
Interest	$477.01
Sales Tax	($154.58)
NSF Checks	($45.00)
TOTAL INCOME	$16,907.93

EXPENSES

eDOM Cost of Goods	$733.37
Printing and Publications	$10,758.49
Postage and Shipping	$2,221.51
Telephone	$361.52
Office Supplies	$457.05
Occupancy/Rent	$1,075.00
Equipment Rent/Maintenance	$60.71
Insurance	$1,231.00
Advertising	$236.75
Equipment/Software Purch.	$38.25
Bank Service Charges	$35.26
TOTAL EXPENSES	$17,208.91
NET EXPENSES OVER REVENUE	($300.98)

Mini'app'les Comparative Balance Sheet (Cash Assets Only) as of December 31, 1991.

	Dec. 31,1991	Dec. 31,1990	increase/decrease
Checking Account (Norwest)	$2,424.47	$4,202.46	($1,777.99)
Cash Mgmt Acct (TCF)	$3,152.37	$2,914.83	$237.54
CD 03/01/91 TCF		$1,000.00	($1,000.00)
CD 03/01/92 TCF	$1,000.00		$1,000.00
CD 04/01/92 TCF	$1,000.00		$1,000.00
CD 07/01/92 TCF	$1,090.41	$1,000.00	$90.41
CD 10/05/92 TCF	$1,076.52	$1,000.00	$76.52
CD 12/12/92 TCF	$1,072.54	$1,000.00	$72.54
TOTAL	$10,816.31	$11,117.29	($300.98)

Board of Directors Recommends Approval of Bylaw Changes

The User Group's current bylaws were adopted by the general membership in April 1989. (NOTE: The bylaws in their entirety were published in the march 1989 issue of the newsletter.)

At its January meeting, the Board of Directors approved the following bylaw changes and recommends their approval by the general membership. This recommendation consists of minor housekeeping or clarification changes to the current bylaws. These recommended changes will be put to a vote for ratification at the same time Election of Officers takes place. A ballot will appear in the April newsletter and may be brought to any Mini'app'les meeting in April or mailed to the Post Office box.

Section D, Paragraph 2 changed to read "Except for the Past President, officers are elected for term of one year. The term runs from May 1 to April 30. The office of Past President will automatically be given to the retiring President. If a President is elected for sequential terms, the incumbent Past President will remain in office. If Past President resigns or relinquishes office, the President shall appoint a Director-at-Large to complete Past President term and duties."

Section D, Paragraph 3 changed to read "If an officer resigns or relinquishes office, the President shall appoint a replacement in a timely manner

subject to board approval."

Section D, Paragraph 9 changed to read "Board members must be paid up members of the Mini'app'les. If a board member's membership lapses, they have effectively resigned from the board of directors, and the board shall so notify them and make record in the minutes."

Section D, Paragraph 10 added to read "No member or membership may hold more than one board position or vote except as noted in bylaws."

Section G, Paragraph 1 changed to read "The business of the Mini'app'les will be conducted at board meetings, except for general membership meetings or voting by the general membership."

Section G, Paragraph 3 changed to read "A quorum shall consist of a simple majority of those holding office and no business shall be transacted if a quorum is not present."

Section H, Paragraph 3 changed to read "Changes to the bylaws suggested by the board will be published in the Mini'app'les newsletter at least two months prior to the election of ratification."

Section H, Paragraph 4 changed to read "The ratification will be by means of a written ballot as published in the Mini'app'les newsletter. Ballots will be accepted at Mini'app'les meetings or by mail. All ballots must be received by the 28th of the month in which vote is taken. A two-thirds majority of those voting is necessary for ratification of the changes to bylaws."

Submitted by David Laden

Minutes of Mini'app'les Board of Directors Meeting

Board Minutes

by David Laden

Thursday December 12, 1991

Board Members Present: David Laden, Greg Carlson, Jason Mooney, Tom Lufkin, and Rand Sibet

Members Present: Richard H. Peterson, Erik L. Knopp, Allen Mackler, and Steve George.

MINUTES

PRELIMINARY

1.1 Attendance was taken.

1.2 The agenda was accepted as submitted.

1.3 Minutes of the November 14, 1991 meeting were distributed and reviewed. No corrections.

REPORTS

OLD BUSINESS

3.1 Vacant Board Positions - President Laden reviewed board positions currently available: Publications Director, Treasurer, Operations/Resource Director, and Secretary.

3.2 Formation of Nominating Committee. Jason Mooney has made several phone calls but does not yet have enough people for the nominating committee. He is in need of additional suggestions.

3.3 Survey/Questionnaire - Tabled.

3.4 Notification has been given (via US mail) to Board Member with expired membership.

3.5 Policy on Database Distribution was again reviewed in light of E-mail and postings on the BBS. No change made to policy.

NEW BUSINESS

4.1 General Membership Meeting tentatively scheduled for first Thursday in March. Tom Lufkin to be in contact with Mel Magree (Mac SIG Coordinator) regarding scheduling.

4.2 The Board recognized the resignation of Jim Hadden from the position of Interest Group Director—Apple II

4.3 President Laden appointed Allen Mackler to the position of Operations/Resources Director. Board members in attendance concurred.

The Board spent the remainder of the meeting reviewing potential candidates for nominating committee and vacant board positions.

ANNOUNCEMENTS

As an item for next month's agenda, the Board will consider changes to the Bylaws.

The meeting was adjourned.

Submitted by David Laden

New Mini'app'les Members

Membership report

by Rand Sibet

New Members:

Cavalier, Letitia Rae	55418	612-789-5465
Edwards, Kent R	55120	612-452-4956
Hawks, Amy H	55417	612-827-7062
Mackin, Lois I	55447	612-476-4572
Miller, Philip	55404	612-371-0960
Schriever, Duane	55108	612-646-7891
Teats, Mark	55124	
Wescott, Jerome	55422	612-521-4525

Corporate Members:

Cray Research Inc
McGraw-Hill Healthcare Group

Sustaining Members:

Dop, Randy L
Gates, Thomas A
Hall, Michael
Laden, David E
Lufkin, Thomas
Miner, James F

Sponsoring Members:

Bieger, Walter
Fleck, Peter
George, Steve
Grant, Bob
Laden, David E
Lufkin, Tom
Mooney, Jason
Ostertag, Tom
Sibet, Rand
Sommers, Dan
Trotman, John

Mini'Info'Net

Your BBS

892-3317

Mini'app'les Needs Software Reviewers

A request

by Peter Fleck

From time to time, Mini'app'les receives review copies of software from companies eager to promote their products. We are always looking for reviewers to evaluate this software and write an article for the newsletter. The reviewer can then keep the software and become a registered owner (if it's not a demo version).

To get your name on the reviewers' list, we would like you to send us a review of software you already own. This could be a major program like Microsoft Word 5.0, or some shareware that you have found valuable. The review should be at least 700 words and aimed at a general audience. (Look at reviews in this newsletter or in computer magazines for examples.) Submit the review to the Mini'app'les BBS (892-3317), mail or modem the file to David Undlin, 6670 W. 133rd St., Apple Valley, MN 55124 (612/432-0913). Writers for the newsletter also receive a free eDOM (disk of shareware or demo programs put together by the club). (If you have written a review in the past year, just call the info numbers below and we will put your name on the list.)

Everyone (beginners to advanced users) is welcome to write reviews. You do not have to be a power user. Sometimes a beginning or intermediate viewpoint is of more value — especially to other beginners!

For more information or suggestions on programs to review, call Peter Fleck (Mac software), 370-0017, or Greg Carlson (Apple II), 544-8252.

by Peter Fleck

Preventing Slipped Disks (and Other Tips for Disk Care)

Tips for disk care

from Washington Apple Pi

From an article in Washington Apple Pi

DISK ERROR - that computer screen message strikes terror into the hearts of computer users everywhere.

The bottom line is that a disk error costs you time and money. Even if you have backed up your disk as recommended, it will take you some time to replace the lost data.

By following a few simple rules, your computer disk can provide years of trouble-free service. The first step in taking care of your disks is to understand how they work.

"Diskettes store information magnetically, in tracks on the disk surface that are similar to grooves on a record," says Mark Welland, VP of North American sales and marketing for Verbatim, one of the world's top computer storage media manufacturers. "For your computer disk drive to find the right track and either record or playback information, the disk drive heads must remain in constant contact with the surface of the disk. Even the slightest separation between the drive heads and diskette surface can result in lost data."

To prevent that from happening, Welland says that the diskette must be protected from three things: damage to the diskette's shape, contamination of the diskette surface, and magnetic influence. Although a 5-1/4" disk is flexible, its shape and integrity must be protected ensure that the disk drive heads make smooth and continuous contact. He gives us the following rules that will protect against the common causes of disk damage:

- Don't use paper clips or rubber bands to hold groups of disks together.
- Bending or crimping the edges of the 5-1/4" diskette's jacket can keep the disk from turning freely.
- Don't put books or other heavy objects on top of disks. Crushing the protective casing of either 5-1/4 or 3-1/2" diskettes may prevent proper functioning.
- Never force the diskette into your disk drive. If not aligned properly, the disk can bend or break.
- Never write on the 5-1/4" diskette's label with a ball point pen or try to erase previous labeling. The pressure can cause permanent indentations on the disk, which can result in data loss.
- Keep your disk comfortable. Extremes of heat or cold (below 50° or above 125° F) can warp or distort the disk. Don't leave disks in a hot car, and don't store them in direct sun light.

"Spills and finger prints are primary causes of diskette contamination," Welland says. "Even minute particles, like cigarette ash, can change the contact between the drive heads and disk surface. Make sure you always keep your disks in a protective sleeve when they are not in use, and store them in an upright position."

Smoking, eating or drinking in the immediate vicinity of diskettes is risky business. To avoid contamination, finish drinks before working with disks and be careful not to touch the recording surface of the disks.

Welland suggests buying Teflon-coated diskettes which provide premium protection from contamination. Because data is stored magnetically, placing diskettes too near a magnetic field can alter or erase information. Common sources of harmful magnetic fields include fluorescent lights, electrical appliances and magnetic memo holders. Airport metal detectors will not affect diskettes. To avoid accidental erasure of diskettes, store them in their protective containers, at least a foot from all electrical appliances and computer components.

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Submitted by Rand Sibet

Apple IIGS Tricks — Discover Secrets About Your Machine

Apple IIGS tricks

by Louis Roy

By Louis Roy, The Road Apple

Here is a little list of some tricks for the Apple IIGS. Perhaps you already know a few of them.

SYSTEM RESET: Use it only when the computer crashes and when you can't regain control even if you turn the computer off and on. It will reset the computer as if you just bought it at a store - this includes the reset of the control panel.

Press at the same time: OPTION + CTRL + RESET keys. This combination takes you to a menu with four choices: 1-Enter Control Panel, 2-Set System Standards and 60 Hertz, 3-Set System Standards and 50 Hertz, 4- continue restarting the system. Choosing 2 will reset the computer to the factory state. As with all CTRL+RESET combinations, hold down the Option modifier after letting go of CTRL or RESET until you see what you're looking for.

CHANGE CURSOR CHR: a) Press CTRL b) Press the key of the new cursor (any character) c) Press RETURN key. This works while you're sitting in AppleSoft Basic. Other times it will work only if the program you're running sends all your typed input directly to the screen. Most programs don't.

APPLE IIGS CREDITS: Remove all disks from the IIGS. Reboot the computer. You will see an Apple icon sliding back and forth on the screen. Now press OPEN-APPLE + OPTION while hold down CTRL-N key. Voila! Apple-Option-Ctrl-N shows you the credits any time you have a sliding Apple error message. What the ROM is looking for is a CTRL-N keypress with the Apple and Option keys already down; the above procedure works because CTRL-N starts "repeating" if you hold it down.

IIGS SELF-TEST: Press CTRL-RESET while holding down the OPTION and OPEN-APPLE keys. Don't reset the computer when the self-test is running. If the system is OK, at the end of the test the computer will print "System Good." Keeping Option and Apple down after releasing Ctrl or Reset, until you see the self test begin. Some people call this the "four fingered salute."

NEW CDA:

a) Go into monitor by CALL-151 in Applesoft.

b) Type O-e <return> FF.1800X <return>, Ctrl-C <return>

c) Go into the control panel and voila, you have a new desk accessory (Memory Peeker for M/L programmer.)

