APRIL 1992

Calendar
of
Events

M	T	W	T	F
	* * NEW * * **FileMaker SIG** Meeting time and place are being scheduled. Steve Wilmes 450-7448	1	**Mac Main Meeting** 2 **General mini'app'les Meeting** Bloomington Educational Center 90th St & Portland Ave. So. 7:00 p.m. Rooms 210-211 Subject: Timeworks Publish It Easy Mike Carlson: 866-3441 Melvyn Magree: 559-1108	3
6	7	8	**mini'app'les** 9 **Board Meeting** Lexington Branch Library University & Lexington Aves. St. Paul, MN, 7:00 p.m. David Laden: 488-6774	10
Apple II GS and 13 **Apple II Main Meeting** Washburn Com. Library 7:00 p.m. 5244 Lyndale Ave. So.Mpls. Subject:: System 6.0 Tom Ostertag: 488-9979	**Apple II DTP SIG** 14 Murray Jr High St. Paul, 7:00 p.m. NO MEETING UNTIL FURTHER NOTICE.	15	**North Shore Mac CIG** 16 Bethlehem Lutheran Church Grand Marais, 7:00 p.m. Jim Ringquist: 218-387-2234	17
Fourth Dimension™ SIG 20 Autoline, 2714 Patton Rd, St. Paul, 7:00 p.m. Ian Abel: 824-8602	**MacCAD/E SIG** 21 Micro Age Computers 5909 Baker Rd. Suite 530 Minnetonka 7:00 p.m. Bill Langer: 937-9240 Daron Applequist: 938-7 **MircoSoft Works SIG** Highland Br. Library, 7:00 p.m.	**Mac Desktop** 22 **Publishing SIG** Jefferson El. School, Rm 201 25th St & Hennepin Ave So Bob Grant: 827-6294	**AppleWorks® SIG** 23 Murray Jr. High, 2200 Buford St. Paul, 7:00 p.m. Subject:: Apple Works Integration Jim Shields: 434-9836	24
HyperCard™ SIG 27 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** 28 Murray Jr. High, St. Paul, 7:00 p.m. Subject:: Think - C Gervaise Kimm: 379-1836	29	30	

Notes:

The deadline for articles is the 1st of the preceding month. If you want your article in May's newsletter, we must have your copy by the 1st of April. 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 MAY
IS ON PAGE 4

mini'app'les

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

Board Members:

Board of Directors

President	*David E. Laden*	488-6774
	675 West Wheelock Pkwy,	
	St. Paul, MN 55117	
Vice-President	*Tom Lufkin*	698-6523
	2078 Highland Parkway	
	St. Paul, MN 55116	
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	Karen Samuels	827-2966
TC/PC	Gervaise Kimm	379-1836

Circulation this issue: 1000

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

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

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

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

Make checks payable to: mini'app'les
Mail to Mini'app'les: Attention: eDOM Sales
P.O. 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 — *this position is vacant*

Newsletter Publication Staff

Publications Director		
Newsletter Manager	David Undlin	432-0913
Editor	Michelle Parks	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

CONTENTS

VOL. 15, NO. 4
April 1992

IN THIS ISSUE

ADVERTISERS

The Fine Print

IF YOU ARE MOVING...

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

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

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

PRINT YOUR NEW ADDRESS HERE.
Street: _____
City, St., Zip _____

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

Yes . . .
I'd like to join!

Please accept my

mini'app'les MEMBERSHIP APPLICATION.

Please Print or Type:

1. Name _____
   _____

   Address_____
   City _____ State_____ Zip_____
   Res. phone_____ Bus. _____
   Renew ID#_____ Exp. Date_____

2. **Please enroll me as a mini'app'les member.**
   ☐ Regular [1st year] $20.00
   ☐ Renew [one year] $15.00
   ☐ Foreign $30.00   ☐ Educational $50.00
   ☐ Sustaining $25.00   ☐ Corporate $100.00
                         ☐ Donation $_____
                         (tax deductible)

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**

Macintosh Main Meeting.	Thur., May 7	Blommington Educational Center 90th & Portland	Note 6
Apple II & GS Main Meeting	Mon., May 11	Washburn Library, 5244 Lyndale	Note 11
Board Meeting	Thur., May 14	Lexington Branch Library, St. Paul	Note 1, Members welcome
SWAP MEET	Sat., May 16	Apache Plaza, 10 - 3 p.m.	Note 9
Fourth Dimension™ SIG	Mon.,May 18	Autoline, 2714 Patton Road, St. Paul	Note 21
Micro Soft Works SIG	Tues., May 19	Highland Br. Library, St. Paul	Note 10
MacCAD/E SIG	Tues., May 19	Micro Age Computers 5909 Blake Rd.Mtka.	Note 8 & 19
North Shore CIG	Thur., May 21	Bethlehem Lutheran Church, Grand Marais	Note 15
HyperCard™ SIG	Mon., May 25	Memorial Day — no meeting this month	Note 5
Mac Novice SIG	Mon., May 25	Memorial Day — no meeting this month	Note 9
Macintosh Programmer SIG	Tues., May 26	Murray Jr. High, 2200 Buford, St. Paul	Note 18
Mac Desktop Publishing SIG	Wed., May 27	Jefferson El Sch Rm 201, 25th & Henn.	Note 3
AppleWorks© SIG	Thur., May 28	Murray Jr. High, 2200 Buford, St. Paul	Note 10

1.	Dave Laden	488-6774	6.	Melvyn Magree	559-1108	11.	Tom Ostertag	488-9979	16. Tom Michals 452-5667
2.	Ian Abel	824-8602	7.	Joy Kopp	440-5436	12.	Mark Evans	377-9000	17. John Hackbarth (715) 246-6561
3.	Bob Grant	827-6294	8.	Bill Langer	937-9240	13.	Open		18. Gervaise Kimm 379-1836
4.	Mke Carlson	866-3441	9.	Tom Lufkin	698-6523	14.	Open		19. Daron Applequist 938-7001
5.	Peter Fleck	370-0017	10.	Jim Shields	434-9836	15.	Jim Ringquist	(218) 387-2234	

Coordinators – Please Call Dick Aura (941-1198) by the 1st 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	QuickBasic	5, 6	ProTERM	23, 25	Mousetalk	15
Beginners	13, 14	Telecommunications		Quicken	25	PaintWorks Plus/Gold	15, 25
Canvas	5	XPress	21	Talk Is Cheap	3	Prosel	2
FileMaker II, Pro	1, 17			TimeOut	2	TML Basic	3, 10
Freehand	22	**Apple II**	**Key**	TO Graph	2	TML Pascal	3, 10
General	14, 17, 18	Applewriter	2	TO SideSpread		Writer's Choice	15
Helix	16	AppleWorks	2, 23, 25	TO QuickSpell			
HyperCard	6, 9	Ascii Express	3	TO SpreadTools		**Apple ///**	**Key**
MacDraft	5	BASIC	5	TO Thesaurus		General	12
MacDraw	5	Beagle Buddy	23				
MacPaint	5	Datalink 1200		**Apple IIGS**	**Key**		
Mac OS	4	Dazzle Draw	25	AppleWorksGS	15		
Microsoft Excel	5, 6, 17, 18	Dollars & $ense		APW	20, 23		
Microsoft Word	4, 5, 6, 14, 17	DB Master	7	Complete Pascal	10		
Microsoft Works	11, 17	Educational Software	25	Delux Paint II	25		
Networking	5, 6, 13	Epson LX80		General Information	3, 10		
PageMaker	4, 6, 17	General Information	25	Graphic Writer II/III	15		
PostScript	8	Home Acc'n't	20	GS/OS	3, 10		
Power Point	5	Laser 3.5 drives		HyperStudio GS	3		
		PublishIt!	23, 25	Merlin 16+	15		

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.	Steve Wilmes	450-7448	E	9.	Peter Fleck	370-0017	DEW	16.	Arnie Kroll	433-3517	E
2.	Tom Ostertag	488-9979	E	10.	Randy Dop	452-0425	EW	17.	Michael Foote	507-645-6710	DEW
3.	Tom Gates	789-1713	EW	11.	Ed Spitler	432-0103	D	18.	Richard Becker	870-0659	EW
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	25.	Rand Sibet	560-8103	EW

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

Minutes of Mini'app'les Board of Directors Meeting

from your
Board of
Directors

by Rand
Sibet

St. Paul Public Library - Lexington Branch, November 14, 1991

Board Members in attendance: Dave Laden, Tom Lufkin, Rand Sibet, Greg Carlson, Jason Mooney

Board Members absent: Tom Shaff

Members in attendance: Steve George, Tom Gates, Eric Knopp, Dick Peterson

MINUTES

PRELIMINARY

1.1 The meeting was called to order by President David Laden and attendance was taken.

1.2 The meeting agenda was distributed and reviewed. A motion to accept the agenda was seconded and carried.

1.3 The minutes of the October 10th Board Meeting were submitted. A motion to approve the minutes was seconded and carried.

REPORTS

Item 2.4 Treasurer's report:

INCOME

Membership Dues	$1330.00
Advertising	57.00
eDOM Sales	194.00
Swap Meet Table	20.00
Interest	88.21
	$1689.21

EXPENSES

Printing, publications	$1211.02
Postage, shipping	29.00
P.O. Box Rental	93.00
Telephone	17.00
Applelink	17.12
Video tape of Apple UG Downlink	25.00
Insurance	261.00
MN Dept. of Revenue (Sales Tax)	25.75
	$1678.89

MONTH GAIN	$10.32

Checking account balance	$3,725.72
TCF Cash Mgmt Acct	3,127.56
TCF CD	4,000.00
	$11,020.21

Item 2.5 Membership Director's Report

- 686 paid members total
- 25 new members
- 59 renewals
- 11 expired

Item 2.8 Software Director's Report: New disks for December release include 2 Mac and 5 Apple II. Still looking for eDOM sales help at SIG Meetings. The GS eDOM catalog has been started.

Officer reports acceptance by Lufkin, seconded by Carlson.

OLD BUSINESS:

3.1 - Vacant Board Positions - Publications Director

3.2 - Fall Swap Meet report - Successful, and one will be planned for April.

3.3 - Hamfest report - Good.

3.4 - Control Data Fair report - less attendance than expected.

NEW BUSINESS:

4.1 - Nominating committee - 3 potential candidates at this time per Jason Mooney.

4.2 - Membership Survey - Tabled.

4.3 - Classified ad rates for non-members - Tabled.

4.4 - Non-members serving in staff/volunteer positions - Acceptable unless serving a position on the Board of Directors per the by-laws.

4.5 - Notification of Board Member with expired membership.

4.6 - Resignation of James C. Fullwood from the position of Operation and Resources.

4.7 - Resignation of Dick Aura from the position of Treasurer.

4.8 - A Team Electronic proposal for promotional purposes - discussed and aborted.

The meeting adjourned at 9:00 P.M.

