$2

mini´app´les

newsletter

Vol. 15
No. 12

The Minnesota Apple Computer Users' Group, Inc.

DECEMBER 92

Calendar of Events

M	T	W	T	F
	1	2	3 **Mac Main Meeting** Augsberg Park Library, 7:00 p.m. 7100 Nicollet Avenue Topic: Aldus Products Mike Carlson: 866-3441	4 **Programer Workshop/Think-C** 1-4 p.m., Saturday Dec. 5th → Brooklyn Henn Co Lib. 6125 Shingle Creek Blvd Keven Kassulker, 535-2968
7	8	9	10 **mini'app'les Board Meeting** Lexington Branch Library University & Lexington Aves. St. Paul, MN, 7:00 p.m. David Laden: 488-6774	11
14 **Apple II & GS Main Meeting** Murry JHS 7:00 p.m. 2200 Bulford, St Paul Subject: Hypermedia; WOZ Video Tom Ostertag: 488-9979	15	16	17 **File Maker Pro SIG** Highland Park Library 7 p.m. Steve Wilmes 458-1513 **AppleWorks® SIG** Murray Jr. High, 2200 Buford, St. Paul, 7:00 p.m. Topic: Financial Functions Les Anderson, 735-3953 **North Shore Mac CIG** Bethlehem Lutheran Church Grand Marais, 7:00 p.m. Jim Ringquist: 387-2234	18 **Programer Workshop/Think-C** 1-4 p.m., Saturday Dec. 19th → Brooklyn Henn Co Lib. 6125 Shingle Creek Bv Keven Kassulker, 535-2968
21 **Fourth Dimension™ SIG** Lampson & Tew 2700 East 82nd Street, Bloomington, 7:00 p.m., Ian Abel: 920-5520	22 **Mac Programmer SIG** Murray JHS 2200 Buford St Paul 7:00 PM Gervaise Kimm 379-1836	23 **Mac Desktop Publishing SIG** Call for Location Bob Grant: 827-6294	24	25
28 **Mac Novice User SIG** Highland Park Library, St. Paul, 7:00 p.m., Tom Lufkin: 698-6523	29	30 **HyperCard SIG** 6:30 PM Washburn Com. Lib. 5244 Lyndale Av. So. Peter Fleck: 370-0017	31	

Notes:

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

Coordinators, please contact Cordell Woods (on our BBS or at 757-6916) by the 1st of the month to have your meeting listed correctly.

SIG - Special Interest Group
CIG - Community Interest Group

THE CALENDAR FOR JANUARY IS ON PAGE 4

mini'app'les

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

Board of Directors

President	David E. Laden 675 Wheelock Parkway West Saint Paul, Minnesota 55117-4151	488-6774
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SIG: Apples	Tom Gates	789-1713
Director at Large	Kevin Kassulker	535-2968

Cordinators

Beginners Consultant	Earl Benser	835-2523
Dakota County	Tom Michals	452-5667
Mac Users SIG	Mike Carlson (days)	866-3441
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	458-0838
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	Les Anderson	735-3953
Apple II DTP		
Beginner's Basic SIG	Tom Alexander	698-8633
Languages/Tech SIG	Wesley Johnson	636-1826
Tech. Adviser (hardware)		

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)

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PACER Center	Karen Samuels	827-2966
TC/PC	Gervaise Kimm	379-1836

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Questions – Please direct questions to an appropriate board member. Users with technical questions should refer to the Members Helping Members section.

Membership – mini'app'les
attn: Bill Rhoades, 652-2221 or write
P.O. 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: Cordel Woods at 757-6916.

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

mini'app'les Voice Mail – 229-6952

Advertising –

Newsletter Publication Staff –

Advertising		
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Production Manager		
Publications Director	Robert Hammen	484-0776

CONTENTS

VOL.15, NO.12
December 1992

IN THIS ISSUE

Apple II Meeting Minutes	5
Membership Dues Going Up	5
New Apple II Hardware	6
Database Printing in AppleWorks 3.0	7
Apple Introduces New Hardware and Software for the Mac	8
MODE32 Bug with System 7.1	11
FileMaker Pro 2.0: What it's got and what it's not	12
World's Fastest Chip!	13
Apple Ships QuickTime for Windows, a Cross-Platform Std.	14
AppleSauce ... about changing monitor settings etc.	14
Announcements, Kudos Thanks, etc. ...	15
Art of Darkness: After Dark Companion	15
Mac HyperCard SIG	15
Thank You, Mike and Hagen: Our SE now has 4 MB of RAM	15
Thanks for the Xante or why my LWNT is faster ...	15
New Members since July 1992	16
Oops! We Goofed. Credit is due to GS+ and EGO Systems	16
Who's Who In Apple II: a Profile of Morgan Davis	17
From Our Software Director: New Apple eDOMS (cont.)	21

ADVERTISERS

Lotus 1-2-3	29
Member Classified Ads	30
TCCN	30
HyperActive Software	31
RAMCO	31
Laser-print Supply/Dodd Technical	Back Cover

The Fine Print

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IF YOU ARE MOVING. . .