The above works on both ROM 00 and ROM 01. The following was tacked onto the end of the file; author unknown. When in monitor, instead of typing the above instructions, do this instead: just type a # sign. Gives you 2 new CDAs, Memory Peeker and Visit Monitor.

IIGS APPLICATION PROGRAM TRICK: For some GS super hi-res desktop application programs, you can access the first item of the first pull-down menu (upper left) without using the mouse, simply by pressing OPEN-APPLE + CTRL-2.

COMPUTER POWER OFF AND ON: To make a computer power off and one, you don't have to do it. To simulate a power off and on, just press the following keys at the same time: Open-Apple + CTRL + Shift + Reset. Take note you must hold down Open-Apple + CTRL + Reset during about 1 second after releasing Reset key. You must hear 2 beeps. Apple-Shift-Ctrl-Reset is a widely misunderstood feature. It is a feature of DiversiCache and DiversiKey from Diversified Software Research, Inc. (Bill Basham.) Unless one of those products is installed in your machine, holding down the Shift key during any kind of reset makes no difference.

[*] ACES [*]

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Submitted by Rand Sibet

Voice Mail

Your mail service

229-6952

Using ProDOS: Eliminate Your Fear of Pathnames

ProDOS help

by Don Jacobson

by Don Jacobson, Lake Superior Apple User Group

Have you ever used ProDOS and been confronted with the nearly impossible request to enter the prefix of your next application? Now even if you knew what that meant, chances are that you don't have any idea what the prefix of your disk is. This one thing kept me from using ProDOS for years, for as soon as I saw that prompt I was totally turned off. Then I bought a //gs and I was forced, much against my will, to confront ProDOS and make the best of it. Much to my surprise, I found myself not only understanding ProDOS but actually liking it. Now, although it is true that I am by no means an expert, I feel that I might actually be able to help a few others get over their fear of ProDOS.

The basic concept of ProDOS is that it does not refer to a disk by the slot and drive numbers that the disk is in but by a name assigned to the disk. This name is called a PRFIX or sometimes a DIRECTORY. This name is assigned to a disk when you format it and must follow the same rules for a ProDOS file name (such as no spaces allowed, you can use a period in the name, etc.) A nice feature of ProDOS is that you can also create another directory name within a directory (called a SUBDIRECTORY or FOLDER.) When you save a file to a disk, you specify which directory you want to save the file under and whenever you want to refer to that file in the future, you do so by using its directory name right along with the file name.

The way this works is that each directory, subdirectory or folder is actually a special type of file on a disk containing the names of the files stored within it along with other information used by the computer to find the file's data. If you think this is a bit too complicated, imagine having a hard disk or a 3-1/2" floppy that is capable of storing many files. If all the files were to be stored in one lump on this disk, you would have to wade through an awful lot of file names to find the one you wanted. If, however, you gave names to the subdirectories that related to the type of files you stored in it (ie: MEMOS or GAMES), the files would be organized and much easier to find.

Let's assume you had a disk with a prefix of MY.DISK and on it you created the directories of PROGRAMS and DATA. Let's further pretend that you placed two subdirectories under DATA called MEMOS and LETTERS. Next you copy the programs LETTER.MAKER and MEMO.WRITER to the PROGRAMS directory. When you ran LETTER.MAKER, you wrote a letter and saved it under the LETTERS subdirectory with a name of LETTER1, and when you ran the MEMO.WRITER program, you wrote a memo with the name of MEMO1 and stored it in the MEMOS subdirectory. In order to access your letter, you would refer to it as: /MY.DISK/DATA/LETTERS/LETTER1

Likewise, to access your memo you would refer to it as: /MY.DISK/DATA/MEMOS/MEMO1

Note in the above examples the use of the slash marks (/). They are used to separate the directory and subdirectory names so that the computer can tell them apart. These combinations of directory and file names are often called a PATH NAME or FILE SPECIFICATION (FILE SPEC for short.) It is generally not necessary to use so many subdirectories; I just did this to show how it can be done. A very nice feature of ProDOS is that it makes no difference which drive you have your disk in. The computer will look for and find it even if you move it to a different drive.

Another feature of ProDOS is that the computer remembers a directory so it will use it as a default if a directory is not specified with the file name. This is called the CURRENT DIRECTORY and is always set to the prefix of the disk you booted from. You can, however, set this to a different directory if desired. This is done with the PREFIX command and can be used when you are in basic, that is, when you have the] prompt displayed on the screen. To do this, just enter PREFIX /MY.DISK and hit RETURN. If you do not know the prefix of a disk, it can still be set to the current prefix by entering the prefix command followed by the slot number and drive that the disk is in (ie: PREFIX,S6,D2.) If you would like to know what the current prefix is, just enter PREFIX and it will be displayed.

ProDOS gives you two commands to display a list of the files on your disk. They are CAT and CATALOG. The difference between these commands is that CATALOG will give you more information about your files but it will not fit on a 40 column screen. For most cases, CAT will give you all the information about your files that you desire. Used with nothing after it, the CAT and CATALOG commands will list the files on your current disk prefix. You can specify which disk you want to list files from by following the command with the desired disk prefix (ie: CAT / MY.DISK), or you can specify the slot and drive

number, just like you do with DOS 3.3 (ie: CAT,S6,D2.) The catalog command will only list the files on the specified directory. Subdirectories contained therein will be displayed followed by a DIR for the file type. If you want to display the files contained in a particular subdirectory, follow the catalog command with the path name (or file spec) you desire (ie: CAT /MY.DISK/DATA/MEMOS.)

A shortcut is offered in the use of path names by leaving off the preceding slash. For example, if your current directory is / MY.DISK/DATA, you can list the files under the LETTERS subdirectory by entering CAT LETTERS. The rule is that if you do not enter the beginning slash mark, the subdirectory name you specify will be added to the end of the current directory name. This is generally true when used within a program as well as from the basic prompt.

Just like in DOS 3.3, when you want to load a basic program you do so by entering LOAD followed by the program name. Use RUN to run a basic program, BLOAD to load a binary program, BRUN to run a binary program, and EXEC to execute the data in a text file as if they were commands entered from the keyboard. ProDOS has a shortcut for this too. It is the dash (-) command. Whether you want to run a basic or binary program or execute a text file, entering a dash followed by the file name will run, brun or exec it depending on the type of file it is, such as: /MY.DISK/PROGRAMS/MEMO.WRITER

Now, how about preparing your own ProDOS disk so that you can boot from it and run a program. First of all, you must format the disk. Unlike DOS 3.3, ProDOS has no INIT command so you must format the disk with a program. This type of program can be gotten from many sources. One place is on the ProDOS utilities disk that you got with your computer, on your apple system disk in the user utilities section, the Apple Desktop, or Finder. If you have none of these, you can get them from your Apple dealer. Many other commercial utility programs such as COPY II+ or PROSEL have format routines. One note of caution here, however. Some format utilities will only format a data disk. What they do is leave off a little bit of data at the beginning of the disk called BOOT CODE so that the disk will never be able to boot. If you set a disk up properly for booting but it still won't boot, try using another method of formatting the disk.

DOS 3.3 places the Disk Operating System (a program that tells the computer how to read the disk) on the first three tracks of the disk in a way that it is automatically loaded into the computer when you boot but is not contained in a file. ProDOS, however, places the Disk Operating System in a file called PRODOS (or, on //gs system disks, in a file called P8.) After you have formatted your disk and given it a prefix name, copy the PRODOS file to it from another disk. Remember though, if you are using a //gs system disk, you must instead copy the file called P8 and then rename it to PRODOS. Except for the use of directory names, the RENAME command works in ProDOS just like it does in DOS 3.3.

When ProDOS boots, the computer first looks for and loads the PRODOS file. After this is done, it then looks for a SYS type file ending with the name SYSTEM (ie: FILE NAME.SYSTEM.) If it finds this, the file will be run. If it can not find such a file, the computer then looks for and runs the first SYS type file it can find. Therefore, if you want the computer to run a SYS type program upon booting, copy this file to your disk and give it a name ending in .SYSTEM or make sure it is the first type SYS file on the disk.

If you want the computer to run a basic program when it boots or if you ever want to run a basic program off that disk, you must copy the file BASIC.SYSTEM from another disk onto your new disk. BASIC.SYSTEM contains data needed by your computer to run basic programs under ProDOS. Since it is a SYS type file ending with .SYSTEM, it is loaded right after the PRODOS file. After BASIC.SYSTEM is loaded the computer looks for a basic program named STARTUP, so if you want a basic program to run after booting, copy it to your disk and rename it STARTUP. If the computer can't find a STARTUP program, it looks for another type SYS file. If it can't find one, it goes into basic mode and displays the] prompt.

If you have followed all this. you would now know that if you have a ProDOS disk with just the files PRODOS and BASIC.SYSTEM on it, you would be able to boot to the basic prompt where you would be able to use all these neat commands I have been telling you about. Since this is a handy thing to have, why don't you give it a try and experiment a little with ProDOS.

If you catalog a ProDOS disk, you will see numbers for the file sizes that may look a little small. This is because in DOS 3.3 the file sizes are given in terms of disk sectors which are 256 bytes long and represent the smallest amount of data the computer can read or write to a disk. In ProDOS, however, the file sizes are given in terms of BLOCKS which consist of two sectors each and are thus 512 bytes long. Since ProDOS reads and writes to a disk in groups of blocks rather than sectors, twice as much information is handled each time and the disk access speed is much faster.

Now about that crummy ENTER PREFIX OF NEXT APPLICATION prompt that you get

each time you end a ProDOS application. This was a big boo-boo on Apple's part that they have not seen fit to correct until lately when they came out with the //gs.

I guess they were so busy trying to sell Macintoshes and Lisas that they never took time to correct it. ProDOS has a feature in it called the MEMORY MANAGER that keeps tract of the memory used and assigns it to your programs as needed. It can also lock certain data or a program into an area of memory and protect it so that no other program can mess it up as long as the program was written according to the accepted guidelines of ProDOS. When you boot a disk, a little program is concealed in this protected area of memory that will automatically run when a ProDOS application QUITs. (I capitalized QUIT because ProDOS applications are supposed to end in a certain way called a QUIT CALL.) Another way this little program can be run is from the basic prompt by entering the command BYE. Go ahead and try it and you should see that nasty ENTER THE PREFIX OF YOUR NEXT APPLICATION prompt.

Are you getting the message? Yes, it is sad but true, when Apple made that little program that runs when there is a QUIT CALL, the pin heads could find nothing better to put there than a program to display that rotten request to enter a prefix which you don't know and have no way of finding unless you reboot. They probably had a good reason for what they did but I still think it's stupid and I hate it.

But worry not, for there are a number of programs out there that will come to our rescue. One of my favorites is called SQUIRT.SYSTEM which can be placed right after the PRODOS file and will automatically run after booting. After SQUIRT loads, it puts the computer through the same seek and find operation that it normally does right after loading PRODOS, so the fact that you have SQUIRT there is completely transparent until an application quits or you enter BYE. Then, wonder of wonders, you no longer get the request for a prefix but instead see a list of applications on your disk that you can run by selecting the corresponding letter. If you want to see the applications on another disk, just hit ESCAPE and SQUIRT will go looking for another disk. This little program stays there, sticking like glue, so you can run application after application and SQUIRT will always be there when you need it. Other programs are available that work the same way, such as PROSEL, the Apple Desktop, and a few of the boot programs on Beagle Brothers disks.

Well, there you have it, I poured out all that I know about ProDOS. As I have said, I am by no means an expert, but perhaps this is good because it is better to hear this stuff from a rookie who has not had the chance to learn all kinds of fancy words to confuse you with. I just hope I have not made any mistakes and led you astray. If you just grab a ProDOS disk, reread some of the stuff I said, scratch your head and experiment a bit, I'm sure you'll find that ProDOS is not all that complicated and actually kind of neat.

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Submitted by Rand Sibet

Current Apple System Software Available Through Mini'app'les

Software	Version	Date	Format	Member Prices
Apple II, II+ //c, //e				
DOS 3.3 System Master	n/a	09/10/85	5.25"	$1.00
Apple II System Disk	3.2	07/16/90	5.25"	$1.00
			3.5"	$3.00
ProDOS 8**	1.9	07/16/90	5.25"	$1.00
			3.5"	$3.00
Apple IIGS				
GS/OS (2 disks)	5.0.4.1	4/29/91	3.5"	$6.00
Macintosh				
System 6.0.7 (4 disks)*	6.0.7	10/09/90	3.5"	$12.00
System 7.0 (9 disks)*	7.0	4/25/91	3.5"	$15.00
System 7 Tuneup	n/a	4/25/91	3.5"	$3.00
Quicktime (2 disks)*	1.1	1/92	3.5"	$6.00

HyperCard (discontinued), upgrades are available only through Claris.