Respectfully submitted by Rand Sibet, November 14, 1991

From Our Membership Director

from your Membership Director

by Rand Sibet

New Members Through March, 1992.

New Members:

Ballen, Tom	55331	612-470-5000
Dobesh, Todd	55417	612-722-7041
Dock, Bud	55125	612-735-8464
Dressler, Rick E	55117	612-489-9227
Evans, Thomas L	55435	612-920-6600
Graff, Timothy J	55345	612-475-0019
Hockin, Dr James R	55343	612-933-6468
Houle, Kevin T	55419	612-869-0871
Jones, Kraig	55431	612-835-6833
Laird, Sally A	55115	612-779-7035
Leavitt, Lois E	55410	612-925-4860
Lorimer, William L	55114	612-644-8400
Northern Hydraulics	55337	612-894-9510
Possin, Christine I	56072	507-465-8233
Sanford, John E	55110	612-653-7660
Schlough, W. Lee	55372	612-447-3223
Schneider, Mark R	55109	612-771-2881
Schoenheider, Derald	55119	612-735-5594
Schwichtenberg, Maggie	55102	612-291-7340
Stern, Philip J	96761	612-338-6900
Thorndycraft, Julie	55331	612-470-1152
Walinski, James P	55407	612-721-2276

Sustaining Members:

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

Corporate Members:

Cray Research Inc
McGraw-Hill Healthcare Group
Norwest Corporation
Northern Hydraulics

Sponsoring Members:

Bieger, Walter
Carlson, Greg
Fleck, Peter
George, Steve
Grant, Bob
Laden, David E
Lufkin, Tom
Mooney, Jason
Ostertag, Tom
Rassmussen, Gerry
Sibet, Rand
Sommers, Dan
Trotman, John
Undlin, David
Watson, Harold

A Special Thanks

On behalf of Mini'app'les, I would like to publicly thank the following members who have renewed their memberships with an additional generous donation above and beyond the membership renewal fee in the past two months:

- Raymond W. Melzer
- Richard A. Fitch
- Joe Hagnander

I would also like to point out that members listed as "Sustaining Members" in each newsletter have also donated extra money to this user group.

Submitted by Rand Sibet

Timing of New Memberships

more from your Membership Director

by Rand Sibet

The membership labels for the newsletters are printed around the 20th of each month, so the labels can be applied to the newsletters and the newsletters can be delivered to the post office in time for members to receive their newsletter before the Main Mac meeting which is the first Thursday of the month.

The new members and membership renewals get processed around the 20th of each month. Therefore, if you are recruiting someone to join Mini'app'les, or if you are renewing yourself, it is a good idea to get the application/renewal card and check mailed to the club's P.O. Box by the first half of the month, otherwise the membership may not be processed until the FOLLOWING month. For example, if you expire on May 1st (Expiration date on your newsletter is 92-05), but send in your renewal AFTER May 15th, you may be deleted from the database before your renewal

is processed and therefore receive no June Newsletter.

Please keep in mind the club's P.O. Box is only emptied once a week, so by getting your renewal in the mail before the 15th of the month will ensure you will be processed in time.

To clarify expiration dates, the year and month on your expiration date is the date your membership expires (the first day of the month listed, not the last day). You still receive the newsletter for the month you expire, but officially you have expired, and will receive no more newsletters unless you get your renewal to the club before the 15th of the expired month.

I hope this clarifies your understanding of membership processing.

Submitted by Rand Sibet

Letter to the Editor: Late December Issue

I would like to clarify the late arrival of the December issue of our Newsletter to explain why you received it the last week of January.

The newsletter was printed by the end of November. After printing was completed, each newsletter was to be affixed with a membership label and delivered to the Hopkins post office.

Mini'app'les hires a company to:

1) Receive the newsletters from the printer.
2) Apply the membership labels supplied by the club.
3) Process the newsletters for a discount "bulk mail" mailing rate.
4) Deliver to the post office in Hopkins where the club's non-profit mailing permit is located.

This type of business is commonly referred to as a "mailer".

The problem with the December issue occurred upon delivery to the post office. According to the mailer, the delivery service contracted to receive and deliver their material did not deliver the

newsletters to the post office in the usual prompt manner.

After numerous unanswered phone calls, a new mailer was hired in January with excellent results.

I believe the newsletter will soon approach a delivery date to precede the 1st of the month. We need people to volunteer to process this newsletter to meet this deadline: persons are needed to write articles, edit, layout, and sell advertising.

> ... did not deliver the newsletters to the Post Office in the usual prompt manner.

I trust a majority of members could give this User Group a few hours of time each month. We can give you meaningful work and a sense of accomplishment. Write to the P.O. Box 796, Hopkins, Minnesota 55343 or call our voice mail line at 229-6952 and offer to contribute. Your commitment to the timely delivery and professionalism of our newsletter will be greatly appreciated.

Rand Sibet, Mini'app'les volunteer

January Board of Directors Minutes

from your
Board of
Directors

by David
Laden

Thursday January 9, 1992

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

Board Members Excused: Allen Mackler

Members Present: Gervaise Kimm, Tom Gates, Erik L. Knopp, Barney Barker, Richard H. Peterson, and David Kloempken

MINUTES

The meeting was called to order at 7:15 p.m. A quorum was declared present.

PRELIMINARY

NOTE: MSC = Moved, Seconded, and Carried.

1.1 Attendance was taken.

1.2 MSC to adopt the agenda as submitted.

1.3 MSC approval of minutes and actions taken at November 14, 1991 meeting.

1.4 MSC approval of minutes and actions taken at December 12, 1991 meeting.

1.5 MSC to appoint Executive Committee to consist of President, Vice President, and Software Director until such time as Board of Directors again has a Secretary and Treasurer.

REPORTS FROM OFFICERS/COMMITTEES

2.1 President Laden emphasized the need to fill vacant board positions and complete nominating committee/process. The Mini'app'les Survey has been completed and is ready for approval this evening. Thanks to Jason Mooney for his work on the survey.

2.2 Vice President Lufkin reported that the General Membership Meeting will be held in conjunction with the Main Macintosh Meeting on March 5th at the Bloomington Education Center. He has been in contact with Mel Magree regarding the arrangements.

2.3 Treasurer's report was distributed and reviewed.

2.4 Membership Director's Report was distributed and reviewed.

2.5 Software Director's report was distributed and reviewed.

2.6 Tom Shaff, Macintosh Interest Group Director reported that he has seen growth in group called Desktop Publishing Alliance (not a Mini'app'les group) and that there appears to be a lack of awareness of the "computer club".

MSC to accept reports of Officers and Committees.

OLD BUSINESS

3.1 Vacant Board Positions - President Laden reviewed board positions currently available: Publications Director, Treasurer, Secretary, and Apple II SIG Director.

3.2 Formation of Nominating Committee. Jason Mooney reported that there are 4 members doing phone calling. These people are not willing to go to meetings to solicit nominations.

3.3 MSC to accept the Survey/Questionnaire as submitted. Minor corrections were noted.

3.4 Notification given (via US mail) to Board Member with expired membership was returned "address unknown." At this point, we do not have a current address for this individual.

3.5 Policy on Database Distribution was again reviewed in light of E-mail received. MSC to permit distribution of the database (name, address, and phone number) to Mini'app'les staff, on a need to know basis, provided that the staff person sign a non-disclosure agreement. Non-disclosure agreement shall contain surrender upon termination and upon request clauses, and that the database is not to be distributed to anyone else.

Rand Sibet will draft and have President Laden review.

NEW BUSINESS

4.1 General Membership Meeting - March 5, 1992. Tom Lufkin will be in contact with David Undlin regarding publicity in the February and March newsletters.

4.2 MSC the following bylaw changes be recommended to the general membership for approval:

Add to section D.2. If Past President resigns or relinquishes office, the President shall appoint a Director-at-Large to complete Past President term and duties.

Change D.3. to read: If an officer resigns or relinquishes office, the President shall appoint a replacement in a timely manner subject to board approval.

Change D.9. 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.

Add section D.10. No member or membership may hold more than one board position or vote except as noted in bylaws.

Change section G.1. 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.

Change section G.3. 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.

Change section H.3. to read: Changes to the by-laws suggested by the board will be published in the Mini'app'les newsletter at least two months prior to the election of ratification.

Change H.4. 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.

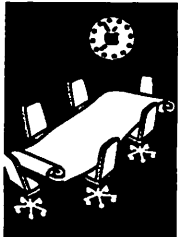4.3 Discussed briefly joint efforts with other groups.

4.4 Participation in Data Base Fair - Tabled

The meeting was adjourned.

Submitted by David Laden

February Board of Directors Minutes

from your Board of Directors

by David Laden

Thursday February 13, 1992

Board Members Present: David Laden, Tom Lufkin, Tom Shaff, Allen Mackler, Greg Carlson, and Rand Sibet

Board Members Absent: Jason Mooney

Members Present: Steve George, Erik L. Knopp, and Tom Gates

MINUTES

The meeting was called to order and a quorum was declared present.

PRELIMINARY

1.1 Attendance was taken.

1.2 MSC to adopt the agenda as submitted.

1.3 MSC approval of minutes from January 9, 1992 meeting.

REPORTS FROM OFFICERS/COMMITTEES

2.1 President Laden emphasized the need to fill vacant board positions and complete nominating committee/process. The Mini'app'les Survey was included in the February 1991 issue of the newsletter. We need to get copies out to SIG meetings for one month period. Have also been in contact with Desktop Color Expo (part of Strictly Business Show) and Science Museum regarding user group involvement in upcoming shows.

2.2 Vice President Lufkin reported that the General Membership Meeting will be held in conjunction with the Main Macintosh Meeting on March 5th at the Bloomington Edu-cation Center. He has been in contact with Mel Magree regarding the arrangements.

2.3 Treasurer's reports for year ending December 31, 1991 and for January 1992 were distributed and reviewed.

2.4 Membership Director's Report was received.

2.5 Software Director's report was received.

2.6 Operations/Resource Director's report was received. Allen has been contacting people to update location of equipment.

2.7 Tom Shaff, Macintosh Interest Group Director reported formation of FileMaker Pro SIG. There are about a dozen people interested. There is also a separate MIDI group in the Twin Cities.

MSC to accept reports of Officers and Committees.

OLD BUSINESS

3.1 Vacant Board Positions - Publications Director, Treasurer, Secretary, and Apple II SIG Director.

3.2 Formation of Nominating Committee. No report available.

3.3 Survey/Questionnaire was published in February 1992 newsletter. Need to get it out to all SIG meetings. So far, about 20 have been returned to the PO Box.

3.4 General Membership Meeting - March 5, 1992

NEW BUSINESS

4.1 President Laden appointed Tom Gates to

position of Apple II Interest Group Director. MSC approval of appointment.