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

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

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

Name: _____

Street: _____

City, St., Zip: _____

PRINT YOUR NEW ADDRESS HERE.

Street: _____

City, St., Zip _____

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

Yes . . .

I'd like to join!

Please accept my

mini'app'les MEMBERSHIP APPLICATION.

Please Print or Type:

1. Name _____

_____

Address _____

City _____ State _____ Zip _____

Res. phone _____ Bus. _____

Renew ID# _____ Exp. Date _____

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

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

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

Which personal computer do you use:

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

Areas of Interest:

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

Do you own or use:

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

☐ Referred by: _____

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

☐ Check if you do not wish to receive non-club promotional mailings.

You'll receive your new member's kit in 3 to 6 weeks.
Make checks payable & mail to:

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

JANUARY 1993

Macintosh Main Meeting.	Thur., Jan. 7	Augsberg Park Bldg., 7100 Nicollet Avenue South	Note 4
Programers Wk. Shp.	Sat., Jan. 9	Brooklyn Henn Co. Lib.	Note 21
Apple GS Main Meeting	Mon., Jan. 11	Murray JHS , 2200 Bufford, St Paul	Note 11
Board Meeting	Thur., Jan. 14	Lexington Branch Library, St. Paul	Note 1 (members welcome)
Programers Wk. Shp.	Sat., Jan. 16	Brooklyn Henn. Co. Lib.	Note 21
Fourth Dimension SIG	Mon., Jan. 18	2700 East 82nd Street	Note 2
Apple II Novice	Tues., Jan 19	Murray JHS, 2200 Bufford, St Paul	Note 22 (New SIG!)
FileMaker Pro SIG	Thur., Jan. 21	Highland Park Library, St. Paul	Note 20
North Shore CIG	Thur., Jan. 21	Bethlehem Lutheran Church, Grand Marais	Note 15
Mac Novice SIG	Mon., Jan. 25	Highland Park Library, St Paul	Note 9
Macintosh Programmer	Tues., Jan. 26	Murray Jr. High, 2200 Buford, St. Paul	Note 18
Mac Desktop Publishing	Wed., Jan. 27	Call for location	Note 3
AppleWorks®SIG (ReportWriter)	Thur., Jan. 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	18. Gervaise Kimm	379-1836
2. Ian Abel	920-5520	7. Joy Kopp	440-5436	12. Mark Evans	377-9000	19. Daron Applequist	938-7001
3. Bob Grant	827-6294	8. Bill Langer	937-9240	15. Jim Ringquist	(218) 387-2234	20. Steve Wilmes	450-7448
4. Mike Carlson	866-3441	9. Tom Lufkin	698-6523	16. Tom Michals	452-5667	21. Kevin Kassulker	535-2968
5. Peter Fleck	370-0017	10. Jim Shields	434-9836	17. John Hackbarth	(715) 246-6561	22. Tom Gates	789-1713

Coordinators – Please contact CordellWoods (on our BBS or at 757-6916) by the 1st of the 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: call only if you are a Member, own the software in question and during appropriate times.

Macintosh	Key
Adobe Illustrator	21
Beginners	13, 14
Canvas	5
FileMaker II, Pro	1, 17
Freehand	22
General	14, 17, 18
Helix	16
HyperCard	6, 9
MacDraft	5
MacDraw	5
MacPaint	5
Mac OS	4
Microsoft Excel	5, 6, 17, 18
Microsoft Word	4, 5, 6, 14, 17
Microsoft Works	11, 17
Networking	5, 6, 13
PageMaker	4, 6, 17
PostScript	8
Power Point	5
QuickBasic	5, 6
XPress	21

Apple II	Key
AppleWriter	2
AppleWorks	2, 23, 25
Ascii Express	3
BASIC	5
Beagle Buddy	23
Dazzle Draw	25
DB Master	7
Educational Software	25
General Information	25
Home Acc'n't	20
PublishIt!	23, 25
ProTERM	23, 25
Quicken	25
Talk Is Cheap	3
TimeOut	2
TO Graph	2

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

Apple ///	Key
General	12

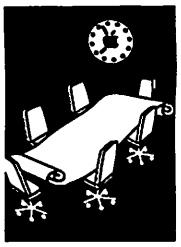
If you would like to be a "Members Helping Members" volunteer, please leave your name & phone number on our BBS or leave a voice-mail message at 229-6952.