Software Director's Staff:

Mac eDOMs:	Jacque Gay, Jim Spencer & Mary Kosowski.
Apple eDOMS:	Bill Job, Randy Peterson & Tom Gates.
eDOM Sales	Mac: Allen Mackler, Mary Kosowski
	Apple: Les Anderson

Notes:
Software prices for non-members is double the member price.
*System disks are available only is complete sets of two or four disks.
**ProDOS requires 64K of memory on an Apple II computer.

From the Desk of Your Software Director, More New Software for Your Library

eDOM report

by Greg Carlson

This month we have quite a spread of software available for those that want. We have five sets of disks for the MAC, six for the GS, and one for the //e machines.

Oh yes, I have finally decided that the amount of data is sufficient to provide catalog disks for the Apple //, //GS people, similar to that for the MAC. The data will be in Appleworks™ format, and cost is $1.00 each. Updates will be on an exchange basis. Right now, everything is in word processor format only. Later, I will be providing a data base that will provide cross-referencing via subjects. How long that will take I really don't know, but it is in process.

For you MAC people whose mouth has been watering for more games, I have one of my staff reviewing a few disks of games. There *will* be more games coming for you.

My thanks to the people that have made these disks possible: Les Anderson, Bill Job, Randy Peterson, Jacque Gay, Tom Gates, and all others that I may have forgotten.

Well, enough of this general information, let's get on with what you all are waiting for...the new eDOMs:

Macintosh eDOMs

Mac eDOM #830 - Mac Electronic Reference

Copyright © 1992 Mini'app'les FEB 1992

THIS EDOM SET IS AVAILABLE TO MINI'APP'LES MEMBERS ONLY. Special Cost - 4 disk set for price of 1 disk.

Mac eDOM #830 is an Apple release which can be distributed only to user group members. Because this eDOM is really a 4-disk set, pricing is somewhat higher than for the single-disk eDOMs ($5.00 for all four disks) but represents a huge savings over buying four disks individually.

The Macintosh Electronic Reference is a HyperCard-based, on-screen reference that gives task-oriented instructions for using the Macintosh System 7 software. This is an electronic alternative to the printed documentation that comes with the Macintosh; because it appears on screen, users can get information from this reference as they work.

The organization of the reference is similar to that of the printed documentation, but provides three different methods for locating topics quickly; a Main Topics list (similar to a Table of Contents), an index, and a "Look For" feature that allows users to find topics by typing a word or phrase. Because searching is electronic, users can locate information more quickly in this reference than they can from a book.

The Macintosh Electronic Reference features an electronic glossary. While reading instructions in the reference, a user can see a definition of an unfamiliar term by clicking on that term, or may open the glossary to browse by clicking a Glossary button. The user can hear a glossary term spoken by clicking a Sound button.

The Macintosh Electronic Reference also includes advanced tips, which users can access with the click of a button.

To use this reference set, you will need a hard disk, at least 2 megs of RAM, HyperCard 2.0 or later, and System software version 6.0.5 or later.

Mac eDOM #831 - Sound Utilities

Copyright © 1992 Mini'app'les FEB 1992

Mac eDOM #831 contains several sound utilities you can use to work with sound files. Utilities are included for use with either System 6 or System 7; choose the ones that fits your configuration. In addition, a few sample sound files are included for you to play with. See eDOMs #832-834 for a great many more sound files.

The utilities on this disk are:

IBEEP2: This cdev lets you pick an alternative to the standard sound of the Macintosh beep. IBeep2 was designed to work for Plus and SE users even when running under System 4.1. IBeep2 is compatible with System 6.0 and will let you pick a sound to be played when a disk is ejected, another one for shutdown, and yet a different one for restart.

SOUND MOVER 1.6.1c: Sound Mover has a Font/DA Mover type interface and can be used to move sound resources from one file to another. Automatically converts sounds to the correct format for system beeps or HyperCard, depending on what file you

move the sound to. Good for extracting sounds from other applications for use with SoundMaster or HyperCard. Allows volume control independent of the Control Panel sound setting, copying of only partial sounds, and more. Works with either System 6 or 7. $25 shareware by Riccardo Ettore.

SOUND CONTROL 1.1.1: An INIT that will assign different sounds to various Mac operations. Requires System 6.0.4 or higher and MultiFinder. This utility allows you to associate a different sound for up to 15 distinct Macintosh actions. Have a different sound for emptying the trash, startup, shutdown, launching applications, etc. Similar to SoundMaster in concept; untested with System 7. Shareware by Riccardo Ettore.

SOUND MASTER 1.6.4: Another INIT, highly configurable, which assigns sounds of your choosing to a wide variety of Macintosh operations. This version appears to work fine under System 7. $15 shareware by Bruce Tomlin.

FINDER SOUNDS 1.3: Yet another INIT which will assign sounds to various operations performed by the Finder. Requires System 6.0.4 or later. Untested under System 7. Freeware by Greg Smith.

SAMPLE SOUNDS: A few assorted sample sounds to get you started, including "Lemme Out," "Command Room," "Fire Truck," "Nutcracker," "Sledge," and "Taps."

A word of caution about the sound cdevs and INITs: choose only one of these for your use. They are similar in function and using two or more at the same time may cause conflicts. Read the documentation included with each utility for complete information about compatibility and use.

Mac eDOM #832 - Sounds.1

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Mac eDOM #832 is a full disk of TV-related sound files you can use with the utilities provided on disk #831 - Sound Utilities. All sounds are provided in SoundEdit format. The sound files included on this disk are: Agent 86, Jeanie, Tarzan, Felix Mayberry, The Beave, Ghostbusters, Mr. Ed The Zone, Green Acres and Sailor Man.

Mac eDOM #833 - Sounds.2

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Mac eDOM #833 contains movie/TV-related sound files you can use with the utilities on disk #831 - Sound Utilities. All sounds are provided in SoundEdit format.

Three folders on this disk contain numerous examples from the following sources:

MONTY PYTHON SOUNDS: Thirteen classic Python sounds, including "Pig Ignorance," "Comfy Chair," and more.

SCARFACE SOUNDS: Includes "Stop Singing" and "Baggage," plus more.

PEEWEE HERMAN SOUNDS: Four PeeWee sounds, including "Dog Doo" and "Why Don't You Take A Picture?"

Mac eDOM #834 - Sounds.3

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Mac eDOM #834 contains more sound files for use with the utilities provided on disk #831 - Sound Utilities. Three folders each contain numerous examples, all in SoundEdit format.

HAL - 2001: Twelve comments from the HAL computer from the movie 2001, excellent for use as system beeps, startup sounds, etc. Includes "Sorry Dave, I can't do that," "All my circuits are fully operational," and much more.

ON THE LEVEL: An assortment of sounds created specifically for use with SoundMaster or related utilities, these feature a voice commenting on specific Mac operations, such as "This disk is bad," and "Welcome to Macintosh." Includes eight assorted sounds for a variety of Mac experiences.

ASSORTED HUMOR SOUNDS: From a variety of sources, including the Church Lady from Saturday Night Live saying both "Isn't that special" and "Isn't that just extra special."

Mac eDOM #835 - Wallpaper Demo

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Mac eDOM #835 is a demonstration disk for the commercial utility Wallpaper, by Thought I Could Software.

WALLPAPER DEMO: Wallpaper is advertised as a "monitor makover for your Macintosh." Wallpaper provides expanded tools for creating and editing patterns up to 128 pixels on a side, and uses a unique "wraparound" graphics editor for creating seamless patterns. These patterns are then used as replacement backdrops in the Finder to provide interesting alternatives to the limited background patterns you can create from Apple's General control panel device. Wallpaper provides a drag-and-drop interface to install new desktop patterns, which works under both System 6 and System 7.

Wallpaper can use either black and white or 256-color patterns and will work across multiple monitors, automatically adapting to changes in monitor size or orientation. Registered owners will receive an additional free art disk with hundreds of patterns to use in addition to the ones they create themselves. Also, Wallpaper

patterns may be freely distributed on on-line services and many can already be found on various BBSs.

This demo disk comes with many sample patterns to test. It will also allow you to create your own patterns, but they cannot be saved to disk or directly used as a backdrop in the demo version. You will be able to preview how the pattern will look on your desktop, but once you quit the Wallpaper demo your original desktop pattern returns.

GS eDOMs

GS.38 - CDA's, NDA's, INIT's & Tetrotrix

GS.38 has a potpourri of CDA's, NDA's and INIT's, and just for fun, I have added Tetrotrix (I had some space left over.) Following is a description of the files. Most of the descriptions are from the files themselves.

ALERTSOUND Control Panel Device (CDEV) By Joshua M. Thompson Copyright © 1991 Frontier Technologies:

Alert Sound is an NDA which allows you to change the beep sound on your IIGS. Unlike other such programs currently available, Alert Sound works from within the control panel, and also allows you change your beep easily and instantly (no more copying a new beep file and rebooting.) Plus, Alert Sound gives you control over the sound volume and over the pitch of the standard beep, making the old Sound Cdev unnecessary.

Alert Sound is *shareware*! You may try this program out free for one week. After that, either send in the shareware fee of $8.00 or delete all copies of this program from your system. By paying the fee, you will help support future projects from Frontier Technologies.

Requirements. First and foremost, Alert Sound requires System Disk 5.0.4 or higher. Your boot volume will need at least 14k of free space to install Alert Sound Cdev. If you wish to install the default sounds as well, then you will need an additional 40k of free space. I strongly recommend a hard drive if you don't already have one.

CARPETBAG DA by William Gulstad:

This contains minor updates of both GrafSpeed and CarpetBag desk accessories (CB is actually an init that acts like a DA, but never mind.) The big change is that in this version the prefixes don't get screwed up. This should not have happened at all, but I commented out the wrong lines. Sorry.

P.S.: For those that don't know, CarpetBag is a Shareware NDA/CDA loader, like the Mac product with the similar name, but for the GS and much cheaper. GrafSpeed is a DA that let's you force shadowing in some programs and will speed up scrolling in the Finder, if the clipping feature of GrafSpeed is enabled.

COIN FLIP, The Decision Maker DA By Nate Trost:

Coin Flip is a little NDA for those moments of indecisiveness, to use Coin Flip copy it into the DESK.ACCS folder in your SYSTEM folder on your System disk. Coin Flip requires System 5.0 or later

D.T.COLOR, version 2.0 release notes:

This program is a FREEWARE Apple IIgs NDA that allows you to edit the colors of most programs that use the standard Apple IIgs desktop. It works in host programs running in either 320 or 640 SHR modes. To use it just add it to the SYSTEM/DESK.ACCS folder of any Apple IIgs boot disk (P16 or GS/OS) and reboot your computer.

This new version of D.T.Color fixes a couple of bugs from the original. The original version did not have version number in the window title bar.

EARTHQUAKE NDA, version 1.00, Copyright © 1991 by Emmanuel Tsouris. All rights reserved:

WARNING: This program changes the boarder color and does not reset it to the default color, entering the Control Panel will reset the boarder back to its default.

This software is distributed as Freeware. You may use it as often as you like, you don't have to send any money. If you would like to register you can do so by sending $2.00 to the above address.

EarthQuake is a NDA which provides you with the most useless function available. Once it is installed, you will be able to instantly reproduce the effect that a 8.0 EarthQuake would have on you Apple IIgs computer.

To use EarthQuake you will need System Software 5.0.4 or later.

IDOL v1.0.1,March 14, 1991: IDOL is an temporary initialization file (TIF) that is installed on your GS/OS boot disk. It has been designed mostly for people that boot GS/OS via a floppy or a small hard drive. IDOL will allow you to have Desk Accessories (NDAs or CDAs) on external sources, and then load them for you during the boot process! IDOL only needs 5 blocks of disk space!

LOADFONT v1.2C, © 1990 A.W. van Santen © Mega][Development Team:

LoadFont is a NDA that allows you to install any font into memory, even if it isn't in the FONTS folder.