4.2 Mini'app'les was listed as sponsor of the Data Base Fair. This had not received prior approval by Board of Directors. MSC to spend up to $50 for booth space if details can be worked out. Tom Lufkin and Rand Sibet will follow up and report on situation.

4.3 MSC to hold Spring Swap Meet on Saturday May 16, 1992 at Apache Plaza. Tom Lufkin will make the necessary arrangements.

4.4 Participation in Strictly Business Show/Desktop Color Expo - May 1992. More information should be available next month. - Tabled

4.5 Participation in Science Museum Computer Fair - September 1992. Chuck Penson of the Science Museum will attend next board meeting. - Tabled

4.6 MSC Approved appointment of Gervaise Kimm as Liaison with TC/PC.

4.7 MSC Approved formation of FileMaker Pro SIG and appointment of Steve Wilmes as coordinator.

4.8 Report on Midwinter Madness. Tom Gates and Tom Ostertag had club's Apple IIgs out there. Two or three memberships so far. Passed out many membership applications.

The meeting was adjourned.

Submitted by David Laden

Help Out Your Club — We Need Your Help

Donations Needed

For the Mini'app'les Apple IIGS

1. A 4 megabyte memory card (like a Harris GS Sauce Card)
2. 4 (qty.) SIMMS Memory Chips rated at 1 megabyte each
3. A SCSI Hard Drive with cable and SCSI card
4. A Transwarp or similar accelerator card
5. A Kensington System Saver or similar cooling device

The club cannot afford to purchase any of these items at the present time, but they are needed in order to run HyperCard and other software in an efficient manner for demonstration purposes. If you would like to donate any of these items in whole or in part, Mini'app'les would cheerfully write you a tax-deductible receipt for your donation.

Questions? Call Rand Sibet at 560-8103.

Have Dinner with Guy Kawasaki

Would you like to have dinner with Guy Kawasaki? If so, volunteer to be co-coordinator of the Main Mac Meeting and invite Guy back to speak.

I have been doing too many "little" things and have to drop many of them. Being co-coordinator of the Mac Main Meeting is one of them. The June meeting will be the last one that I will be responsible for.

Being co-coordinator is relatively simple. Think of who to invite to speak, call, write, or EMail that person, let the publicity people know, and if the person is from out of town, offer to pick him or her up and go to dinner before the meeting.

At the meeting, welcome everyone, tell the purpose of Mini'app'les, have new people introduce themselves, have everybody introduce themselves to their neighbors, ask for any announcements, ask if there are any questions, and then introduce the speaker.

Generally somebody else handles the meeting place (thanks Nan), the calendar and Computer User (thanks Dick), and bring the computer and projector (thanks Tom E.).

If you're interested, call Tom Shaff at 225-1191 or his successor as Mac SIG director.

Melvyn Mcgree

Mac Classic owners

Harris Laboratories in Edina is looking for a Mac Classic owner to review their new ($300) accelerator card, "The Performer". Speed increase is 90-95%, 64K SRAM cache, optional math co-processor chip ($100) for 70% speedup. You must be using System 6.0.7 or later. Accelerates ROM and Graphics. Lifetime Warranty! Made in the U.S.A.

Call David Undlin at 432-0913 or write our P.O. Box, and your name will be entered in the lottery.

David Undlin

On Copyrights — Explanations by a Practicing Attorney

Issues in Computing

by Jordan Breslow

by Jordan J. Breslow

I am an attorney practicing copyright law and computer law. I read a series of queries in Net.Legal about copyright law and was dismayed to find that people who had no idea what they were talking about were spreading misinformation over the network. Considering that the penalties for copyright infringement can include $50,000 damages per infringed work, attorneys' fees, court costs, criminal fines and imprisonment, and considering that ignorance is no excuse and innocent intent is not even a recognized defense, I cringe to see the network used as soapbox for the ill-informed.

For that reason, this article will discuss copyright law and license law as they pertain to computers. My goal is to enable readers to determine when they should be concerned about infringing and when they can relax about it. I also want to let programmers know how to obtain copyright for their work. I'll explain the purpose of software licenses and discuss the effect that the license has on copyright.

For those of you who are programmers, I'll help you decide whether you own the programs you write on the job or your boss owns them. I will also mention trademark law and patent law briefly in order to clarify some confusion about which is which. Incidentally, if you read this entire essay, you will be able to determine whether or not the essay is copyrighted.

Part One: The meaning of copyright from the viewpoint of the software user

0.1 A bit of history.

If you're not interested in history, you can skip this paragraph. "Modern" copyright law first came into existence in 1570 by an act of Parliament called the Statute of Anne. Like most laws, it hasn't changed much since.

It was written with books and pictures in mind. Parliament, lacking the foresight to predict the success of the Intel and IBM corporations, failed to consider the issue of copyrighting computer programs. At first, courts questioned whether programs could be copyrighted at all. The problem was that judges couldn't read the programs, and they figured the Copyright Law was only meant to apply to things humans (which arguably includes judges) could read without the aid of a machine.

I saw some mythical discussion about that in some of the Net.Legal drivel. Let's lay that to rest: programs are Copyrightable as long as there is even a minimal amount of creativity. The issue was laid to rest with the Software Act of 1980. That Act modified the Copyright Act (which is a Federal law by the way), in such a way as to make it clear that programs are copyrightable. The few exceptions to this rule will rarely concern anyone.

The next question to arise was whether a program was copyrightable if it was stored in ROM rather than on paper. The decision in the Apple v. Franklin case laid that to rest: it is.

0.2 What is copyright?

As it is commonly understood, it is the right to make copies of something; or to put it the other way around, it is the right to prohibit other people from making copies. This is known as an exclusive right-the exclusive right to "reproduce," in the biological language of the Copyright Act-and what most people don't know is that copyright involves not one, not two, but five exclusive rights. These are (1) the right to make copies, (2) the right to distribute copies to the public, (3) the right to prepare "derivative works" (I'll explain, just keep reading), (4) the right to perform the work in public (this mainly applies to plays, dances and the like, but it could apply to software), and (5) the right to display the work in public (such as showing a film).

0.3 Before we go any further, what is public domain?

I saw some discussion on the net about public domain software being copyrighted. Nonsense. The phrase "public domain," when used correctly, means the absence of copyright protection. It means you can copy public domain software to your heart's content. It means that the author has none of the exclusive rights listed above.

If someone uses the phrase "public domain" to refer to "freeware" (software which is copyrighted but is distributed without advance payment but with a request for a donation), he or she is using the term incorrectly. Public domain means no copyright-no exclusive rights.

0.4 A hypothetical software purchase.

Let's look at those exclusive rights from the viewpoint of someone who has legitimately purchased a single copy of a copyrighted computer program. For the moment, we'll have to ignore the fact that the program is supposedly licensed, because the license changes things. I'll explain that later. For now, assume you went to Fred's Diner and Software Mart and bought a dozen eggs, cat food and a word processing program. And for now, assume the program is copyrighted.

0.5 What can you do with this copyrighted software?

Let's start with the obvious: can you use it on your powerful Timex PC? Is this a joke? No. Prior to 1980, my answer might have been No, you can't use it! And people actually pay me for advice like that. Well think: you take the floppy disk out of the Ziplock baggy, insert it in drive A and load the program into RAM. What have you just done? You've made a copy in RAM-in legalese, you've reproduced the work, in violation of the copyright owner's exclusive right to reproduce. (I had better clarify something here: the copyright owner is the person or company whose name appears in the copyright notice on the box, or the disk or the first screen or wherever. It may be the person who wrote the program, or it may be his boss, or it may be a publishing company that bought the rights to the program. But in any case, it's not you. When you buy a copy of the program, you do not become the copyright owner. You just own one copy.)

0.6 Anyway, loading the program into RAM means making a copy.

The Software Act of 1980 addressed this absurdity by allowing you to make a copy if the copy "is created as an essential step in the utilization of the computer program in conjunction with a machine and is used in no other manner..." By the way, somebody tell me what "a machine" means. If you connect 5 PC's on a network is that "a machine" or several machines? A related question is whether or not running software on a network constitutes a performance. The copyright owner has the exclusive right to do that, remember?

0.7 Can you make a backup copy?

OK, so you bought this copyrighted program and you loaded it - into RAM or onto a hard disk . without the FBI knocking on your door. Now can you make a backup copy? YES. The Software Act also provided that you can make a backup copy, provided that it "is for archival purposes only..."

What you cannot do, however, is give the archive copy to your friend so that you and your pal both got the program for the price of one. That violates the copyright owner's exclusive right to distribute copies to the public. Get it? You can, on the other hand, give both your original and backup to your friend-or sell it to him, or lend it to him, as long as you don't retain a copy of the program you are selling.

Although the copyright owner has the exclusive right to distribute (sell) copies of the program, that right only applies to the first sale of any particular copy. By analogy, if you buy a copyrighted book, you are free to sell your book to a friend. The copyright owner does not have the right to control resales.

0.8 Licenses may change the rules.

At this point, let me remind you that we have assumed that the program you got at the store was sold to you, not licensed to you. Licenses may change the rules.

0.9 Can you modify the program?

Now, you're a clever programmer, and you know the program could run faster with some modifications. You could also add graphics and an interactive mode and lots of other stuff. What does copyright law say about your plans? Well... several different things, actually.

> The Software Act also provided that you can make a backup copy, provided that it "is for archival purposes only..."

First, recall that the copyright owner has the exclusive right to make derivative works. A derivative work is a work based on one or more preexisting works. It's easy to recognize derivative works when you think about music or books. If a book is copyrighted, derivative works could include a screenplay, an abridged edition, or a translation into another language.

Derivative works of songs might be new arrangements (like the jazz version of Love Potion Number 9), a movie soundtrack, or a written transcription, or a "long version," (such as the fifteen minute version of "Wipe Out" with an extended drum solo for dance parties.)

In my opinion, you are making a derivative work which you take the store-bought word processor and modify it to perform differently. The same would be true if you "translated" a COBOL program into BASIC. Those are copyright infringements-you've horned in on the copyright owner's exclusive right to make derivative works.

There is, however, some breathing room. The Software Act generously allows you to "adapt" the code if the adaptation "is created as an essential step in the utilization of the computer program in conjunction with a machine..." For example, you might have to modify the code to make it compat-

ible with your machine.

0.10 Can you break the copy protection zscheme?

Moving right along, let's assume your store-bought program is copy protected, and you'd really like to make a backup copy. You know this nine-year-old whiz who can crack any copy-protection scheme faster than you can rearrange a Rubik's cube. Is there a copyright violation if he succeeds?

There's room to argue here. When you try to figure out if something is an infringement, ask yourself, what exclusive right am I violating? In this case, not the right to make copies, and not the right to distribute copies. Public performance and display have no relevance. So the key question is whether you are making a "derivative work." My answer to that question is, "I doubt it."

On the other hand, I also doubt that breaking the protection scheme was "an essential step" in using the program in conjunction with a machine. It might be a "fair use," but that will have to wait for another article. Anyone interested in stretching the limits of the "fair use" defense should read the Sony "Betamax" case.