1. 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.

Apple II Meeting Minutes

season's greetings



by Tom Ostertag

This was the second meeting of the Main Apple II SIG at Murray Jr. High School. We even started the discussion about 10 minutes before the meeting was supposed to start. The snow was melting and the temp was in the 40's, the atmosphere in the Computer Lab was warm and friendly as well.

We started off with the usual introductions and worked into announcements. The new Novice SIG, the new Educator's SIG, next month's meeting topic, the AppleWorks SIG topic... lots of stuff. Next was the Questions and answers. We forgot to mention that Tom Gates had a door prize left from the Software Fair. The program was Rocket Factory from MECC. Tom passed out tickets to the attendees — and then the Q&A Session. Questions involved, hard drives that worked better on their sides, running a word processor on a "Pineapple", scrolling of Print Shop on the //c, and several more. Very lively discussion!

Finally, we introduced Steve Peterson, the author of "Your Money Matters". Steve then did a demonstration on his software package, showing how accounts were kept, designated for tax purposes, used for tracking stocks etc. The program had a very nice interface and had features that addressed all of the questions asked by the audience.

The custodian came around to kick us out, so we re gathered at Perkins for Brownie Sundaes and a brain picking session to get ideas for the 1993 meeting schedule. We received lots of good suggestions, plus several locations that I could go to. The suggestions will be put together and the 1993 schedule will be published shortly; we will need some people to help with presentations, such as AppleWorks GS, Finder, Launcher, etc.

I left at midnight when the waiter turned to a pillar of salt, lot of good it did him... The December meeting will be on the 14th. Tom Gates is planning on bringing his turbocharged IIGS and showing us some Hypermedia stuff. Should be interesting. I saw some of it at the Software Fair and it is really good. See you there.

Tom

Membership Dues Going Up

It's been a while and we just couldn't wait any longer. The last dues increase took effect five years ago on December 1, 1987. During that time, costs have continued to rise. Over the past several years, the Board of Directors has made every effort to keep costs down including the free or almost free alternatives. But, there comes a point where you just can't cut any more without sacrificing something. The result, "we just couldn't wait any longer".

Dues will be going up effective January 1, 1993. At that time, dues for an individual membership will go to $25.00 per year up from $20.00 or $15.00 depending on whether you were a "new" member or a "renewal".

Other rates have also been reviewed and adjusted accordingly (see below). These rates were set based on budget projections, a review of rates charged by other membership organizations, and on the results of the survey completed last Spring. The majority of those responding to the survey were not opposed to a dues increase and on average thought a fair amount would be $25 (yes, we appreciate all of you who completed and returned the survey, and we are making use of the information on a continuing basis).

All current members of Mini'app'les may renew their membership at the old rate of $15.00 per year for up to three years in advance. Use the membership form at the front of the newsletter and renew for one, two, or three years for only $15.00 per year. But don't wait until your current membership expires. In order to take advantage of this special offer, **we must receive your renewal instructions by January 1, 1993.**

Membership rates effective January 1, 1992:

Individual (new or renew)	$25.00
Student (must be full-time student at an accredited institution)	$15.00
Sustaining	$40.00
Foreign	$40.00
Educational	$50.00
Corporate	$100.00

(Educational and Corporate memberships each carry one vote, but Educational members receive 4 copies of the newsletter, Corporate members receive 6.)

New Apple II Hardware

stocking-stuffers

by Leonard Macy

All the information below is as accurate as possible. Since these items are new, and the information pieced together from many sources, there may be some unintentional errors, which we naturally regret. Prices are for reference only and subject to change. We strongly recommend you call the numbers below for more detailed information and pricing-ACES.

(...and of course, Mini'app'les members can write reviews for our newsletter, too! – Editor)

Pegasus Hard Drives $179 — up for //e/+, $199 — up for IIGS

The Pegasus hard drive is the first SCSI compatible hard drive for the Apple II series that is internal. Replacing the stock power supply with a hefty 80 watts, a cooling fan, and a Quantum hard drive in a variety of sizes. The 52 megabyte size for the IIGS sells for $459, and the 105 megabyte size sells for $589. //e/+ versions are listed for $20 less than the GS versions, and are sizes are available.