Unfortunately many applications handle fonts very privately, but those applications using the "Choose font" dialog of the font manager tool are able to use the fonts that are loaded by LoadFont. Loadfont also recognizes some applications that do not use this dialog and installs the fonts directly into the application's font menu.

LoadFont was designed to work with System disk 5.02 and version 3.0 or up of GS/OS. It will nevertheless work ok with System disk 4.0 and GS/OS version 2.0. LoadFont is not compatible with Pre-GS/OS operating systems.

TETROTRIX 1.1© Pierre Abel February 1990:

Another version of the popular TETRIS™, but

with a "twist".

II BEEP, OR NOT II BEEP ... or ... The bell from hell is back for the *ZIP GSX*. Copyright 1989-91 By David Fein & Joeseph Leathlean:

This is a sick little Permanent Init file that when placed in your "SYSTEM.SETUP" directory on your GS/OS startup disk, will change your wonderfully boring IIgs bonk to the cute short little old Apple //e little beep.

Basically, this program is for anybody who misses the simple little sound that their old Apple used to make.

Twilight v1.0 the CDEV Screen Saver by Jonah Stich & Jim Maricondo Copyright © 1990 Bad Luck Software & Digital Youth Alliance Shareware - $10.00:

Twilight is a screen saver contained in a control panel device for the graphic control panel. It is completely modular—it loads files from disk, called blanker files, and executes the code in them when it's time to save the screen.

Twilight automatically installs itself at boot time if your system disk is set up properly. To change the active blanker, simply open the control panel and select the Twilight icon.

There is a bug in ROM 01 IIgs's. If a blanker crashes while it is saving the screen, or you reboot the computer while the screen is being saved, Twilight will not save the screen again until you turn the computer off and back on or start a self test (OA-option-ctrl-reset.)

PRINT SHR By Mike Nuzzi:

Print SHR will allow you to print the currently displayed SHR screen to your printer.

To use Print SHR, select it from the Apple menu, then click the mouse button to start printing.

SS.TOOL.SET: SoundSmith Tool Set Revision 01, Soundsmith Tools by Parik Rao, Copright © 1990 Parik Rao.

SOUNDSMITH Copyright © 1989 Huibert Aalgers:

This program is freeware. You may not ask any monetary profit for it.

YOU MUST CREATE AN ORIGINAL SONG, FOR SOUNDSMITH, IF YOU USE THIS IN YOUR OWN GAME. DO NOT USE STUFF OFF THE FUN DISKS, OR SONGS YOU DOWNLOAD FROM ONLINE SERVICES. SOMETHING FRESH, SOMETHING NEW!

Using ToolSet SoundSmith Player ToolSet is #69 ($45 hex.)

A sample source code file is included (PLAYER.ASM); its a desktop program that plays soundsmith songs. Not much commenting however, just enough. Looking at it should be enough to tell you how to play a soundsmith song. Its very simple!

The toolset is setup like a standard GS tool. You can copy it to the */SYSTEM/TOOLS subdirectory, _or_ keep it on a known directory (usually the same as the program is located in.) Source code to load the soundsmith toolset is included in the PLAYER.ASM. Look in the "START_TOOLS" section.

RJB.SCSI SCSI.PART v1.20: SCSI device mapper for ProDOS 8 Written by Richard Bennett 29th August 1989.

Freeware! (see below) Copyright © 1989-1990 by Oz Data

SCSI.PART maps any additional partitions/ devices on an Apple SCSI card into the standard ProDOS 8 device list.

SCSI.PART will recognize any virtual device (partition) which the smartport on an Apple SCSI presents to it. This means that System 5 and System 4 partitions will all be recognized correctly (access to extra System 5 partitions is the main reason I wrote SCSI.PART.) Thus you can now use greater than 60 meg hard disks under ProDOS 8.

Because all the partition mapping is actually performed by the SCSI card, and SCSI.PART simply drives the card, SCSI.PART must conform to SCSI card limitations. The main one being that one SCSI card can only handle up to seven virtual devices. So if you have two physical drives, with four partitions each, you won't be able to access the last partition.

The SCSI.PART.INST program will patch any System 5.0.x versions of START.GS.GS for you. SCSI.PART.INST scans the entire START.GS.OS file and looks for the internal error handler call following length check. As long as the error code and preceding branch instruction remain intact, SCSI.PART.INST should be able to patch any future System disks as well.

BEFORE PATCHING YOUR SYSTEM DISK, MAKE A BACKUP. THIS IS IN CASE YOU WISH TO GO BACK TO THE ORIGINAL. *** NEVER PATCH YOUR ORIGINAL SYSTEM DISK ***

PRINT.SPOOLER: Print Spooler Classic Desk Accessory by Bill Tudor Copyright © 1990 All Rights Reserved. Version: 1.01.

Print Spooler is a CDA that allows you to perform background printing of up to 14 Apw/Orca source files (Src), Merlin source code (Txt), or standard text files (Txt.)

Spooler.DA has been tested under the Merlin, APW/Orca, and ProSEL shells, as well as the Finder as various other programs. Because of the nature of the program, Spooler.DA is NOT guaranteed to work with all programs.

The Spooler.DA will only work under GS/OS. You cannot enter the CDA from ProDOS 8. The Spooler.DA should continue background printing even if a ProDOS 8 program is run...but this has not been tested.

You CANNOT print to slot 1 while the spooler is running.

The spooler only works with Txt and Src files.

Merlin Txt files will be expanded, as will tab characters. Any other control characters in the text are simply ignored.

You cannot disable VBL IRQ's while the spooler is running.

You MUST have enough free RAM to hold ALL of the files in the print queue.

Avoid the use of IRQ intensive programs (like communication programs) while the Spooler.DA is active.

Spooler *may* have problems with programs that disable interrupts often or when running during large amounts of disk access.

Spooler will not work if the host program destroys background task queue.

SALARY by D. Spencer:

Ever wonder what your salary is, and what it should be for the next 5 years. Just enter your hourly wage, and a yearly increase (in percent), and SALARY will provide your hourly, daily, weekly, bi-weekly, monthly and annual wages based on your hourly wages. In addition, SALARY will calculate a 5 year projection based upon the percent increase that you provide.

POSTALCODER: the PostNet Bar Code printer System. AppleWorks GS Database, and Word Processing Modules

These Applications Files are Shareware and are copyrighted by Your Dwelling Place' Software 1991 Ray L. Bailey.

- PostalCoder: AWGS DB file to calculate and print Postnet Addresses.
- ENV.7X4.PCODER: AWGS WP File for # 10 Business envelopes.
- CARD.6X4.PCoder: AWGS WP File for 6X4 cards.
- Lbl.4X1.1Half: AWGS WP File for 4 X 1-7/16 Labels
- Foreign.Label: AWGS WP for Foreign Addressing
- PostalCode.12 & 24: Special Postnet FONT.
- PostalCode.Docs: AWGS PostalCoder program document files
- QuickStart: Text file for quick start instructions.

Approval of PostalCode Font output for POSTNET Bar Code by the United States Postal Service is provided solely in conjunction with the Appleworks GS application and POSTALCODER files and is limited to Delivery Point Bar Code known as POSTNET and Address Block Bar Coding in form and shape as provided per Postal Bulletin 21788 dated 5/2/91. Any other use of PostalCode Font for United States Postal Service or Delivery schemes without the express written permission of the USPS and Ray L. Bailey is strictly forbidden.

In other words ... Don't Screw with the Mail system. If you want to use the PostalCode Font, please use it only in conjunction with these files OR have a full working understanding of Postal Publications 25, 28, 67 and bulletin 21788 and approval of the United States Postal Service as well as my permission!

POSTNET IS NOT A ONE-TO-ONE TRANSLATION OF A ZIP CODE!

PLEASE READ ALL OF THE DOCUMENTATION BEFORE USING THESE PROGRAM FILES!

PostalCoder is intended to give your mail the ability to use the latest United States Postal Service technology. It prints the Postal Bar Code, called PostNet on your envelopes or labels using Address Block Coding and the 11 field Zip Code called Delivery Point Bar Code. PostalCoder uses the last two digits of the street address in conjunction with the Zip+4 to produce the Delivery Point Bar Code.

If you do not have a Zip+4 number, PostalCoder will not print the PostNet code, but will print the name and address, including the Zip Code in a Font that USPS Optical Character Readers can scan to automatically print their own PostNet code on the envelopes.

PostalCoder is meant to help speed your mail on its way with a minimum of delay. Mailing discounts MAY be obtained by using PostalCoder in conjunction with receiving proper bulk mailing account from the United States Postal Service.

A shareware fee of $15.00 is required for PostalCoder.

BABAR:

BABAR is an INIT that dresses up the desktop. Buttons are three dimensional, and there is grey borders for you to grab on re-sizing the windows.

GS.39 - InCider/A+ January 1992

The January 1992 inCider/A+ magazine contained an article called the "Way Cool GS". In that article the author wrote of many of the public domain and shareware application programs, desk accessories and Init/Cdev type files that are available for the Apple IIGS. Many of these programs/files can really make life easier on the IIGS by adding some helping hands. Others like the Backgammon or Solitaire NDA's add that touch of fun or needed diversion.

This disk contains many of those programs all together here in one place. Enjoy!

QUICKSOUND: NDA FreeWare by David Goetsch:

QUICKSOUND is a NDA that allow you to listen to digitized sound files. It supports all popular formats - both compressed and uncompressed. Using QUICKSOUND you can play sounds from any standard GS program.

DAMN BEEP: Init, Author Unknown:

DAMN BEEP replaces the sometimes annoying "beep" sound on the GS with a more suitable "damn".

DICED: Shareware DIcEd lets you create and modify icons stored in icon files. Icon files are used by the Finder and are stored in a disk's ICONS folder.

FINDER.DATA KILLER: The GS FINDER program uses Finder.Data files to remember the size and location of the windows and the location of each file icon within the window. It does this for every disk or folder that has been opened (and closed) by the Finder.

Finder.Data Killer is a crude and simple BASIC program that deletes files from your disk with the name "FINDER.DATA" and the filetype of "$C9". If the file does not conform to both of these parameters, it will not be deleted.

FINDER READER: Finder Reader (FR) is a utility for reading ASCII Text, Apple IIgs Source Code, Appleworks Classic Word Processing files and Teach Text documents. To use FR, simply copy it to your *:System folder, and it's icons to your *:Icons folder. You may then read these file types by simply double clicking on them from the Finder.

GIF to 3200: A conversion program that will turn Graphics Interchange Format (GIF) picture files into Apple IIGS 3200 pictures. The 3200 pictures can be photograph quality. This program has options for quick conversions taking just a minute or so to elaborate conversions of up to 20 minutes or more depending on the quality of conversion you desire.

ICON APPLICATOR: One of the features of the Apple IIGS that make it easy to use is that double clicking on a data file icon will cause GS/OS to automatically launch the application program for that data file.

If the application has also been programmed to include the "MESSAGE CENTER" feature of GS/OS, the application program will then automatically open the selected data file. Making use of the "MESSAGE CENTER" feature of GS/OS must be specifically programmed into the application. Many applications were not programmed to make use of this feature.

Many Apple IIGS users can not make use of this automatic application launch because they do not have an icon editor, do not understand the importance of providing an application path name or do not understand how to use this feature.

ICON APPLICATOR: Is an easy to use program which will set the application path name by using the Standard Open File Dialog with which every Apple IIGs user should be familiar.

ICONED: An Apple IIGS application that allows the user to edit existing ICON's (to add program path names for instance) or to create their own set of new icons.

SNEEZE ("AppleSoft Text-Based User Interface" ==> "A.T.U.I." ==> "Sneeze"): Is a text-and-graphics-display/menu/launcher program originally written for A2-Central On Disk. Thanks to the generosity of the people at A2-Central, I am able to release this public domain version to be used by anyone for any purpose, free of charge.

Sneeze evolved from an earlier program called "Windows". Windows (or "Window") was originally written by Andy Anderson 1987, and was later extensively modified by me —Karl Bunker — with help from Dean Esmay. Sneeze is the result of a complete rewrite of that version of Windows (and Sneeze version 2.0 is the result of a complete rewrite of Sneeze 1.x.) As one might expect from a program with such a long and involved history, Sneeze is now quite a formidable little program.