0.11 Summary.

Let me summarize. Copyright means the copyright owner has the exclusive right to do certain things. Copyright infringement means you did one of those exclusive things (unless you did it within the limits of the Software Act, i.e., as an essential step...)

Part Two: Copyright sounds neat-how do I get one? Or, how do I know if this program is copyrighted?

0.12.1 How do you get a copyright?

If you've written an original program, what do you have to do to get a copyright? Nothing. You already have one.

0.12.2 How do you lose a copyright?

If you've written an original program, what do you have to do to lose your copyright protection? Give copies away without the copyright notice.

0.12.3 How do you waste a stamp?

If you mail the program to yourself in a sealed envelope, what have you accomplished? You've wasted a stamp and an envelope and burdened the postal system unnecessarily.

0.12.4 Do you have to register your program with the U.S. Copyright Office?

No, but it's a damn good idea.

0.13 How copyright comes into existence.

Copyright protection (meaning the five exclusive rights) comes into existence the moment you "fix" your program in a "tangible medium." That means write it down, or store it on a floppy disk, or do something similar. Registration is optional. The one thing you must do, however, is protect your copyright by including a copyright notice on every copy of every program you sell, give away, lend out, etc. If you don't, someone who happens across your program with no notice on it can safely assume that it is in the public domain (unless he actually knows that it is not).

> When you put your notice in the code and on the screen, use "Copyright" or "Copr." if you can't make a ©.

0.14 - 0.17 The copyright notice.

0.14 The copyright notice has three parts. The first can be either a , or the word "copyright" or the abbreviation "Copr." The is preferable, because it is recognized around the world; the others are not. That's incredibly important. Countries around the world have agreed to recognize and uphold each others' copyrights, but this world-wide protection requires the use of the . On disk labels and program packaging, use the ©. Unfortunately, computers don't draw small circles well, so programmers have resorted to a c in parentheses: (c). Too bad. That has no legal meaning. When you put your notice in the code and on the screen, use "Copyright" or "Copr." if you can't make a ©.

0.15 The second part of the notice is the "year of first publication of the work." "Publication" doesn't mean distribution by Osborne Publishing Co. It means distribution of copies of the program to the public "by sale or other transfer of ownership, or by rental, lease, or lending." So when you start handing out or selling copies of your precious code, you are publishing. Publication also takes place when you merely OFFER to distribute copies to a group for further distribution. Your notice must include the year that you first did so.

0.16 The third part of the notice is the name of the owner of the copyright. Hopefully, that's you, in which case your last name will do. If your company owns the program-a legal issue which I will address later in this article-the company name is appropriate.

0.17 Where do you put the notice? The general

idea is to put it where people are likely to see it. Specifically, if you're distributing a human-readable code listing, put it on the first page in the first few lines of code, and hard code it so that it appears on the title screen, or at sign-off, or continuously. If you're distributing machine readable versions only, hard code it. As an extra precaution, you should also place the notice on the gummed disk label or in some other fashion permanently attached to the storage medium.

0.18 Advantages of registration

Now, why register the program? If no one ever rips off your program, you won't care much about registration. If someone does rip it off, you'll kick yourself for not having registered it. The reason is that if the program is registered before the infringement takes place, you can recover some big bucks from the infringer, called statutory damages, and the court can order the infringer to pay your attorneys' fees. Registration only costs $10, and it's easy to do yourself. The only potential disadvantage is the requirement that you deposit the first and last 25 pages of your source code, which can be inspected (but not copied) by members of the public.

0.19 A test to see if you understand this article.

Now, someone tell me this: is this article copyrighted? Can you print it? [Ed.-we may or may not have understood the article, but we can tell you that we wrote to Mr. Breslow for permission before running it. He graciously replied right away, which in turn, is why you are reading it. So there.]

Part Three: Who owns the program you wrote?

0.20 Introduction.

The starting point of this analysis is that if you wrote the program, you are the author, and copyright belongs to the author. HOWEVER, that can change instantly. There are two common ways for your ownership to shift to someone else: first, your program might be a "work for hire." Second, you might sell or assign your "rights" in the program, which for our purposes means the copyright.

0.21 Programs written as an employee.

Most of the programs which you write at work, if not all of them, belong to your employer. That's because a program prepared by an employee within the scope of his or her employment is a "work for hire " and the employer is considered the "author." This is more or less automatic if you are an employee-no written agreement is necessary to make your employer the copyright owner. By contrast, if you can convince your employer to

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... this area is full of land mines for employers, and gold for contractorsl.

---

let you be the copyright owner, you must have that agreement in writing.

0.22 By the way, before you give hope of owning the copyright to the program you wrote at work, figure out if you are really an employee.

That is actually a complex legal question, but I can tell you now that just because your boss says you are an employee doesn't mean that it's so. And remember that if you created the program outside the "scope" of your job, the program is not a "work for hire." Finally, in California and probably elsewhere, the state labor law provides that employees own products they create on their own time, using their own tools and materials. Employment contracts that attempt to make the employer the owner of those off-the-job "inventions" are void, at least in sunny California.

0.23 Programs written as a contractor.

Wait a minute: I'm an independent contractor to Company X, not an employee. I come and go as I please, get paid by the hour with no tax withheld, and was retained to complete a specific project. I frequently work at home with my own equipment. Is the program I'm writing a "work for hire," owned by the Company? Maybe, maybe not. In California, this area is full of land mines for employers, and gold for contractors.

0.24 A contractor's program.

A contractor's program is not a "work for hire," and is not owned by the company, unless (1) there is a written agreement between the company and

the contractor which says that it is, and (2) the work is a "commissioned work." A "commissioned work" is one of the following: (a) a contribution to a "collective work," (b) an audiovisual work (like a movie, and maybe like a video game), (c) a translation, (d) a compilation, (e) an instructional text, (f) a test or answer to a test, or (g) an atlas.

I know you must be tired of definitions, but this is what the real legal world is made of. An example of a collective work is a book of poetry, with poems contributed by various authors. A piece of code which is incorporated into a large program isn't a contribution to a collective work, but a stand-alone program which is packaged and sold with other stand-alone programs could be.

0.25 So where are we?

If you are a contract programmer, not an employee, and your program is a "commissioned work," and you have a written agreement that says that the program is a "work for hire" owned by the greedy company, who owns the program? That's right, the company.

But guess what? In California and elsewhere the company just became your employer! This means that the company must now provide worker's compensation benefits for you and unemployment insurance.

Part Four: A brief word about Licenses

0.26 Why a license?

When you get software at the local five and dime, the manufacturer claims that you have a license to use that copy of the program. The reason for this is that the manufacturer wants to place more restrictions on your use of the program than copyright law places.

For example, licenses typically say you can only use the program on a single designated CPU. Nothing in the copyright law says that. Some licenses say you cannot make an archive copy. The copyright law says you can, remember? But if the license is a valid license, now you can't. You can sell or give away your copy of a program if you purchased it, right? That's permitted by copyright law, but the license may prohibit it. The more restrictive terms of the license will apply instead of the more liberal copyright rules.

0.27 Is the license valid?

This is hotly debated among lawyers. (What isn't? We'll argue about the time of day.) A few states have passed or will soon pass laws declaring that they are valid. A few will go the other way.

Federal legislation is unlikely. My argument is that at the consumer level, the license is not binding because there is no true negotiation (unless a state law says it is binding), but hey

that's just an argument and I'm not saying that that's the law. In any case, I think businesses that buy software will be treated differently in court than consumers. Businesses should read those licenses and negotiate with the manufacturer if the terms are unacceptable.

Part Five: I have a neat idea. Can I trademark it? What about patent?

0.28 Trademark law explained.

Sorry, no luck. Trademark law protects names: names of products and names of services. (Note that I did not say names of companies. Company names are not trademarkable.) If you buy a program that has a trademarked name, all that means is that you can't sell your own similar program under the same name. It has nothing to do with copying the program.

0.29 Patent law

Patent law can apply to computer programs, but it seldom does. The main reasons it seldom applies are practical: the patent process is too slow and too expensive to do much good in the software world. There are also considerable legal hurdles to overcome in order to obtain a patent. If, by chance, a program is patented, the patent owner has the exclusive right to make, use or sell it for 17 years.

Conclusion I know this is a long article, but believe it or not I just scratched the surface. Hopefully, you'll find this information useful, and you'll stop passing along myths about copyright law.
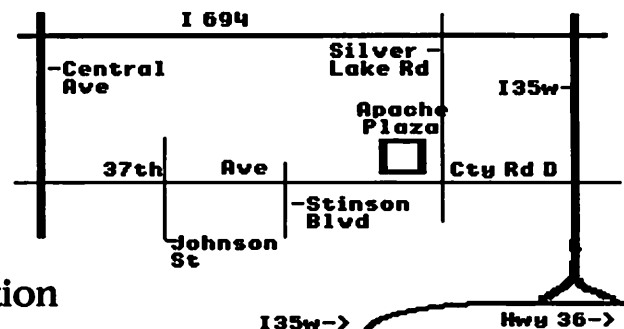
If anyone needs more information, I can be reached at (415) 932-4828, or by mail at 1225 Alpine Road, Suite 200, Walnut Creek, CA 94596.

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Submitted by Peter Fleck

Spring Swap Meet

- Saturday, May 16th
- 10 – 3 p.m.
- Apache Plaza
- Table reservations required
- Call Tom Lufkin (698-6523)
    after 4 p.m. for more information

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                    I 694
           |-Central        Silver -
           | Ave            Lake Rd    I35w-
           |                Apache
           |                Plaza
           |  37th    Ave    [ ]    Cty Rd D
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Meet Your Board Nominees

Meet Your Board Nominees

by David Laden

The following is a list of the Board nominees and their remarks. Thanks go to them for their willingness to serve on the Board of Directors. As of publication date, there were no volunteers or nominees for the positions of President or Vice President. Write in your nominee/candidate in the space provided on the ballot.

President   (open)

Vice President   (open)

Secretary
Tish Cavalier
Tish is an avid sports person. She enjoys rollerblades, cross-country and downhill skiing, tennis, and swimming. Tish is a Macintosh user and would like to know more about it. When not using her computer or out enjoying sports, she works on restoring/renovating her home.

Treasurer
Steven Lassiter
Steven is Financial Director for MELD, a non-profit organization in Minneapolis, MN. MELD is a parent education program. He has been using Macintosh computers at work the past several years, and at home for the past year.

Publications Director
Robert Hammen
From 1981 through 1985, Robert was an Apple II (II plus and //c) user, programming in BASIC, Pascal, and CP/M. He picked up an Apple Lisa in 1985. He began using Macintosh while going to the University of Wisconsin Madison, and now uses it for word processing, desktop publishing, and communications. Professionally, Robert has been working in the Desktop Publishing and Color Pre-Press field since 1986, and also worked as writer for a magazine called Personal Publishing from 1989 to 1990.