Econ also markets a "powersupply" only version (no hard drive mechanism) for $199 for the IIGS and $179 for the //e/+. This will give you a stronger power supply and the ability to install your own SCSI mechanism. IIGS versions also come with 'Universal Master' drive management software.

Econ Technologies
97 N. Central Ave, Suite B
Oviedo, Fl 32765
(407) 365-4209

21 MB Floptical Drive, Suggested Retail: $779

No more magnetic disks? With this new way to store data — using a laser rather than magnets — you get good speed and improved reliability. All compacted into a size equivalent to a 3.5 floppy drive. The drive can be used with several operating systems as well, including gs/so, the Macintosh, and MS-DOS.

Tulin Technology
2156H O'Toole Ave.
San Jose, Ca. 95131
(408) 432-9057

QSRam //e, $99.95 Retail

Once you remove your eighty-column card and install the QSRam //e, you will not only have eighty-column display, but one megabyte of ram to go with it. Imagine Appleworks and several TimeOut programs loaded into memory and still having a good sized desktop for you files! Comes with a five year warranty.

Quality Computers
20200 Nine Mile Road
St. Clair Shores, Mi. 48080
Orders: (800) 443-6697
Questions: (313) 774-7200

ZipDrive IIGS, Suggested Retail: $579.00

Zip's new drive, forty megabytes in size, is the largest currently being offered. But the only thing large about it is the storage size. The ZipDrive IIGS is internal and measures in at 8 inches long, 3 inches high, and 3/4 of an inch thick. The mechanism is attached to a card the plugs into a slot on a IIGS motherboard. The drive has its own proprietary interface (meaning the drive is *not* SCSI compatible).

The drive comes with the Finder and Vitesse's Salvation preinstalled. (Salvation is a complete hard drive management program that currently sells for around $90 by itself). ZipDrive IIGS also comes with a manual and a Hyperstudio stack to guide the owner through the installation process.

Zip Technology
5601 West Slavson Ave.
Culver City, Ca. 90230
(800) 937-9737

RamFast SCSI Rev D $199 with 256k cache, $279 with 1Mb cache

The most popular SCSI interface card for the Apple II, has been improved again — now up to Revision D. It can now have up to a total of one megabyte of cache installed. The RamFast is said to be five to eight times faster under ProDOS 8 and two times faster under GS/OS than the Apple SCSI card. And now with System 6.0 it will permit a single partition the entire size of the hard drive if the user so desires.

C.V. Technologies
1800 East Whipp Road
Dayton, Ohio 45400
(513) 435-5743

ACES

The author invites others to contribute additional hardware information for review at ACES.

E-Mail:	*Or ground-mail:*
GEnie: L.Macy1	*ACES Newsletter Editor*
AOL: LeonardM1	*PO Box 291557*
ACES: User #97	*Ft. Lauderdale, Fl. 33329*

Uploaded by Rand Sibet
from ACES October 1992 Issue

Database Printing in AppleWorks 3.0

software tip

by John R. Majka

After all these years, printing from a database in Appleworks "Classic" still seems to pose a problem. Various solutions, such as reconfiguring your printer information, have been offered but this one seems to be the simplest and easiest. And you don't have to modify the standard settings for your printer. When printing database labels from an Appleworks "Classic":

1. From the database, press OA-P.
2. Either select your current labels report format of create a new one.
3. Create or modify the information you want printed to print a form of exactly six lines. You may have to insert one or two, or more, blank lines either at the top or bottom of your form. It's your choice. You will know when Appleworks will print six lines because at the bottom of the form Appleworks tells you "Each record will print 6 lines."
4. Use OA-O to get to the page set up.
5. Set the page length to 1-inch. At the left, Appleworks will tell you that it ill print 6 lines. *Do not set top or bottom margins!*

(If you are using longer labels, set the "form" to print the number of lines for that form [at six lines per inch] and the page length to the length of the label.)

6. Set up the number of columns, characters per inch and whatever else you want.
7. Press ESCAPE to get back out and OA-P to print the labels. (Assuming you have a sheet of labels in your printer, of course.)

Even if you don't have labels, even if you have standard 8.5 x 11 paper, you will still get six lines, with some of them blank, all the way down the sheet. The printer will NOT do a form feed to the next sheet when the six lines are printed. When the end of the sheet has been reached, Appleworks will continue printing on the next sheet. And so on, until the entire database, or what you have selected, has been printed.