BACKGAMMON: Backgammon is an Apple IIgs New Desk Accessory (NDA) that works in either 320 or 640 mode. Getting tired of the same old number pushing? Give Backgammon a try. It's right under the Apple Icon from any Finder application.

BIG EDIT THING: Big Edit Thing (BET) is a powerful New Desk Accessory-based word processor, designed to work under Apple IIgs System Software v.5.0.3 or newer. It supports loading, editing, and saving files in a number of popular file formats including; Text, Teach, ORCA/APW Source Code, and AppleWorks (v.1.0 - 3.0.) It currently only supports one ruler, but it allows multiple fonts, sizes, styles, and colors throughout a document. Yes! It's an NDA!

CPU USE & MEMORY USE NDA's: CPU Use and Memory Use NDA's are Apple IIGS New Desk Accessory (NDA) that dynamically show you how much CPU (central processing unit) and/or memory use the IIgs desktop system is currently using. These NDA's attempt to update the CPU use thermometers every half-second or so, however, you may find that updates are performed less often because these NDA's can only update their windows when the system is not busy.

EYES: This NDA puts a pair of eyes on the desktop that follow the mouse where ever it goes.

INSTANT ICON: Ever wish you could whip up a super looking Icon? Ever see a graphic on your SHR screen that you would like to have as an Icon? What!, you say you can't draw worth a darn. Well, there's hope yet Instant Icon NDA will allow you to mark off part of the SHR screen and save it as an Icon. Just open the NDA, hold the mouse down to start marking off, and release the mouse when done. Fill out the attribute box, pick a filename, and that's it. Instant Icon. The Icons you save will load into an Icon Editor, or can be used right away.

MIDI MONITOR: Midi Monitor will graphically display the key on and key off midi commands received through the modem port (slot 2.)

PRINT BUFFER: This New Desk Accessory will allow you to specify a size for the Apple IIGS print buffer. When buffering is turned on in the Control Panel, you get a 2k buffer. With this NDA, you can specify a buffer size of 2k, 4k, 8k, 16k, 32k or 64k (providing you have the available memory.) If you select a size greater than 2k, a new buffer will be installed, and should remain until you reboot.

QUIT TO: Quit-To is a Classic Desk Accessory which allows you to jump directly from any ProDOS 8 application to any other application (either ProDOS 8 or GS/OS) without going back to your program launcher. That is, it lets you "Quit To" another application, rather than quitting to your launcher and then launching the other application from there. Naturally, this can save you a great deal of time. (Well, okay, it will only save you about a minute, but those minutes add up over hours, days, weeks, months of computer use...)

SOLITAIRE: Solitaire is an Apple IIgs New Desk Accessory (NDA) card game that works in either 320 or 640 mode. Gives you a diversion after those long stretches at the keyboard.

DESK PICTURE: This Init allows you to install a picture as the background for the Finder desktop. Comes with a black & white picture and a color picture of Mickey Mouse from Fantasia.

INIT MASTER: Init Master is an Apple IIgs Temporary Initialization file (TIF) that allows you to specify which Init files (temporary or permanent, e.g., TIF or PIF) and which desk accessories (Both NDA and CDA) should be installed at boot time. Init Master accomplishes this by changing the 'Active' state of the Init or DA.

ACK CAT: Animated Bill the Cat giving his impression of what it's like to swallow a fur ball.

FIND FILE: Extremely quick search for a source string; automatically finds any file containing the source in it's filename. Gives all Apple recognized FileTypes and gives the file size. Allows choice of search volume, reducing search times. Gives you a paged list of found file names.

GS.40 - Games & Such

This GS disk contains a smattering of interesting games and other interesting tidbits for the trusty GS machine. Program descriptions are below:

PIC.LIBRARIAN: This desktop program for the GS allows you to print out up to 55 SHR pics (any format) on one page. It is Shareware: $5. Extremely useful for those with lots of pictures.

SENSLESS VIOLENCE 2 © 1990 Pangea Software, 4/9/90:

Conceived, Designed, and Written by Brian Greenstone Music and Advice by Gene Koh

This game is shareware. This is the 6th freeware/ shareware game by Pangea Software. Pangea Software is also the creator of the awesome commercial game called XENOCIDE.

You Use, You Die, is a game which is meant as a teaching tool about some of today's most pressing problems: Smoking, Drug use, and Racism. The game requires a joystick, and at least System Disk 5.0. I don't know how much memory it needs, but a good guess would be 512K. Use button 0 to fire.

In the game, you have to guide yourself through a wormhole and avoid objects which represent smoking, drugs, and racism. When the computer detects an object in the wormhole, it will place 2 markers on the screen. The first is a white X which appears in the middle of the screen, the other is a yellow aiming sight. When the white X and the yellow sight are lined up (the closer the better) then you know your lasers are aimed on the nearest asteroid - this is when you should fire.

When you exit one wormhole, you will be thrown into another even harder one, and you will be given 150 extra lasers. You start the game with only 200 lasers, so use them sparingly. Each time you hit an object in the wormhole, it will affect one of your 3 shield status meters. There is one shield meter for each of the objects: smoking, drugs, and racism. When a meter runs out then the game is over. If you bump into the walls of the wormhole, then all 3 of the meters will go down.

TEXT.TO.SPEECH: Super.SAM by Trevor Churchill - 1986

Super.SAM is a version of the "Software Automatic Mouth. It is a GS version that does not require a card like the old Apple // version did. You can adjust pitch and speed of the speech. The demo program is written in basic, and with a bit of examination, it should be possible to make your very own speech synthesizer.

Q.BURT: Author Unknown GS version of the classical QBert™ game.

ANI.SHOW: Simple animation show for the GS.

PLASMALAB V.1.0 © 1990 by P. Brinkley:

Five, count 'em, five simulations of computer-generated life - Classical Life, Plasmalife, Wolf, Demon, and Wireworld. Programs were inspired by the Computer Recreations column in Scientific American (by A.K. Dewdnen.)

BART.SOUNDS: A set of various sound from the Simpson's show. Use ACER, QUICKSOUND, or any other sound program to listen to Bart say something on your GS.

ZAPPA.ROIDS by Lane Roath & John Romero © 1989 Ideas from the Deep:

This program is a variation of the (by now) classical game of Asteroids. You use the mouse to move your spaceship, zapping asteroids and aliens.

FILMAZE by Jason Harper:

Filmaze is based on a program by Werner Gunther. A 2-dimensional maze is created by the computer. You get an overhead view of the maze, and then, like a mouse in a maze, you are set down into the beginning of the maze. Walls and passages are all you can see. The object: Get out in as few moves as possible.

PROPANN: Propagannihilate by Mark Jennings Shareware $5:

In Propagannihilate, you discover about microscopic life. It takes time and effort. There are one player and two player games. This is a simulation of life, but with a twist. Try it, you'll like it.

It takes about 2-3 seconds per generation, depending upon the number of occupied cells, so a complete "game" can take quite a while. If you have an accelerator, use it!

GEM.GS.22 - Mines of Moria v4.83 & Quadronome

Moria is a dungeon exploration game originally written for VAX/VMS computer systems, and now available many varieties of computers. The IIgs version was ported from an IBM PC translation of the Unix conversion of the VMS original.

MORIA Instructions: The game of MORIA is a single player dungeon simulation. A player may choose from a number of races and classes when creating their character, and then 'run' that character over a period of days, weeks, even months; attempting to win the game by defeating the Balrog which lurks in deeper levels.

The player begins his adventure on the town level where he may acquire supplies, weapons, armor, and magical devices by bartering with shop owners. After preparing for his adventure, the player can descend into the dungeons of MORIA where fantastic adventures await his coming!

Please see the file MORIA.DOC on the disk for more information on how to play the game.

System requirements: Apple IIgs, ProDOS 16 or GS/OS operating system, 1Mb memory.

Runndin Moria from a shell: Moria is somewhat easier to use if run from a ProDOS 16- based command shell such as APW, Orca/M, or ECP16 since they approximate the environment in which the original version was written. You must change the file MORIA's filetype to EXE or $B5 to do this. This allows you to specify the save file name and keyboard command set when you run the program, independent of the configuration file, making it easier to keep multiple games in progress.

Distribution: Moria is a fully copyrighted work (see MORIA.DOC for the details), but is freely distributable. It may not be sold for profit, or included on disk with another program sold for profit.

Quadronome by Brian Greenstone and Dave Triplett © 1989 Pangea Software (makers of Xenocide)

Quadronome is the third in a series of "24-hour" freeware games from Brian (the other two are Grackel & Copy Killers.)

Quadronome is a fast-paced handball like game. You control either a paddle, or a paddle and a target. The object is to keep the ball in play as long as possible. There is no way to quit the game short of resetting the computer.

GEM.GS.23 - MEAN.18.8

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

- Horror 44/39: No fairway? Shoot for the rough - at least its green. On the narrow fairways pray you hit the sand: water costs one stroke.
- Island (Isolation c.c.): Lots of water. Difficult but fair. Tiny greens: accuracy is a must.
- Missoula Beach 37/37: Behind a tree after your perfect tee shot. Don't despair, you can always slice/hook your next shot to the fairway: if only they weren't so narrow. Long but reachable par 5's. Your perfect drive goes in the water: don't shoot from the pro tees. More luck than skill on many holes. Unfriendly greens.
- Marks 37/35: You can almost always reach the green in regulation. Birdie though, isn't that easy. The greens are large and you have to be a very good long putter. It also has streams meandering through the course
- Mean Greens 40/32: Hard to miss a bunker, there are so many of them. The green slope every which way. They are only level within a few feet of the pin. Some Shots from island to island to green.

GEM.GS.24 - Graphics

Another 43 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:

Maps—AFRICA.SHR, ASIA.SHR,, EUROPE.SHR, GLOBES.SHR, HURRICANE.SHR, N.AMERICA.SHR, N.AMERICA2.SHR, S.AMERICA.SHR, US.MAP.SHR, USA.BLACK.SHR, USA.CLEAR.SHR, USA.CLIP.SHR, USA.OUTLINE.SHR, USA.OUTLINE.SHR, W.HEMISPR.SHR, WORLD.MAP.SHR, WORLD.MAP2.SHR, and WORLD.MAP3.SHR

Miscelaneous—BB.PITCHER.SHR, BORDERS.SHR, MIRROR.BALL.SHR, PENCIL.SHR, COMIC.SHR, NO.SIGNS.SHR, PUDDLE.SHR, EXPOSED.SHR, NOTICE.FRM.SHR, REGAL.EAGLE.SHR, EXPOSURE.SHR, NOUVEAU.FRM.SHR, RIPPLED.WTR.SHR, GREAT.SEALSHR, OAK.FRAME.SHR, STAGECOACH.SHR, HEARTS.SHR, OFFCE.HELP1.SHR, TROLLEY.CAR.SHR, MAGIC.KNOTS.SHR, OFFCE.HELP2.SHR, MIRANDAS.SHR, and ORIENT.FRM.SHR

Illusions—ILLUSIONS1.SHR, ILLUSIONS2.SHR, and ILLUSIONS3.SHR

Enjoy the two games, and let me know via E-Mail what you think of them.

eDOMS GOTO page 28

Word 5.0 — First Impressions of the Newest Upgrade

via modem

by Bob Shutts

I obtained an upgrade to *MicroSoft Word* quite by accident. While upgrading *Flight Simulator* by telephone, I mentioned to the MicroSoft customer representative that I wouldn't mind getting *Word 5.0*, but I really couldn't justify the cost. She asked me what word processor I owned. When I stated I owned *WordPerfect 5.0* for the IBM at work, she said, "No problem. we'll upgrade you for $129.00." Five days later version 5.0 arrived by United Parcel. Moral: it doesn't hurt to ask.

In any event I've been using *Word 5.0* for about a month now. Consider this not to be a full review, bit an interim report by a user who is still learning.

System Requirements. I'm using *Word* on a two meg. Classic® at work and a one meg. Plus® at home. Both machines are running System 6.07 (never cared much for balloons). With two megs. the program clips along nicely—no delays even with *Adobe Type Manager* initted. (For you new members, *Adobe Type Manager* is a small program that makes your type look smooth, no matter what size you choose.) *Word* works fine on the one meg. Plus® as well, but things slow down noticeably with ATM or *TrueType* installed. The spell checker runs much more slowly with a one meg. machine, too.

Version Compatibility. Wonder of wonder, you can open and edit a *Word 5.0* document with *Word 4.0*, and vice versa. This was a worry to me as I occasionally send files to friends in *Word* format. You don't have to worry whether your friend has Version 4.0 or 5.0.