Robert was one of the founding members of the Macintosh users group in Madison, Wisconsin. Originally he was disk librarian and later moved into the positions of Assistant BBS Sysop and Newsletter Editor. Since leaving Madison, he has continued writing articles for the user group and MUG News Service.

With his previous user group experience and work in the DTP area, Robert has much to offer Mini'app'les. He would like to see more newsletter contributions from members and still feels the Apple II community is an important part of the user group.

Membership Director
Bill Rhoades

Bill started working for North Central Airlines in 1968, and currently works for Northwest airlines. He started using an Apple II in April 1982 and now really enjoys working on his Macintosh IIci.

Bill is Editor and maintenance advisor for the International Cessna 120/140 Association. He has been active in that organization for 8 years. He has been a member of Mini'app'les (for the second time around) since 1987. Bill is a Pilot and is currently restoring his second airplane.

Software Director
Greg Carlson (incumbent)
I've enjoyed the year of being software director and along with my staff have managed to make over 30 Macintosh eDOMs and over 20 Apple IIgs eDOMs the past year. We hope to continue producing eDOMs if elected.

Operations and Resources Director
Allen Mackler (incumbent)
Allen is new to computing and the Macintosh. He has been a member of Mini'app'les since June 1991 and is currently serving on the Board of Directors as Operations and Resource Director.

SIG Director: Macintosh
Brian Bezanson
Brian started using an Apple II in 1981, and a Macintosh in 1983. In 1985/1986 he helped create a Macintosh User Group in the Eau Claire area. While finishing his Computer Science degree at the University of Wisconsin Madison, he was Student Representative for Apple Computers. Brian was also Assistant Librarian/Librarian and BBS Sysop for MadMac, a Macintosh user group in Madison.

In 1988 he moved to California and began working for Adobe. At Adobe, he worked with programs such as Adobe Type Manager, Photo Shop, Illustrator, and True Form. He moved to Minnesota 1989. He is currently a Macintosh Developer at MECC and has worked on the Macintosh version of The Oregon Trail, Wagon Train 1848, and Super Munchers.

Brian said he wants to get involved in a user group again and this seems like a perfect opportunity.

SIG Director: Apple II
Tom Gates (incumbent)
Hi, my name is Tom Gates and I am currently running for the position of Apple II Special Interest Group (SIG) Director. I've been an Apple II

Ballot
For Election of ⬤mini'app'les Board of Directors 1992-1993

Instructions:

1) Vote for one and only one candidate per office. Please use an X.

2) If you wish, use the blank space to write in another candidate. Be sure to fill in the ☐ with an X.

3) When you have completed your ballot, fold the bottom edge up to the line indicated and flatten the crease. Fold the top edge down and flatten the crease.

4) The ⬤mini'app'les address should now be facing you. Fill in your membership number. No ballot will be valid without it. Fill in your name and address. Tape where indicated.

5a) Place a 29-cent stamp where indicated and mail. Mail early because only ballots received in our P.O. Box on or before April 28, 1991 will be counted.

OR

5b) Bring your ballot to any ⬤mini'app'les SIG meeting scheduled to be held in April. Ballots must be handed in before 8:00 pm.

Write In Your Candidate

Mail In Those Ballots

Nominees as of publication date (3/12/92)

☐ is for write-in nominees. (I) Indicates incumbant.

President	☐	*Software Director*	☐ **Greg Carlson (I)** ☐
Vice President	☐ ☐	*Operations & Resource Dir.*	☐ **Allen Mackler (I)** ☐
Secretary	☐ **Trish Cavalier** ☐	*SIG: Mac*	☐ **Brian Bezanson** ☐
Treasurer	☐ **Steven Lassiter** ☐	*SIG: Apple*	☐ **Tom Gates** ☐
Publications Director	☐ **Robert Hammen** ☐	*Membership Director*	☐ **Bill Rhoades** ☐

Bylaw ammendments: ☐ *for*   ☐ *against*

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

- -

Outside Fold   2nd Fold on this line

.

- -

Outside Fold   1st Fold on this line

Tape here

MBDF Virus — What Is It?

*by Adam &
Tonya Engst*

Submitted by
Peter Feck

Just after I wrote last week that
the Mac world hasn't seen a
virus in some time, one has to
pop up. The latest and slimiest
entry into the virus hall of in-
famy (I know some people who
are in a kneecap-breaking mood
over this one) is called MBDF
after the resource that it uses to
infect System files and applica-
tions. MBDF resources are nor-
mally present in some files, so
do not be alarmed if you see
them while poking around with
ResEdit.

The MBDF virus was discovered
in Wales. Early
detection was
made possible by
the foresight of
Claris program-
mers who in-
cluded integrity
checking code in
their applications, something
which other application pro-
grammers would do well to add.
As a suggestion, perhaps some-
one (at Claris perhaps?) could
release some integrity checking
code into the public domain so
that it would be easy for all
programmers to add such capa-
bilities to their applications.

Several popular Internet
archive sites contained some
infected games for a short pe-
riod of time, so a number of
people around the world were
affected. The games were named
"10 Tile Puzzle" and "Obnoxious

> The MBDF virus is not
> malicious, but it can
> cause damage in
> certain instances.

Tetris." In addition to these two
games, a third game named
"Tetricycle" or "tetris-rotating"
was a Trojan horse which in-
stalled the virus. If you have
any of these programs sitting
around, do everyone a favor and
delete them. It's all too easy to
release these viruses again.

I don't think that MBDF was as
widespread as some of the ear-
lier viruses, such as nVIR, but
there is a possibility that your
Mac has been infected by a com-
pletely different program so it is
worth checking your Mac with
the latest virus checking soft-
ware. We recommend Disinfec-
tant 2.6 because it is free and
easy to use, but new versions of
Virus Detective (5.0.1),
Gatekeeper (1.2.4), or any of the
updated commercial programs
should also do the trick.

Disinfectant identifies both
infected files and the Trojan
horse as being infected by the
MBDF virus and can repair any
infected files,
which removes
the virus and
returns the file
to its original
clean state.
Repairing the
Trojan horse
renders it ineffective and inop-
erable. Shucks.

The MBDF virus is not mali-
cious, but it can cause damage
in certain instances. In particu-
lar, the virus takes quite a long
time to infect the System file
when it first attacks a system.
The delay is so long that people
often think that their Mac is
hung, so they do a restart. Re-
starting the Mac while the virus
is in the process of writing the
System file very often results in
a damaged System file which
cannot be repaired. The only
solution in this situation is to

reinstall a new System file from
scratch. There have also been
reports of directory damage
which may or may not be re-
lated to the restart process.

Special thanks to John Norstad
(author of Disinfectant), as
usual, for his excellent and
timely response to the new vi-
rus, and to the folks at Claris for
providing the defensive code
that helped find this virus early
on before it had a chance to
spread its evil tentacles even
further. Ooo, there's not much
like a virus for evoking some
good imagery.

Now that you've read the techni-
cal details, here's the human
interest side. We just heard that
two arrests have been made at
Cornell University in Ithaca,
New York. The virus had been
traced to Cornell fairly quickly,
and an internal investigation
led to the arrests of two sopho-
mores, David Blumenthal and
Mark Pilgrim. The two suspects
have been charged with second
degree computer tampering and
are spending the night in
Tompkins County jail. Further
charges are pending based on
the distribution of the files to
sumex-aim.stanford.edu and to
its mirror sites around the
world, specifically Japan. The
legal system will decide whether
or not these two are guilty of the
charges and what the punish-
ment will be, but if I were them,
I'd be watching my kneecaps.

*(Editor's Note: Disinfectant 2.6
will be available on an eDOM
from Mini'app'les sometime in
April. If you have previously
purchased the program from
Mini'app'les, you can exchange
your old eDOM for the latest
version. Call Greg Carlson,
Mini'app'les Software Director,
at 544-8252 for more informa-
tion.)*

Virus Fighters — Behind the Story

by John
Norstad

submitted by
Peter Fleck

I've been getting a number of thank you notes via private email and on the newsgroups lately. Thank you very much. I appreciate your appreciation. However, I must let everyone know that I'm more than a bit embarrassed. As the author of Disinfectant, I am in a way just the most visible tip of a very large iceberg. The rest of the iceberg deserves just as much credit and thanks as do I. The only problem is, you don't know who these people are!

I can't list the names of these people, or even the name of our Internet-based organization. This is not the same group as the Disinfectant Working Group I mention in my online manual, although there is quite a bit of overlap between the two groups.

Let me just tell you very briefly what has happened since last Wednesday morning (19-Feb) concerning this new MBDF virus.

The virus was reported to me, and a copy was sent to me, last Wednesday morning by a Professor of Mathematics in Wales. I immediately forwarded his note and the virus to the group.

By Wednesday evening, several members of the group had completely disassembled, analyzed, and tested the virus. I did NOT do any of this work!

On Thursday morning, the same professor in Wales sent me a note saying he thought he had gotten the virus from sumex-aim. I checked, and sure enough, the games he mentioned were infected at sumex.

I again immediately notified our group, which includes the managers of sumex. The sumex managers started working furiously checking files, shutting down the archive temporarily and tracing back the source of the infection. They quickly discovered a trail leading to Cornell University.

I began working on Disinfectant 2.6. Others in the group worked on their anti-viral programs, helped prepare public announcements, and continued to do technical research on the virus. Others in the group notified the authorities at Cornell and began cooperating on that front.

To make a long story short, the net result is that:
- Within three days of the discovery of the virus, the major freeware, shareware, and commercial Mac anti-viral tools were updated to deal with the new virus.
- Two Cornell sophomores have been arrested, arraigned, and are now in jail, less than six days after discovery of the virus. [Adam: They are now free on bail, and the FBI has decided not to investigate or press federal charges.]

This brief historical summary of the events of the past six days is a wonderful example of the power of the Internet, and is a wonderful example of the tremendous spirit of cooperation fostered by the Internet.

At least a dozen people were directly involved in this process.

I was just one of them. I was not even the "leader," just a participant.

So again, it's embarrassing. The credit should go to the group, not just to me.

ADDENDUM:

by John Norstad

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RoboSport — a New Game

Mac game review

by Roy Sorenson

If you feel that you've become too efficient, and are looking for an "anti-productivity" tool; if the charms of tinkering with system X.X are paleing; or if you're just looking to have some fun with your Mac, try the new game **RoboSport** by Maxis, distributed by Broderbund.

In **RoboSport**, you direct your team of robots ('bots) in street fighting against opposing teams which can be controlled by either the Mac or up to three other players.