The "secret" is that you set your "form" to print six lines by inserting enough blank lines to make sure that six lines are printed then set the page format for 1-inch. When the six lines have been printed, Appleworks assumes that the end of the page has been reached and does not bother with sending a form feed command to the printer. Without the form fed command, you won't get one printed label and ten blank labels.

Maintaining the membership database and other databases for The Alliance International Inc. is a big responsibility. Think what would happen if the floppy disk went bad all of a sudden. It happens. We, of course, have backup disks but we don't want to rely entirely on them so we have hardcopy printouts too.

Our databases have a lot more information than just a name and address so there is no way we could print it on labels for a hard copy. We have about 10 fields of information on some databases. So to get a hardcopy printout in 8,5 x 11 paper, I just insert a blank line at the end to make a total of 11 lines per record. The blank line serves as a spacer to separate one record from another but it also does something more important. it gives a nice, even printout.

A standard sheet of 8.5 x 11 paper has 66 lines on it. At 11 lines per record, I get 6 records per sheet (6 x 11 = 66). And that's the "secret" to printing your database on standard paper for an archival hardcopy. The number of lines per record must be evenly divisible into 66. A standard label has 6 lines and 66 divided by 6 is 11.

So, on a standard sheet of paper, you can get 22 records at 3 lines per record; 11 records at 6 lines per record; 6 records at 11 lines per record; 3 records at 22 lines per record; or 2 records at 33 lines per record. Other combinations don't work because 66 is not evenly divisible by any other numbers. (Be sure that your page length is set to 11 inches in this case.)

And remember *don't set top or bottom margins!* When you set top or bottom margins, Appleworks will automatically send a form feed at the end of the record and mess things up.

No matter what length of label you use or the length of the paper, if you make sure that your "form" length in lines printed matches the number of lines in your "page" and you don't use top of bottom margins, your database will print perfectly.

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ACES

Uploaded by Rand Sibet from ACES October 1992 Issue

Apple Introduces New Hardware and Software for the Macintosh

autumn debutes

from "TidBITS" #147

October 19th, was an important day for Macintosh users. If you don't know the significance of the date, you've been hiding under a non-Macintosh rock for some time. Apple today officially announced several much-anticipated new machines and software. We have already published many of the details and interesting aspects of the new products before these announcements, so you may wish to go back and check some of the previous issues, especially for information about the PowerBook Duos and System 7.1. In an effort to minimize repetition in the articles below, I will only touch on new or truly important features. Future issues should shed more light on the details in future issues too, so keep an eye out.

Macintosh PowerBook Duos

We thoroughly covered the Duos in previous issues, but information has arrived from several first-hand sources who claim that the 9", 16-level gray-scale, backlit, supertwist, LCD screen, although not active-matrix, is extremely readable. One source went so far as to say that he preferred the Duo screen over the monochrome active-matrix screen used on the 170. That's entirely subjective, but nice to hear.

The Duos use new nickel-hydride batteries that Apple claims last between 2 and 4.5 hours (the other PowerBooks use either NiCad [nickel-cadmium] or lead-acid batteries). The Duo spec sheets trumpet about something called EverWatch Battery Saver technology, but the 160 and 180 (which also have EverWatch) don't have longer battery life estimates, so I don't know specifically what EverWatch adds. Apple added an LED indicator to the Caps Lock key, so you can more easily see when it's engaged. Finally, the Duos connect to their docks via something Apple calls PowerLatch docking technology, and surprise, the connector is a 152-pin PDS connector. Can you say, "yet another slot?" I thought you could. Actually, Apple has a good excuse this time given the Duos' unique requirements.

> You know how Apple has shipped a new version of the operating system for each new computer? Well, that's about to end.

Although Apple claims the Duos are available immediately, the Duo Dock and MiniDock, along with the external Duo Battery Recharger and the new Express Modem, will not ship immediately. The Duo Dock and Battery Recharger will ship in November, and the MiniDock and Express Modem in December. The holdup on the MiniDock and Battery Recharger stems from the FCC not yet approving them for sale, and there's no messing with the FCC on that issue.

In an uncommon move, Apple contracted with SuperMac to manufacture the Duo MiniDock and the Duo Floppy Adapter. Only Sony has manufactured Apple-labeled hardware before, although Sharp may manufacture some of the Newton devices in the future. It takes no great mind to add a few small, even numbers and come up with four, and similarly, we presume that SuperMac will soon enter the third-party dock market that currently contains E-Machines, Asante, and a company called Air Communications that is reportedly working on a wireless communication dock. Given SuperMac's strengths, I would be surprised if a dock from them did not contain accelerated graphics or perhaps some video capture technology taken from the VideoSpigot. Nothing solid here, folks, just some educated speculation.