Ribbons, Rulers and Red Eyes. Version 5.0 adds a "Ribbon" at the top of the screen from which you can quickly click on type characteristics (bold, etc.), page breaks, columns and the drawing tool (more on this later). The "Ribbon" is obviously borrowed from *Excel 3.0*, and it is somewhat helpful. If you are a truly experienced *Word* user, however, you are using keyboard shortcuts anyway, so it is of marginal help to you. The drawback to the "Ribbon" is that it really crowds editing space on a compact Mac, because it is placed next to the "Ruler" at the top of the page—thus, the "Red Eyes." No problem, however, Microsoft has provided an out. You can set your preferences so documents do not open up with the "Ribbon" (or the "Ruler" either).

For the Artist. Another new feature is the "drawing tool." You use this tool to edit graphics you are importing (Pict or MacPaint only) or to create your own pictures from scratch. This tool is found on the "Ribbon" and is accessed by clicking the proper icon. This tool seems almost useless to me. Most people will touch up graphics in a separate drawing program anyway. A cropping tool would be more helpful (you can't scale pictures in the *Word* "drawing tool.")

Better Grammar. Version 5.0 has an improved spell checker (faster) and a new grammar checker. A real thesaurus is also provided now. I found the spell checker to be a real improvement over the older model—it run as son as you select it and it is much easier to access your own dictionaries.

For You Power Users. Publish and subscribe is fully supported, so if you publish a graph in *Excel* and subscribe to it in *Word*, then it will automatically update when you change numbers in *Excel* (I think). System 7 is required, of course. A nice feature if you're publishing *Crain's Chicago Business* on your SE. If you're an ordinary mortal like me, you will likely pass this one by. One nice touch is the ability to do one to three columns by clicking a command on the ruler. This allows you to do basic desktop publishing layout, without shelling out the money for *Quark EXpress* or *PageMaker*.

The Usual Suspects. All of Version 4.0's power features are back. Tables, footers, footnotes and endnotes are all here to make your life easier. Print preview is great—you now have a magnifying glass tool to zoom in on your text. Tabbing is very easy also.

Finally, a Manual. This manual is truly great. It is well illustrated, and the index is super. Microsoft must have been stung by the negative reaction to the Version 4.0 manuals. Now you don't have to buy the software AND a manual too.

Conclusion—Do You Need it or Just Want it? This has got to be one of the most powerful word processing programs in history, but we seem to be approaching the point of diminishing returns. The features that were added are some help to the average user, but they slow the program down somewhat. I suspect that *Word 4.0* can serve the need of the above average writer for years to come. Of course if you're like me and need the latest toy ...

by Bob Shutts, Illinois Macintosh User Group, ©1992

submitted by Peter Fleck

Macintosh Announcements: What's Happening, When and Where.

Mac announcements

by Peter Fleck and Steve Axdal

Mac HyperCard SIG

by Peter Fleck

Next Meeting: March 23, 1992 at Hagen's Office Equipment, in Richfield, near 494 and Lyndale Ave. So.

Times: 7:00–9:00

Directions: Exit 494 at Lyndale and go north. Turn left on the frontage road. Hagen's is about a block down on the left.

March Meeting: Just What is This Thing Called HyperCard

An informal question and answer session for HyperCardiacs of all levels — beginners to advanced. Several computers will be available to run HyperCard demonstration stacks; One computer will be for beginners wanting to be introduced to the program. No question is too trivial or basic nor too advanced. You can bring your own stacks to show also (or to get help with scripting problems.) The Mac eDOM (educational disk of the month) will be devoted to HyperCard stacks and be available for purchase to members and non-members (along with other HyperCard eDOMS.) (Join that evening and buy disks at the membership price!)

Mac Programmers SIG

by Steve Axdal

The December Mac Programmers meeting was held on December 17th, in recognition of conflicts with December 24th. The theme was unabashed frivolity, with demonstrations of games. The January Mac Programmers meeting ended up being held twice: once on the 21st, as stated on the January Mini'app'les cover, and on January 28th, the *fourth Tuesday*, the normal day of the month for our meetings. For the remainder of the school year, the Mac Programmers meeting will continue to be held at 7:00 P.M. on the fourth Tuesday of the month at Murray Jr. High School in St. Paul, just behind the Luther Northwestern Seminary.

It looks like this is in late again, so you may be reading this in April ... drat. At any rate, January's meeting was a demonstration of Mathematica. Mathematica, as its brochure proclaims, "is a general software system for mathematical and other applications." That description didn't help much, did it?

Mathematica is an environment designed to deal with three classes of problems. First, it can be viewed as a glorified calculator for generating numerical answers. The kicker to this description is that it will generate numerical answers to arbitrary precision and includes the ability to generate numerical answers to a variety of problems including matrix operations, integration, differential equations and more.

Second, Mathematica can deal with mathematics in symbolic form, performing algebraic manipulations, symbolic integration and differentiation (just the thing for calculus classes) and list processing.

Finally, Mathematica is a graphics machine. You not only can calculate numbers, you can graph them out with considerable ease and control, allowing you to get a pretty good grasp of the meaning of the equations you are manipulating. One demonstration showed an animated picture of a 3-dimensional wire frame model of a 4-dimensional cube as it tumbled. (Defining the 4-dimensional cube took about 30 lines, the program to do the tumbling took about 6 lines.) This is a very powerful program!

On the other hand, Mathematica does ask for a lot of hardware. While 5 Megabytes of RAM are claimed to be the minimum and may be usable for strictly symbolic computations, it was strongly recommended that 8 Megabytes was a more practical. Furthermore, 10 Megabytes of disk space are necessary for the associated files. Our demonstration was performed on a IIci running System 7 with 8 Megabytes of physical RAM and 8 Megabytes more of virtual memory. Mathematica is designed to allow separation of the kernel processor and the output processor. As a result, you can get stunning effects when you hook your Macintosh running the display end to your Cray running the kernel. If you don't have a Cray laying around, many mini-computers are supported as well as MS-DOS machines with or without Windows.

Other features include the ability to deal with sound files directly, displaying sounds graphically, numerically and acoustically; and the ability to generate Postscript definitions of figures as an alternate method of displaying the figures. In fact, once equations have been setup, they may be represented in C, Fortran or TeX. A side effect of the versa-

***Mac Announcements** GOTO page 25*

Hyping HyperCard or Don't Look a Free Program in the Mouth.

HyperCard comments

by Peter Fleck

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The March 23 HyperCard SIG will be an informal gathering to answer HyperCard questions, both from beginners and more advanced users. Several computers will be running demonstration stacks and a special HyperCard introductory disk will be available for purchase. See the HyperCard SIG announcements on the preceding page for details.

HyperCard comes with every new Macintosh. You receive the HyperCard application itself, a bare bones Home stack, an address stack, and an appointments stack. There is little in the way of instruction, and new Mac users often ignore HyperCard completely or stumble around in it briefly (and then ignore it.) ("HyperCard? I know I have it. What is it?") Since it's free, no one thinks that it could be worth very much, and since so many users know nothing about it, it's rarely mentioned in polite conversation.

This article is meant as a shallow introduction to the mysteries of HyperCard. It's intended both for those of you who just bought a Macintosh, and for old time Mac users who have been ignoring the program.

What is it?
HyperCard is a way to store chunks of information and then to link those chunks together so when one chunk makes you think of looking at another chunk, all you have to do is click somewhere (usually on a button) and you're at the new chunk. Sounds somewhat like a database but it's much more fun because it's so easy to create the links and so easy to mold a stack to your own personality (and it allows you to add or create pictures.) Addresses and names are the chunks you can store in the Address stack; appointments can be stored in the Appointment stack. You could then link the name of someone you have an appointment with to the card in the address stack where the phone number is in case you want to call and ask if you should bring anything. (Addresses and appointments can be boring. Think of more exotic information that you can store and link. Try a map of the United States where you can click on a state and get information about population, products, names of major cities, etc. Add a picture of the state bird too.)

Vocabulary
What's a *stack*? What's a *card*? They are the metaphors by which we talk about HyperCard. Each *card* (kind of like an index card in a RoloDex) of a *stack* (the whole RoloDex) holds some information. A stack is a collection of cards.

(If this article were a HyperCard stack I could have you click on the word "stack" or the word "card" and you would go to another card that would provide definitions. Click again and you would return to here.)

The "P" Word
HyperCard is easy to script, which means easy to program, but Apple made up the "script" word so as not to scare off Macintosh types who (Apple believes) would never ever like to program a computer. (But the strongest proponents of HyperCard happen to be those who do enjoy the challenges of programming—oops, I mean scripting.)

By saying HyperCard is easy to script, I don't mean you can learn everything there is to know about it in an evening or even in a week. But after a month, you should be able to create and script a basic stack. HyperTalk, the scripting language, is easier to learn than programming in Pascal or C, and is very similar to plain English. The command to go to the next card is *go to the next card*. (Guess the command that takes you to the previous card!)

Vocabulary 2
A HyperCard stack is like a RoloDex: all the cards go round and round and after the last card you're back at the first.

Stacks and cards are called *objects* in HyperCard terminology. They are joined by *buttons* which you click to do something (and usually you only click once, not twice), and *fields* where you can enter and edit text.

The fifth object is the *background* which contains the basic structure for each card. The "name" field on the address card is in the background so that it will appear on each and every card in the same place. When you create an address stack you don't have to create the "name" field on every card.

Versions of HC
Those of you who bought a Macintosh before 1991 were blessed with the full HyperCard program. This meant four folders: HyperCard Stacks, More Stacks, Help Stacks, and Idea Stacks. The stacks inside had names like Art Ideas, HyperCalc, Quotations, File Index, Area Codes, Clip Art, Button Ideas, Plots, Phone — twenty in all (including Addresses and the

Datebook ... now the Appointments stack.) With stack names like these, you were curious. You wondered what was in this program. In addition, you received two manuals; an introduction to HyperCard and a scripting guide.

The policy of giving everything away ended in late '91 when Apple gave HyperCard to Claris and Claris released version 2.0. You still receive a fully functioning current version of HyperCard with your Mac, but you are not a registered owner. The supplemental stacks and manuals are also "bare bones."

The current version of HyperCard is 2.1.

Why register?
Registering gets you the full package from Claris which contains about twenty stacks (including on-line Help) and at least two manuals. You also receive notice of upgrades which are usually free. (You can't get the upgrades without registering.)

Choose the Right Way to Register
There are two ways to register. You can get a $49 upgrade (plus shipping) by calling Claris directly. It includes the full HyperCard software package, the HyperCard Script Language Guide and a booklet listing the new features of HyperCard 2.0. Or you can buy the HyperCard Developer's Kit for about $150 which includes additional manuals and is aimed at HyperCard beginners.

I recommend the lesser priced upgrade even if you are a beginner. For another $20 to $30, you can buy a book like Danny Goodman's The Complete HyperCard Handbook. You'll save money and Goodman is a decent writer. (There are several other books also available to choose from.)

It is almost worth the registration fee just to get the Train stack which allows you to build and run a railroad on screen. It is an amazing demonstration of the power of HyperCard.

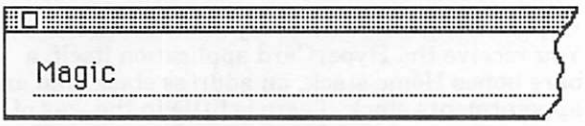
But I Have the Old Version
Great! If you're just starting out you can learn HyperCard with the old version (usually version 1.2.5, the release just before 2.0.) Almost all the commands you learn will be applicable to the later version. Most of the stacks you create will also convert to 2.0 (but you can't read 2.0 stacks with version 1.x.) You can even use Goodman's book which tells you when a command or feature is good only for version 2.0. (This article, however, is intended for recent Mac buyers who have version 2.0.)

Does ownership of the old version make you registered? NO! You have to pay money to be a registered HyperCard owner today.

Getting Started
Double-click the HyperCard icon and you are brought to the Home Stack. You must have a stack named Home to run HyperCard. If you don't, HyperCard will ask you where Home is.