The premise is a science fiction cliche: humans have eliminated war by inventing robots that engage in arena combat; sort of a SuperBowl with guns. All your robot options are point and click simple: moving, changing weapons (from rifle to missile launchers), aiming, and ducking. You have suburb, rubble and computer terrains for your arena, and longer games have larger arenas and more 'bots, although you are free to "roll your own" in a custom set up. There are different games from survival to hostage rescue, capture the flag, treasure hunt, and even "baseball", but all involve trying to shoot the opposing teams' 'bots before they shoot yours.

> I am easily bored by most computer games, but RoboSport has enough options, challenge, and interesting graphics and sounds to completely capture my interest.

Set up is fast and easy, with a beginner game and a well-written manual to get you started. After each player privately executes their move, the Mac compiles all players' moves to create a common "movie" (of the simultaneous action) for that turn. Turn length is player controlled (the default is 15 seconds) with turns proceeding until one side wins. The movies can be saved as **RoboSport** movie documents (which are surprisingly small), and are played with the included RoboPlayer program.

> sort of a SuperBowl with guns.

I've been playing RoboSport on an SE/30 with color monitor and System 7, and found it completely stable. The multi-machine games have a talk dialog

box between turns, allowing for the jibs and taunts to flow. There is even an ally option, so you and a friend could take on the computer without worrying about shooting your teammates. The simultaneous nature of the game keeps it exciting to the last turn, and the computer controlled teams can be designated as ferocious, crafty or stupid. Though it runs fine in b&w, color will add consider-ably to your enjoyment, as will a screen larger than the compact 9-inch.

I am easily bored by most computer games, but **RoboSport** has enough options, challenges, and interesting graphics and sounds to completely capture my interest. I must confess here a possible conflict of interest: if I've interested anyone in **RoboSport**, I've gained a potential new opponent!

RoboSport supports all Macs from the Plus on up, 16 color/ b&w, modem play, and AppleTalk net play. The game also supports printing on both the ImageWriter and LaserWriter, and requires 1 MB for b&w, 2 MB for color. I got mine at BizMart for $37.50, and is available from the usual mail-order sources for about $35.

(This is my first review for Mini'app'les! And you can write one, too!)

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Mac Programmer's SIG Meeting Notes

Mac Programmer's SIG Meeting

by Steve Axdal

The February meeting of the Mac Programmers SIG was held at Murray Junior High School on February 25 at 7 p.m. The topic for the meeting was Userland Frontier, the recently released programming effectively allowing batch files on Macs running System 7. Frontier was written by David Weiner, the same programmer that developed MORE and ThinkTank. The program performs its magic through the use of Apple Events, hence the requirement for System 7. Currently there aren't too many applications using Apple Events, but the number is likely to increase and Frontier will do a lot just using the finder.

The language used in Frontier looks like a cross between C & Pascal, but the major linkages with the System use handles, similar to HyperCard. Unlike HyperCard, the interface used with Frontier is that of outlines rather than note cards. Frontier is not meant for full blown applications, but rather for building agents, background processes which wait in the background for events or times to respond to. Some of the typical suggestions for Frontier include automated backup, bulk renaming or re-typing of files which are dragged onto an agent, simple version control agents for programs or successive document revisions, etc. If other applications are Apple Event aware, or have defined their own Apple Events, Frontier can do much more, including performing routine actions within the application. Apple publishes a directory of Apple Events and updates it regularly. There is similarity to macro programs like QuicKeys. Part of the difference is that Frontier does not depend on the screen location of icons in order to invoke them, and has a

much richer set of commands for decision making. At the same time, Frontier is not designed to respond to a particular keystroke. Together, you have a system which allows you to define sequences which should be able to handle nearly any repeated action.

Frontier uses a built-in object database. This database contains the verbs and nouns Frontier uses to respond to events. As an example, when initially starting Frontier, you get a typical application interface with a menu bar on the top of the window. However, you can bring up the menu as an outline, and can begin to rearrange and modify the outline and menubar on the fly. Frontier has a structure reminiscent of Smalltalk or Forth in that most of the language is semi-compiled. Objects in the database are modifiable, in fact the database is their source code. With the source code immediately available, it is easy to find just how a particular action is performed. In addition, there is very extensive on-line help (laid out in the form of an outline. It becomes a very pervasive metaphor.)

Next month the program will occur on March 24th, and deal with a Macintosh interface to Oracle databases. We will also have a demonstration of an acrostic design/solution word search program written and newly sold by one of the regular attendees, Clint Priest. April's program will occur April 28th, again at Murray Junior High, highlighting Supercard and use of it to create stand-alone programs. 🍎

Reports & Stuff by Peter Fleck

Misc. Mac Items

by Peter Fleck

HyperCard SIG Meeting Report

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

A look at some new (and maybe some old) Hyper-Card stacks. Bring questions about HyperCard.

Price Increase for theHyperCard Upgrade

As of February 1, the HyperCard upgrade from 1.x to 2.1 is $99. This is not the Developer's version. It is the straight upgrade with the <ital>Script Language Guide<end ital>, a small booklet listing new 2.1 features, and the disks. It also includes the QuickTime extension and (I think) the externals you need to access Quick-Time from HyperCard.

For those of you who have already upgraded HyperCard, you can order the latest QuickTime release for a small fee. (Those of you who upgraded after November 1, 1991, can receive this release free.)

The externals will allow you to run QuickTime movies in your HyperCard stacks. Of course, you have to be using System 7 and have QuickTime installed in your system folder.

The number to call at Claris is 1-800-544-8554.

est Group (SIG) Director. I've been an Apple II owner since 1979 and a member of Mini'app'les since 1982.

I have witnessed the huge rift Apple Computer and its dealers have created between themselves and the Apple II user/owner community. More and more this Apple II community will need to rely on user groups as a source and gathering place for Apple II information.

Currently there is a small hand full of people that are doing, in my opinion, an outstanding job of presenting the existing Apple II SIG programs. In addition, responses to the recent survey show that you want to see additional topics covered. Especially an introductory type format and a format geared towards the kids that also involves the adults.

As Apple II SIG Director, it will be my responsibility to support the current and any of the future SIG's, along with the people that organize the various SIG's, and to provide a common format.

My goals are to ensure that the meetings are informative and responsive to the needs/desires of the members. Topics of interest are covered. Get much more vendor support and involvement than there has been. Ensure that those people that attend the meetings have fun. And that maybe the meetings can become events.

I have learned over the years that Apple II computers don't disappear, they find new owners. And that they consistently exceed the owner's expectations. I look forward to your support and involvement.

More "Being II Productive" — Getting the Most from Your Apple II

Issues in Computing

Submitted by Tom Gates

I've put together another group of stories from Apple II users across the country. There were a number of discussions generated both on the Mini'app'les BBS as well as at recent meetings regarding some of the uses described in the February 1992 issue.

Several of the discussions centered around the possible uses of BSR X10 home control interfaces by computer control. So, to put in a plug for a "soon to be" eDOM, I ran across a IIGS demo of a full-fledged X10 Home Control Monitor program - or - HCM. Watch for this in the near future if you've got a passing interest in what's possible.

Now for more stories:

Udo Huth

Well, my experiences with Apple began in 1984 with the purchase of an Apple //e. It was my first computer and even then with DOS 3.3 it was superior to what else was available. It was the beginning of a long and lasting friendship which found its peak with an Apple IIGS.

I'm a member of a rabbit breeders club and I recall those days with horror: me sitting in front of a typewriter trying to produce clean looking letters. Once a year I had to type about 80 of them. It usually took me several hours although I'm not slow at typing. But when you want to type without errors you do them all the more.

Then I bought a copy of AppleWriter //e and things changed rapidly. I now could write letters at the rate of one a minute instead of one every five minutes. And they were looking clean and professional without any typos. It surely sped things up. I even tried some programs in WPL which helped me even more.

Then came AppleWorks — and with AppleWorks 2.0 which finally had the long sought mail merge capability I could really streamline the letter writing process — and it meant another speed increase. Where AppleWriter worked from disk, AppleWorks worked out of the computer memory.

Well, things developed and today I'm doing everything for the club on the Apple IIGS with AppleWorks 3.0. I use the spreadsheet for the treasury, the word processor for letter writing and the database for all the data one has to process in a rabbit breeder club. I still do the exhibition catalogs with the Apple //e and AppleWorks 'cause I can transport it more easily than the IIGS, I do a yearly club magazine and several forms with AppleWorks GS on the IIGS. I have computerized nearly the whole club with my trusty Apple //e and now with the Apple IIGS.

My Apples did and still do a great job and will serve me for many years to come. They do what I want them to do. I've never ever regretted my decision to buy an Apple //e back in 1984. I have experience with other brands of computers and I have to say that every one I tried, or did some work with, had limitations the Apples don't have. And, what's most important, the Apples never failed.

In fact, I'm so fond of the Apple II series, that I started to collect them. Presently I own an Apple IIeuroplus, an Apple //c, an Apple //e, an Apple IIGS, and last but not least an Apple /// (which is slightly off the mark, I admit, but much of what the IIGS has today appeared first in the Apple //).

Ken Taggart

I celebrate the Apple II because it is a computer that serves my family well on a daily basis. We have a IIGS at home and my wife uses a IIc in her first grade classroom. My eight year old son, Kyle uses Apple IIs at his elementary school.

Although none of us are what you might call "power users", Apple II computers are a part of our everyday life. I use the GS to pay bills, write letters, keep track of my credit cards, play games, entertain the kids, visit on-line services, I even wrote my will with it.

My wife uses the IIc in her classroom to write lesson plans, homework sheets, parent handouts, and of course to use instructional software.

Kyle uses Apple IIs in his school's computer lab, and uses our GS for gaming.

> My Apples did and still do a great job and will serve me for many years to come.

Our three year old, Kevin, is so fascinated by our GS that he doesn't care what's booted. As long as we have something running, he jumps up into our lap and starts asking a million questions, while clicking the mouse and pushing keys. Lately he has been entranced by the capabilities of our paint programs. He clicks away on the tools, colors and patterns, and draws until the screen is covered.

Then I clear the screen and he starts over. He loves it!

One of the greatest benefits of owning an Apple II is becoming a member of the Apple II community. It is a very special community of dedicated hobbyists, educators, programmers, hardware engineers, and vendors who all love this machine. One can always find enthusiastic support on-line and from local user groups.

S. ELLIOTT

I bought my Apple II+ (broken) my freshman year in college. Even at $75, I could hardly afford it. But I turned it into my dream machine.

I doubled the 12k ROM into 24k ROM, much of which included new extensions to the startup routine and support for my MockingBoard sound card. The CTRL-G beep produces a 6-voice stereo chime.

I didn't like being stuck with uppercase-only display, so I installed a character generator which included lower case plus an alternate character set so I could use MouseText like a //c.

I replaced the keyboard with one which had all characters (including those missing brackets & braces) and interfaced it with the computer using a heavily modified Videx Enhancer][. The keyboard is controlled by its own 6504 microprocessor, which provides a 128-key buffer and macros which work with any program. The power light has been replaced by three LED's (red, yellow, & green) which light or flash in various configurations to indicate what mode the machine is in.