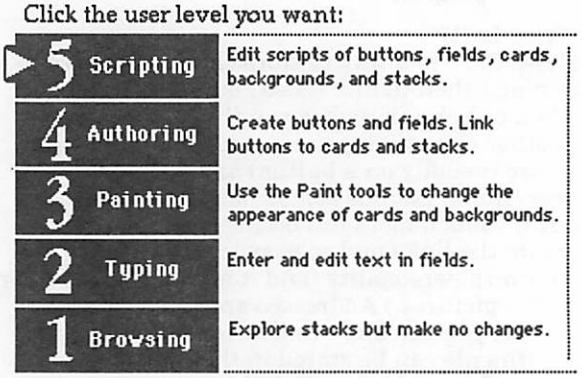
Magic
Perhaps you've heard rumors that this free HyperCard is crippled. WRONG! Go to the Preferences card of the Home Stack by choosing *Last* under the Go menu. Here you see the different levels of HyperCard and you will note that your HyperCard is set to level 2 which will allow you to browse and type in a stack. (Your other choice is level 1 which limits you to browsing only.)

HyperCard has five levels available. To access them, choose *Message* under the Go menu. The



The Message Box

Message Box will appear. Click your cursor in the box and type *Magic*. Press the return key. Three more user levels appear: painting, authoring, and scripting. Be brave and click-drag the arrow up to level 5, scripting. You'll immediately notice the addition of *Tools* and *Objects* to the menu bar.



Preferences Card

(If for some reason the Magic command doesn't work, type *set the user level to 5* into the message box and press return.)

Addresses
Return to the main Home card (choose *First* from the Go menu.) You should see an icon labeled *Addresses*. This is a button. Click once on it and if you correctly copied all the stacks to your hard disk, you should see the Address stack open.

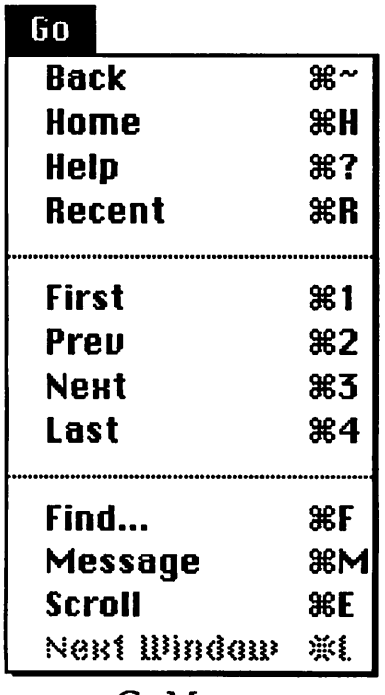
Browsing
Note the left and right arrows. Click on one and you will go to another card. Click again and you'll

go back to the first card because this stack has only two cards.

Typing & Beyond
Make a new card by clicking the New Card button once. Press the *Tab* key and the text insertion pointer should appear in the Name field. Type in a name and tab through the fields and enter data. Click the Show Notes button and a hidden field will appear. Click in it and type some notes. When you're done, click the Hide Notes button. Now go to the File menu and choose Save. Whoa! No Save command. HyperCard saves automatically. Click the Find button. Type *Royce* in the dialog that appears and click *OK*. You'll go to Royce's card.

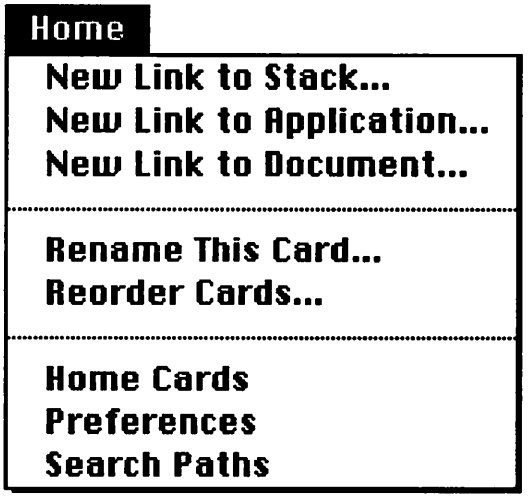
Go to the Utilities menu and perform a *Sort* by choosing one of the listed sort commands.

Go to the File menu and Choose *Print Report* ... Look at the Reports menu and you should have a listing of a dozen Avery label formats. (This listing was in later releases of the Address stack; you may not have it. But you should have at least one label-type report.)



Go Menu

When you are back at a card, click on one of the little telephones next to a phone number.



Home Menu

If you're connected to a modem, HyperCard will dial the number. (No modem? The tones will broadcast from the Mac speaker.)

Create a Stack
Go to the File menu and choose *New Stack* ... A dialog box will appear. Type in a name for your stack (like "New Addresses") and click the *Copy Current Background* option. Click the *New* button. You've just created your own personal address stack.

Home again
Note the little house button in your stack. Click on it to return to the Home stack. (You might try tapping your heels three times too. This has worked in rare instances.)

Links
Let's link a Home stack button to your new stack. Choose *New Link to Stack* ... under the Home menu.

When the dialog box appears, find your stack and open it. A flashing button will appear on the card. You can drag the button to a new location or leave it where it is.

Click the button to go to your stack.

Moving On
HyperCard is much more than the Addresses and Appointments stack. There are thousands of stacks available and the majority of them are free. There are stacks to keep track of cassette and video libraries, stacks to help you with taxes, stacks to study the bible with, game stacks, test stacks, stacks for kids, X-rated stacks (I haven't really seen any, but I'm sure they exist), stacks to keep track of your business accounting, language stacks (a company named HyperGlot produces several commercial language stacks), in fact just about everything has been tried in a HyperCard stack with mixed results. These stacks are available from places like the Mini'app'les User Group and from most Mac BBSs.

As I said at the start, this article only skims the surface of HyperCard. It's intention is to introduce you to the program. With this tour, at least you will have some idea of what HyperCard is, and can decide for yourself whether you want to walk any farther down the HyperCard path.

Peter Fleck is the HyperCard SIG coordinator for Mini'app'les, and owner of pf Hyper, a HyperCard / Macintosh training and consulting business.

***Mac Announcements** continued from page 22*

tility of output was demonstrated when a simple drawing from the ClarisWorks drawing module was copied and pasted in, then displayed in Mathematica in Postscript form.

February will demonstrate [did demonstrate? Ed.] Userland Frontier, which should function as a macro language for System 7 using Apple Events for communications. March and April will demonstrate Oracle, OracleCard and Oracle II, showing how to make SQL links to remote databases using 'friendly' front ends.

Part of the side topics at up-coming meetings will be discussions of how to focus the group. The people in attendance are generally in agreement that they would like to see more hands-on examples of how particular problems and quirks in the system have been dealt with. Secondary meetings may be spun off for focusing particular attention on current problems, using local electronic bulletin boards as forums for discussion and posting of meeting times and locations.

MacMulligan Stew — A Seasoned Pot of System 7 Ideas

The search for tidbits

by Tom Edwards

Dan Buchler, founder of the Mini'app'les Club, called me a few days ago. We talked for a while about the Club, newsletters and BBS's. Before too long, the conversation gravitated to the subject of the Mac, its programs and operating system. Dan mentioned that he had recently switched to System 7 and bumped into a couple of stumbling blocks that he just hadn't had time to research and solve.

Now I know that when it comes down to flat out computer savvy, I'm no match for Dan. But with these specific things, I had tripped over them myself. I don't solve too many on my own, but do read a lot and often find others have hit the same problems and solved them. That was the case here, and I was able to pass some help along to Dan so he could avoid the need to rediscover the wheel.

Just as Dan and I tripped on these items, perhaps you too have encountered them. I thought I'd write up a few that I remember and pass the solutions along to you. I wish that I could recall where I read some of these things so I could give proper credit. Sometimes you run across these things and they get filed in the deepest and remotest parts of your brain. They lay dormant, possibly never getting used (my modus operandi.) But every once in a while ... BINGO! ... you run across the situation and that little nugget of knowledge gets turned over to show you the answer just when you need it.

Here's a few to file away for your own future encounters of the Mac kind.

Making Word Finder Word wise

Dan likes to use Word Finder with his Word 4.0 program while using MultiFinder. Microsoft provides a version that is wedded to Word ... if you try to use it as a standard desk accessory, it pops up with a message saying you can only use it with Word. (MacWrite did much the same thing, meaning that you have two versions of it laying around if you use both of these word processors. Add in a "real" copy of Word Finder and you have something great for munching up disk space!) If you are using MultiFinder ... and you always are with System 7.x ... Word Finder sees the program it is working with is MultiFinder, not Word.

I think someone found that if you renamed any application you wanted to use Word Finder with to "Microsoft Word" you could call it up. Having all of your programs named "Microsoft Word" can get a little confusing, to say the least!

I "worked around" this problem in System 6 by using the Font/DA Mover to install the respective Word and MacWrite versions of Word Finder in the program that each matched up with. Then, when the program is run, the correct Word Finder automatically shows up on the Apple menu. (The trick is to hold the optionKey down as you go to open the target file in F/DA Mover. The dialog box then shows all files, rather than just fonts and DAs. You can install the DA into a program with ResEdit, also.)

Dan said "Cool!" (well, it was probably something a bit more British, like "jolly good") and gave it a try. That's when he stumbled over another of the little System 7 treasures. Instead of F/DA Mover obediently opening, he got a message to the effect that it was too old to work with the current system. That's correct if you are not using the F/DA Mover that comes with the TrueType INIT and fonts (about the era of System 6.0.7.) System 7 supports TrueType and expects F/DA Mover version 4.1 if you are going to mess with fonts and DAs on your own. Apple attempted to protect us from ourselves by not delivering a F/DA Mover with System 7.x. You only need to drag font and DA files to your System Folder and System 7.x installs them for you. Automatically and without a hint of F/DA Mover.

But Dan wanted to install a DA directly into a program. To do that, System 7.x requires that you use the latest (and perhaps the last ... do you hear the bugles in the distance playing taps?) version of F/DA Mover, version 4.1. Do that, and there will be no more age discrimination message from System 7.x.

Option force factor 1

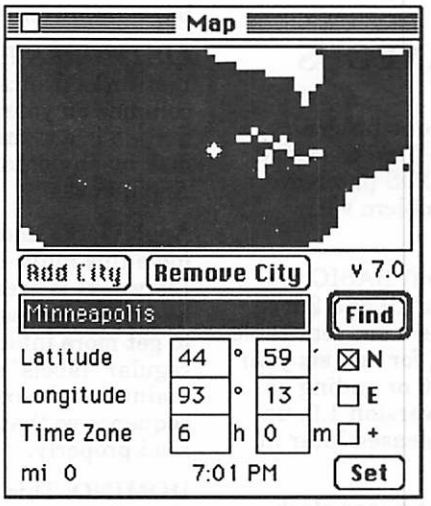
I've also found that the optionKey (it's going to get a real workout in this article) can help you "trick" Word Finder into opening in Word, even if you haven't installed the DA directly into Word (perhaps you are using SuitCase II, for example.) If this is the case, you can "force" Word Finder ... or any DA, for that matter ... to open up within the space allocated for the application you are in by pressing the optionKey (and hold it down) as you click on the Apple menu and select the DA. Ol' Word Finder gets the wool pulled over its eyes and is directed to Word's memory allocation zone, where it opens to do your bidding.

When memory is tight, you are using MultiFinder and your DA (any DA) won't open in the usual

place MultiFinder provides, you might try this optionKey trick. There might be enough application room to open the DA. I'd suggest that you make sure that all important files have been recently Saved before trying this. Any time that memory is getting "full" is a time when a bomb is likely to show up.

Option force factor 2

If you do want to use F/DA Mover on the System 7.x system file, the optionKey comes into play again. You need to hold the optionKey down as you start the "Open" process to find a target file. The System 7.x file type has been changed from a "system" file to a special "suitcase" file. F/DA Mover only "sees" system, font and DA files in its standard mode. The optionKey trick makes the Open process see all files.



The Map, opened with the optionKey down, shows a fatbits map. Includes some new features, too.

Well traveled Mac

The Map Control Panel document ships with the last few System updates. When I first saw it, I had a look, then soon took it out of my System Folder. I just didn't see any pressing need to know that it is 4750 miles from Minneapolis to Algiers, or 8070 kilometers from Bern to Beijing.

I asked Dan if he had seen the new full-color map. Somewhere, I read that System 7.x had a color picture in the ScrapBook that could be substituted for the B/W map picture that I had always seen (and still do ... my SE/30 screen comes in any color I want, as long as its black or white!.) Intrepid (or is that "insipid"?) explorer that I am, I had to have a look at the changes to Map.