The speaker (both MockingBoard & Apple sound) volume can be changed by pressing SHIFT-CTRL-UP-ARROW or SHIFT-CONTROL-DOWN-ARROW.

By combining the ROMs on both the motherboard and keyboard-enhancer, I added a control-

panel which is activated by pressing SHIFT-CTRL- ESC. This control panel lets you save a perfect copy of the current program into the installed memory card, or restore another program which has been saved in the card. I discovered that this permits me to save my progress on a game, or try something new, and if I don't like the results I can press a button and return to where I was a few seconds earlier. The program can also be saved onto a disk in the event you wish to resume it later. The save-current-machine feature also permits very convenient task-switching.

My computer is customized to the hilt, but I can always think of something else I'd like to do to it. How about a speed control? Hmm ...

Lloyd Devries

There's nothing I want to do that I can't do with my Apple IIe.

I use my IIe to run a mail-order stamp business, publish a couple of organizational newsletters and flyers, write a biweekly newspaper column and additional articles, and manage the family finances. I have more than 9,000 inventory records and 1,000 customer records. I've had my IIe seven years this month, and it's been on practically every day someone has been home.

My most-used software includes DB Master Professional, Publish It!, Talk Is Cheap (and GEnie Master), AppleWorks with UltraMacros and TimeOut Desktools, ProSel, and Managing Your Money. My hardware includes a Sider D2 20 mg hard disk, AMR 3.5" drive, Apple Duodisk 5.25" drives, Smith-Corona D200 printer, Zip Chip, and a one-meg RamFactor.

I have to admit it's a little tiring talking computers with friends and co-workers, and a little depressing visiting retail computer stores. "Why don't you get a Mac?" they say, and I reply, "Why?" The solution I've found is not to enter computer stores, and put discussing computers into the "religion and politics" category.

"Apple II forever?" Well, at least until it breaks down and can't be repaired. Personal computers are not neckties: I won't change mine every season, just to stay in fashion.

Submitted by: Tom Gates 🍎

AppleSauce: Another in a Continuing Series of Bits and Bytes ...

Issues in Computing

Submitted by Tom Gates

... of Apple Information, Trivia and Other Good Stuff.

From the Maine GS AppleReview, we learn that Accessories Warehouse (PO Box 290, Buffalo, NY 14207-9942, 1-800-477-5530) is still offering Kensington accessories at below wholesale prices. The Kensington System Saver IIGS is only $39.99, the IIGS Anti-Glare filter is $19.99, and the System Saver IIe is only $24.99. All prices include shipping and they accept check, money order, Visa, MasterCard or AMEX.

Programs Plus (a mail order vendor of Apple II software, peripherals and accessories) is under new management at a new address. Their new mailing address is 55 Heritage Ave., Portsmouth, NH 03801. The new fax number is 603-433-4217 and the new voice number for information and customer service is 603-433-6531. The toll free order number remains the same: 800-832-3201.

From Washington Apple Pi comes an item that was carried in the NEW YORK TIMES warning us that we shouldn't use unauthorized copies of software or download files from obscure or private

electronic bulletin boards. They recommend a "filtering package" without making any suggestions. If using major services, one can relax as they usually scan the files for viruses. The Times continues, "don't let others use their disks in your computer; regularly back up data to ensure a working copy in case a virus does get into your system; use a virus scanning program to ensure that new software is virus-free."

An item in PAUG by Joe Lazar about printing Paintworks Gold files: If you have the Paintworks Gold program and are having difficulty getting it to print out your beautiful works of art, you are not alone. Key point: you must set up your printer via the control panel. Thus select control panel via the Open-Apple

icon located on the upper left of the window. The control will show the option of DC printer (Direct Connect). Select that and follow the choices presented including printer port or modem port and the type of printer you have. In my case, It was an ImageWriter II, thus I selected that and followed choices presented, including printer port or modem port and the type of printer I have. Lo and behold the printer was operable to print. The ImageWriter driver that is supplied with system software 5.0.4 is not compatible with Paintworks Gold. It appears as ImageWriter in the control panel window.

DAR Systems, of Miami, has left the Apple II platform. They will continue to support outstanding software until Decem-

ber, 1993. Present inventories will be depleted at "fire-sale" prices. Interested parties may contact them at PO Box 16-4933, Miami, fl 33116-4933.

From THE APPLE SPICE: So you think you have problems ... We got a disk returned to us. It was a 5.25" cut to fit into a 3.5" drive. The customer said our product was "defective" and asked for another 5.25" version ... or how about the lady who 'folded' her 5.25" floppy to fit in a 3.5" drive!!!

Or the hard drive user who complained to the supplier that he wanted to make a backup like the manual said, but couldn't find the reverse switch!

ACES

Submitted by Tom Gates

Public Domain Helpers (e.g. FreeWare)

Apple issues

by Ted Marquardt

By: Ted Marquardt E.A.C.EXPRESS

A little while ago I came across a couple articles which helped me understand and use some of the older disks especially those in the Public Domain.

Public Domain (PD) software are those programs or data files placed in the public domain by the originating author which means they can be freely copied and distributed. Shareware Programs are like public domain property in that they can be freely copied, but there's an honor system — you are requested to send the author a modest fee, if you like, for using their shareware. Usually the requested fee will get you more documentation and/or the program updates.

The (ACES) Library has a large selection of PD Programs and disks. Check with the librarian if you want to see what is available.

PD software is classed into groups depending on the disk operating system (DOS) used. first there is DOS 3.3: This is one of the earlier Apple II operating Systems. Most PD DOS 3.3 disks are "Masters" in that they contain a copy of DOS 3,3 and can be "booted directly. Just insert the disk in the drive and turn on your machine. The DOS 3.3 instructions will be copied into your RAM memory telling your computer how understand the program.

If the disk does not have DOS 3.3 on it, then it's a "slave" disk and you must first boot up with a master disk. After you boot with a master disk, you can then replace it with your slave. When booted, a DOS 3.3 disk looks for a program called "HELLO". Many "HELLO" programs show a listing of files on the disk and some even let you choose a program from a menu.

But then some DOS 3.3 disks don't have a HELLO program. With these, you will have to boot the "catalog" the disk to see the file names. After that, use the proper DOS 3.3 command to run the program/file you want.

Note that it is important to use only capital letters as DOS 3.3 does not understand lower case letters. I suggest using caps key lock with DOS 3.3 commands. To "catalog" simply type catalog and hit the return key. The screen should show the file names, type and length. The file types are indicated by an "A" for AppleSoft Basic; "I" for earlier integer Basic; "B" for binary (machine language) and "T" for text file.

"A" AppleSoft programs can be run by typing RUN <NAME> where 'NAME' is the exact name of the file or program as cataloged.

"B" integer basic programs require "Int" (Integer Basic) to be loaded into RAM memory first. You

can test if "Int" has been installed by typing INT (then hit the Return Key of course). If the prompt changes from the 'J' to the ">" then Integer Basic is in memory (many Hello programs load it from the disk for you). If not, a "Language not available" message goes on the screen. To load Integer BASIC, check that the file "INTEGER" is on the disk with the CATALOG command, and then type BRUN INTEGER and return. This should cause a message indicating the Integer BASIC is being loaded followed by ">" prompt. The "I" files can then be run by typing RUN <NAME>.

Binary files sometimes contain programs which can be run with the "BRUN" command. Similarly, text files are sometimes run by typing EXEC <NAME>.

The second disk operating system is ProDOS. This next Apple DOS was released in 1983-84. Programs written in (AppleSoft) BASIC under ProDOS can be run in a manner similar to DOS 3.3 programs. Almost all of the Apple II ProDOS PD library disks contain both the ProDOS and the BASIC.SYSTEM. ProDOS looks for the first file on the disk with a name ending with "SYSTEM". Often BASIC. SYSTEM is the only file ending with "SYSTEM" so ~BASIC" is loaded. BASIC.SYSTEM then looks for a file named "STARTUP", and runs that file. Programs can be run hyphen "-" and return, the so called smart Run command. With the "-" command, any type of executable file can be run.

Programs with the file type of "SYS" are special

binary files which can be run without the use of BASIC. SYSTEM. They can be executed from the ProDOS shell, menu or GS/OS desktop programs (where 8 bit ProDOS is named ProDOS 8 or P8.)

There are also disks of files which are designed to be used in conjunction with other programs, disks that contain collections of AppleWorks (AW) word Processing, spreadsheet and database files which must be used with the AW program. To use these files, first run AW and then choose "Add files".

PD software can provide a wide variety of programs for only pennies but they usually take a little more effort to work with than their commercial counterparts. A nice extra benefit of practically all PD programs (compared to few commercial programs) is your ability to use the BASIC command "LIST" to see how the programs are constructed. From there you may want to customize the program for your own use.

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

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Submitted by Rand Sibet ✦

Issues In Computing — About Educators

Apple issues

by Ted
Marquardt

It's 3:53 PM on Friday afternoon - just got into the office after a week spent training and working with members of the more than 2200 staff in the Anoka-Hennepin School District - picked up the latest issue of Education Solutions and felt I had to write.

My job as a Technology Consultant has me putting on over 100 workshops throughout the year in our district and at state and national conventions on what teachers are doing and can do in the classroom with computers. I really feel behind the times when I read publications like yours. Somebody had better tell teachers in our district as well

as throughout the state that the great things they do with Apple IIs just shouldn't be happening. I'm not talking about Print Shop activities (although there are a number of classrooms who benefit daily from its use) but high end uses as well, such as "real-time" video digitizing, videodisc and CD-ROM control, animations, high-quality audio editing, desktop publishing with full postscript support, flatbed scanning, hypermedia applications with full scripting capability, and the list can go on and on. If you want to print "hot happenings" about the Apple II world, you have to get out and talk to teachers who are doing it and not read Apple press re-

leases. As for the Macintosh taking the education market by storm over the past 18 months - the latest survey I read (2 months ago) said that of the Apple products in the K-12 education market, over 95% are Apple IIs. If this is a storm, it should be labelled a blitzkrieg manufactured by Apple reps and dealers.

I'm not going to tell my teachers and the teachers that I meet throughout the state and country that they are behind the times when they enhance the education of students on a daily basis by coming up with new, creative uses for existing software and taking advantage of

the power of new releases which are still happening on the GS line.

No, I won't give up my Macintosh - it does many jobs well, bit I won't buy only Macintosh either when Apple's other product actually delivers what teachers want in a more effective way.

Terry, if you believe in your masthead about dedication to educators, get out and talk to them about what is really happening in the classrooms, or better yet, show them what they can actually do with their existing investment. You're always welcome to visit our district as well and share in what we've been doing in the K-12 arena.

This is a reprint of a "Letter to the Editor" from the Computers of St. Cloud Education Solutions newsletter sent in by a Technology Consultant with the Anoka-Hennepin School System here in the state of Minnesota.