Finding the color map picture was easy ... it's in the ScrapBook just as advertised. You do a "copy" of the scrapbook page, open the Map control panel and do a "paste." The color picture replaces the B/W picture. (Sorry, Dan, but I had it wrong when I told you how I thought it was done. Doing the "paste" into the "get info" window for the Map changes the Map icon. Neat, but not the effect that I wanted. But does that give anyone else some ideas?)

My further fiddling with the Map (often by way of ResEdit) reveals that there is a "find city" function. By holding the optionKey down as you click on the "Find" button, you cycle through the cities stored in the file. (Try finding "Middle of Nowhere" ... bring your rubber raft along.)

If you hold down the optionKey (amazing little key, eh what?) as you open the Map control panel, the map is "zoomed" to a fatbits scale. (I'm anxious to try this out on a color monitor to see how it looks with the color map.) Holding the mouse button down as you push the cursor past the edge of the window lets you scroll the map around. Unfortunately, the cities remain as only single "hot" pixels, so they are pretty hard to hit with the pointer. Hold the mouse button down and "scribble" were a city pixel is blinking. You'll eventually hit it, the mouse will "lock on" and the city name pops to the "find this city" box. (Wouldn't it be neat if the city was labeled in the fatbits view? I wonder if I could zoom in more and find my house?)

You can find out how to work with the Map by using Balloon Help. In addition to the distance information, the Map now adds time zones. (Now I know when the markets open in London and Tokyo. If only I had some investments to track!)

Do you hear what I hear ... ?

System 7's ScrapBook also contains a sound file ... something that you wouldn't have expected to see in older systems. Leaf through the ScrapBook File until you come to a page that shows the "speaker" icon. There's a button provided so you can play the sound.

To move the sound into your System 7.x file, do a "copy" while on the ScrapBook page of the sound. Then open the "Sound" control panel for your system and do a "paste." Pretty simple, huh? I'm not sure exactly how you may want to name this sound or what your options are to do it. I used the "get file info" process in ResEdit 2.1 to give the sound file a suitable name. There's likely to be an easier way than that.

Well, Dan, I hope that you get a moment to give some of these things a try. Just my way of saying "thanks" for some of the help and warm fuzzies that you and Lucille have sent my way and to others in the Club. Members helping members ... a great idea that continues to thrive because of Dan's pioneering efforts.

More bytes later ... TWE

eDOMs continued from page 20

eDOM 72 - MISCELLANEOUS

This disk is a compilation of various programs, some that I have designed, some from the GEM CD ROM disk, along with a ProDOS patcher program that will fix the date problem with ProDOS.

PRODOS.PATCH: This Applesoft BASIC program patches ProDOS 8 versions 1.9 and 2.0 so that the slot clock driver contains a six year table beginning with the current year, for any six year period beginning as early as 1940 or ending as late as 2039. If you're not using version 1.9, upgrade now. Version 2.0 will be released later in 1992.

This is necessary because the slot-based clock driver in ProDOS 8 version 1.9 contains a year table that ends with 1991 (having last been changed for ProDOS 8 1.2 in 1986.) It is only necessary for people using slot-based clocks or their equivalents on Apple II+, IIe or IIc computers. Apple IIgs computers never use this clock driver.

This is a preliminary release. It has not been completely tested; use it at your own risk but we think it works.

CONVERSION by Gregory Carlson:

CONVERSION is a menu-driven BASIC program that will work on any Apple II with an 80-column card. Hard copy is designed to work with a printer in slot #1. CONVERSION is compatible with DOS and ProDOS.

Choose from over 190 conversions in 17 different categories, including area, power, volume, energy, temperature, length and time. Additional conversions can be made by adding them into the DATA statements in lines 1710 to 3930.

LISTOWKRS: Version 1.3 Copyright © 1987-9 by Andrew F. Mackie All Rights Reserved:

Listworks is a set of utility programs which will print any Apple™ II database report in multiple columns on your printer.

Listworks is distributed as a shareware program. Information regarding your registration as a Listworks user is available from the Listworks Startup menu, which is the first thing to appear when you run Listworks. This documentation is a highly condensed version of (and not a replacement for) the Listworks Tutorial, which you will receive by return mail when you register yourself as a Listworks user. The Tutorial contains complete information on all aspects of using Listworks, and will explain common problems and their solutions, and include notification of bugs, improvements, etc.

LISTWORKS PROGRAM INTRODUCTION: Listworks prints a list of information in multiple columns on your printer. The source of the information is a standard ASCII text file printed to disk by any data base program, such as AppleWorks™.

AppleWorks and other database programs do not have this multi-column printing capability. Listworks is great for all types of list printouts, like three-across mailing labels, where you want to get more information on a page of paper than a regular "labels" style report allows. Listworks maintains the column oriented (top to bottom) sequence so that alphabetical or numeric lists read properly.

DOMINO: This is a high-res game of dominos. One player versus the computer. The dominos are not of the best resolution due to the small size required for the domino playing field, but the game is fun to play.

CALENDAR: Do you want to make a calendar? This BASIC program will print a standard calendar. The months and days are not in English, but may be easily modified in the program.

FOUR.BLOCK FIVE.BLOCK by Gregory Carlson:

These two programs are variations of the game TETRIS™. I have an old Apple //+ computer, and was getting frustrated being unable to play TETRIS on this venerable old machine.

Knowing a little bit about programming, I took the basic idea of TETRIS and created a passable game that can be played on any Apple // computer!

The original game that I designed was written in BASIC, and when I found that playing the game was s.l.o.w ... (about 5 minutes to get a block from the top to the bottom), I decided to write the main program in machine language. Not having access to an assembler, I put it all in HEX!

Anyway, when completed, the speed is such that the game can be quite difficult to play.

Enjoy the two games, and let me know what you think of them.

Submitted by Greg Carlson

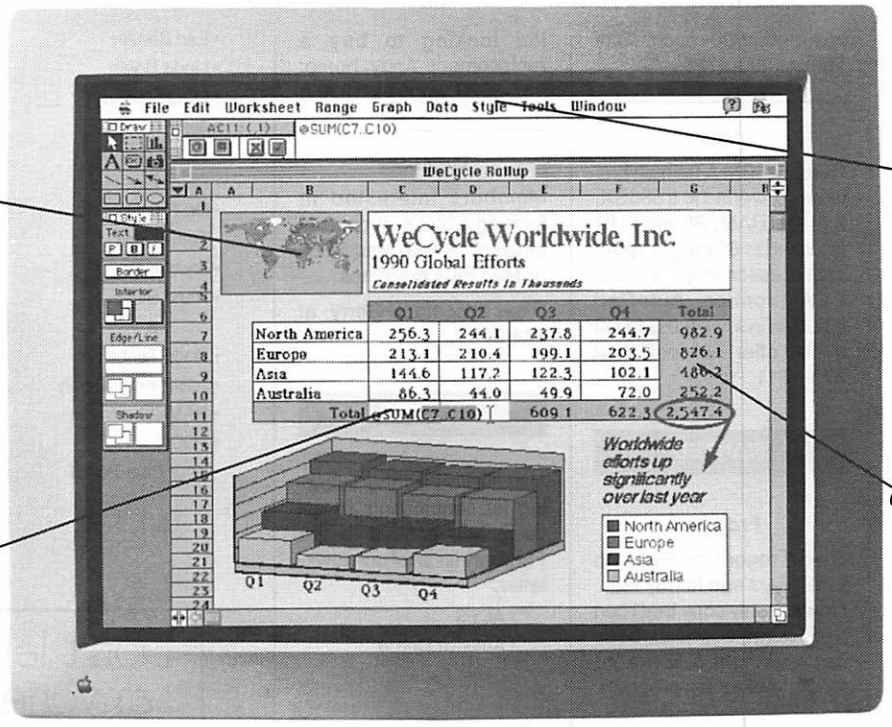
Min'app'les BBS: 892-3317

8 data, 1 stop, 0 parity, 24 hours

Only one spreadsheet is all 1-2-3 and all Macintosh. Right down to the core.

Be manipulative—*Command your worksheet with direct manipulation of all data, graphs, drawn objects and scanned images.*

In-cell vs. Excel—*Enter data or formulas directly into a cell, bypassing the console. Sounds simple because it is.*



Unified Work Environment—*The menu never changes and all information resides in one file.*

Publish and Subscribe—*Change your data and the changes will be automatically updated across the network.*

"1-2-3 for Macintosh...stands apart from its competition... by providing three-dimensional worksheet capabilities and the ability for users to perform in-cell editing."
—PC WEEK, DECEMBER 16, 1991

One look and Apple Chairman and CEO John Sculley called it "a spectacular product."* You see, this isn't just another version of a Lotus® 1-2-3® spreadsheet. It's a program that really grabs hold of the full power of Macintosh®.

Its friendly Mac® interface makes working with data, text and graphics fast and easy. Plus, you'll have features that push the capabilities of System 7 to the limit. Like Publish and Subscribe, Apple® Events, Data Access Manager and Balloon Help.™

aaaaa

Bring your presentations and reports to life with an array of colors, borders, and type styles using Adobe Type Manager.®

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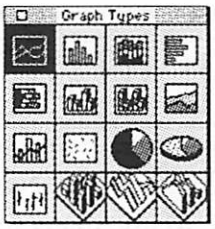

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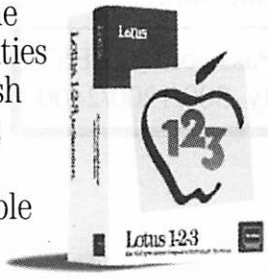

Introducing 1-2-3 for Macintosh

Lotus

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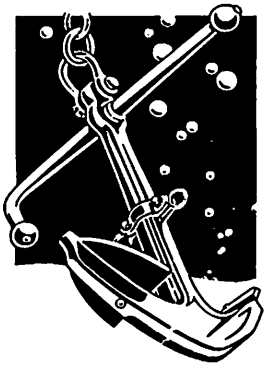

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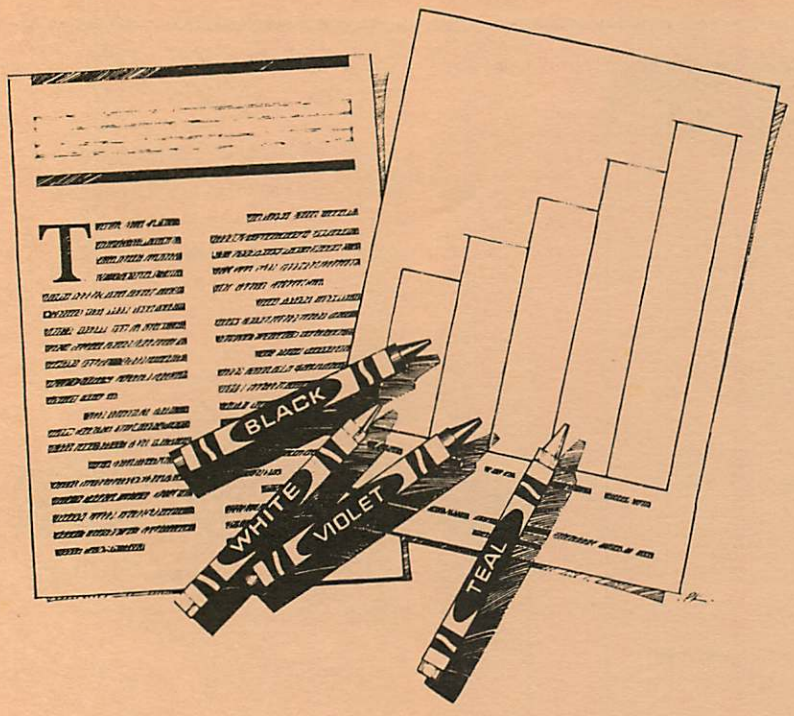

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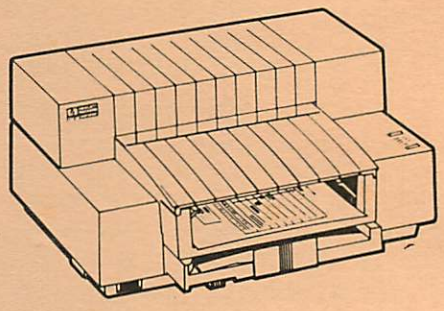

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