Submitted by: Tom Gates

AppleWorks: Can We REALLY Format in Two Columns?

AppleWorks

tips

by Lou Pastura

by Lou Pastura, edited and revised to include AppleWorks 3.0 by Mel Spurli

Shortly after purchasing my Apple II, I wanted to print something in two columns, just as is done in newspapers and magazines. Not being familiar with programs that existed for this purpose led me to try several approaches in an attempt to solve the problem. Margins were reset , but I found the printed page would have to be run through the printer the same number of times as the desired number of columns to be produced. This was not satisfactory, so the search continued until an article by Lou Pastura was discovered in one of the Apple publications. (Sorry, it was so long ago, the exact reference can not be cited.) Mr. Pastura's approach solved the multiple printing problem, but does require a bit of patience the first time through. The demonstration column setup is just to show how the finished product of justified copy within AppleWorks without add-on programs appears. With just a little practice and attention to details, you can produce copy like this, even in 3-column mode, without resorting to a desk-top publishing program, which is ever so much more finicky!

As a brief overview, the process requires one to:

1. Print the material to a special disk printer as an ASCII file.
2. Print the ASCII file into a Data Base.
3. Print a single column report from the DB to a disk as a DIF (Data Interchange Format) file.
4. Produce a spreadsheet from the DIF file.
5. Move portions of the single column to form two columns before printing.

Sounds complicated doesn't it? It's not so bad when taken step by step and even allows justified margins along both sides, and the BIG BONUS is we learn something about the various file types and how to convert

> With just a little practice and attention to details, you can produce copy like this, even in 3-column mode ...

from one to another. (Ever had information in a Data Base file and wished it were a Spreadsheet, or vice versa? Completion of this exercise will let you change file types back and forth like a Pro!) The process will work with both AppleWorks 2.X & 3.0, and is a bit easier with the 3.0 revision.

O.K. Let's give it a try. By the way, be sure to save your files to disk so you can refer back, in case you goof.

The following steps are designed to work at 17 characters per inch with an ImageWriter printer. Your printer may require some changes based on the character size options available, or you may want to try some changes yourself to accommodate other sizes and styles of characters, different left, right, or center margins.

All commands which you input will be printed in BOLD-FACE for ease of use. The program asks for a "pathname" in a number of instances, so an example will be used for your convenience. Let's assume we will be using a fresh disk for all of our column work. The first step will be to format the disk and to give the disk a title. Title it "Columns". From now on we shall always use a slash and the word "Columns" to refer to this disk when asked for a pathname. e.g. /Columns. More on this as we need it.

PREPARATION OF YOUR PRINTER

This will be a one time task for most users, so just follow along. ESCape to the Main Menu, select (5) Other Activities and then (7) Specify information about your printer. Now select (2) Add a printer, select (5) Custom Printer and call it COLUMN PRINTER. finally select (3) Print to Disk and press ESCape until you get back to the Main Menu. (Do you remember the shortcut in doing this?) Note, you only have to set up the Custom Printer once, as it will be saved to your AppleWorks program disk for future use.

WRITING YOUR COPY

The first step is to properly prepare your word processing document for columnar printing. Whenever possible, all text should be flush with the left margin. Paragraphs should not be indented, but should be identified by an additional linefeed. Also, any indenting that is done (for example, to set off menu items, a quotation, or "bullets") should be kept to the absolute minimum needed to accomplish the task at hand. Indenting too far or too much can give your document a choppy look and can result in some very strange looking lines, especially if you use larger character widths.

Having prepared your document, go to the beginning of the file, and enter these Open-Apple-O(ptions):

1. PW = 4	5. JU
2. LM = 0	6. TM = 0
3. RM = 0	7. BM = 0
4. CI = 17	

Now print your file to your new printer, Column Printer. (It will print as an ASCII textfile on your disk). You'll need to know the Volume name and assign a name for the file. If you are using these instructions for your copy, /COLUMNS/INSTR would be descriptive.

After the printing is completed, ESCape back to the Main Menu and select (1) Add files to the Desktop. Then pick (4) Make a new file for the Data Base, and then (2) From a text (ASCII) file. Select Tabs between Categories, Return between records When AppleWorks asks for a Pathname, give the Volume and filename you used for your file, "/Columns/Instr". When asked for the name of the new Data Base file, just name it something short and sweet, like DB. You won't be needing the name again.

Within the new Data Base file, use Open-Apple-P to enter the report mode. Select (2) Create a new "tables" format then FROM SCRATCH and name it, perhaps "Instructions.db.RPT". Use Open-Apple-Right Arrow to widen the single column to the end of the last word in the column with no trailing spaces. Use Open-Apple-O to enter the print options and change PH (Print report header at top of each page) to "NO". (Don't worry about the CI for now). ESCape back to the report format menu and use Open-Apple-P to print the file (8) to disk as a DIF file. Name it by entering the pathname +.DIF. "/Columns/InstrDB.DIF".

The next step is to take the DIF file you just created and make a Spreadsheet file from it. To do this, ESCape back to the Main Menu and select (1) Add files to the Desktop. Then select (5) Make a new file for the Spreadsheet and then (2) From a DIF ™ file. With Version 2.X, AppleWorks asks for a Pathname, so give the Volume and filename you used when you printed the DIF file to disk. /Columns/Instr.DB.DIF.

With version 3.0, you need only to highlight the file from the list presented. We have now produced a spreadsheet from a data base file!

Within the new Spreadsheet, use Open-Apple-L to change the layout of the first column, column A. Change the column width to the width of the text line with no trailing spaces. Next use Open-Apple-C to copy the first cell over to column C. Then use Open-Apple-L to widen column C to the width of the text line you just copied. Next Use Open-Apple-B to clear the cell that contains the text in column C. The Spreadsheet on the screen is now set up to print the information in columns A and C using column B as the center margin. You may now use Open-Apple-L to reduce the space between the written material that will be in columns A and C, try 3 spaces, or whatever is pleasing to you.

Now use Open-Apple-O to enter the Spreadsheet Printer Options. Set the CI to 17, LM,RM,and TM to 0, BM to 2, and PH to "NO". In the following instructions, 54 is used as the standard. If you have changed the top margin from 0 or the

bottom margin from 2, you'll have to do a little arithmetic to calculate your page breaks. ESCape back to the spreadsheet.

For Version 2.X: (Will work for 3.0 also, but see below for an easier way.)

The next step is to use the Open-Apple-C and Open-Apple-D commands to copy some text from column A to column C followed by deleting it from column A. Position the cursor on cell A55. Use Open-Apple-C to copy the cells from A55 to A108 to C1. Then go back to A55 and use Open-Apple-D to delete A55 through A108. The contents that had previously been found below A108 will now move to A55. Move the cursor down to A109 and copy A109 through A162 to C55. Then delete A109 through A162. Continue this process (54 or 108 lines at a time, depending on your point of view) until all of your document is in two columns. Now simply print your document like you would any other.

For Version 3.0:

Our next step is simply to move sections of the single column of copy to form two or more columns using the command Open-Apple M and identifying the Block to be moved. A process similar to that outlined for version 2.X, but moving blocks allows you to see the process better than by the copying process. From the Spreadsheet file, position the cursor on cell A55. Use Open-Apple-M select, within the file, then select that you wish to move a Block. Highlight cell A55 down to cell A108 and press Return. Now place the cursor in cell C1 and press Return. Presto, you now have the first page of your two column project completed! Delete the now blank rows A55 through A 108. The new block, A55 through A108 will soon be printed in the first column on the second page of your masterpiece. Reposition the cursor on A109 and move the next 54 lines to column C, row 55, as was done before. The second page is now complete. Continue this process (54 or 108 lines at a time, depending on your point of view) until all of your document is in two columns. Now simply print your document like you would any other.

To customize this process for yourself, it is only necessary to make changes in the CI and PW options in the Word Processor and the CI and left margin options in the Spreadsheet. Don't forget you can customize the center margin in the Spreadsheet by changing the width of column B until it is most pleasing to your eye. In addition, you can make the process even easier by writing most of it (or even all of it if you're a real whiz) as a macro. Happy Columnizing!

ACES

Submitted by Rand Sibet

Classified Ads*

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

We must receive your copy by the 10th of the month.

A SPECIAL ANNOUNCEMENT

♥

Our editor, Michelle Johnson, and Scott Parks (of IBM fame) were married on Saturday, February 29th. Mrs. Parks is delighted with her temporary title as housewife; her duties are nebulous because Scott has not relinquised command of the kitchen and laundry. A rumor is going around that the romance of the honeymoon has been interrupted by harsh words relative only to the comparative qualities of IBM and Macintosh computers.

May you have a long and happy life together.

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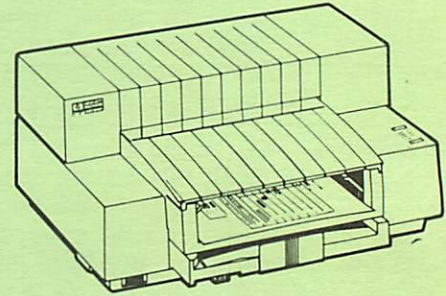
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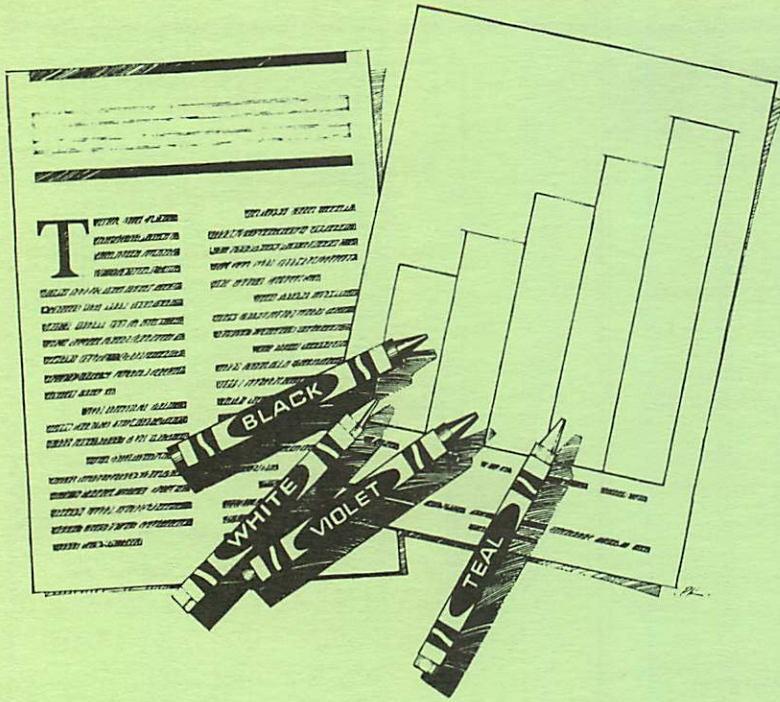
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