Information from:
Pythaeus
Apple propaganda (like all the rest of the stuff below)

PowerBook 160 and 180

In some ways, the 160 and 180 hold little interest — after all, they are merely upgraded versions of the 140 and 170, right? Yes, but Apple has added some new features and changed things just enough to keep Macintosh sales reps busy memorizing new features. The new 16-level gray-scale screens reportedly look very nice, especially the 180's active-matrix version; they sport built-in microphones; you can add up to 14 MB of RAM (but see below for an important warning about this); they ship in 120 MB hard drive configurations; they have more advanced battery saving technology; and like the PowerBook 100, they can act as SCSI hard disks for a desktop Mac. Last, but not least, both new models feature external video ports, so you won't have to purchase expensive internal video cards from companies like Envisio.

No, the 160 and 180 don't start the juices flowing in the way the neat new Duos do, but in many ways they are probably better machines. Apple had a chance to work out the quirks in the 140/170 design and the attention to details shows, although the 160 and 180 do not share the Duos' LED Caps Lock indicator. Unfortunately, prices on the 160 and 180, particularly a loaded 180, seem high to us, especially in comparison with a dockless Duo. Nonetheless, from all reports the 180's 4-bit active-matrix

screen is stunning, much as the $5,500 color active-matrix displays at Macworld blew away any pre-conceived notions about display quality. If price means nothing to you, buy a PowerBook 180. Otherwise, consider the other new models since despite the demise of the ultra-cheap PowerBook 100, the current line looks extremely solid. Apple supposedly made $1 billion on the PowerBooks last year, and to judge from the improvements and new designs, the PowerBooks will continue to rake in the cash.

PowerBook 160 and 180 RAM Issue

by Mark H. Anbinder, Contributing Editor

Apple informed dealers this week that some third-party memory expansion cards designed for the PowerBook 140 and 170 models will not fit properly in the just-introduced PowerBook 160 and 180 computers. Although the 160 and 180 models have the same specifications for their memory expansion slots, some third-party memory manufacturers have reportedly offered cards that don't quite meet the specs.

The notice said that the problem occurs because of sponge heat sinks on certain chips in the 160 and 180, limiting the empty space near the memory expansion connector. The sponge heat sinks are in one of several "keep out" areas published by Apple in its specs so that third-party developers will know where their components can "live" and where they must not. Because of the apparent difficulty in designing a card that includes more than 4 MB of RAM and still fits inside the allocated space, some manufacturers have sold 6 MB upgrade cards that, although they fit inside the 140, 145, and 170 without difficulty, take up more than their specified amount of space.

Vendors whose memory products don't fit will need to take a closer look at the PowerBook developer specs (an updated copy of which has been sent to hardware developers) and reconfigure their cards to fit inside the newer machines. In the meantime, early purchasers of PowerBook 160 and 180 computers will need to be careful that any memory upgrades they buy are specifically guaranteed to fit the new PowerBook models.

The bulletin stressed that the heat sinks should not be removed. Removing them voids Apple's one-year warranty on the computer, but more importantly, doing so creates internal heat problems. The excess internal heat can result in system crashes and hangs, can cause the computer to run hotter than it is supposed to, and its life span could be seriously shortened.

For now, most 4 MB expansion cards should work, so users may be able to suffer with a little less memory in their PowerBooks. Users who tend to use the machines while near an electrical outlet can even keep the computers plugged in and take advantage of virtual memory. Until third-party developers start producing new expansion cards that fall within Apple's guidelines, though, it will be tough to find 6 MB expansion cards for the new machines.

Information from:
Pythaeus

Macintosh IIvi and IIvx

The IIvi dropped out of the news a while back, with rumors flying that it would only be sold outside of the US, and that proves to be true. The only real difference between the IIvi and IIvx is that the IIvi uses a 16 MHz 68030 chip in comparison to the IIvx's 32 MHz chip. I presume the speed hit is proportional. It appears that Apple didn't want the IIvi cutting into the Performa 600's niche, not surprisingly, but the extra machine does confuse matters slightly. But wait, now that I scan back through the TidBITS archive, we've never seriously talked about the IIvx. So what should you know about this machine anyway?

In addition to the 32 MHz 68030, the IIvx includes a 32 MHz 68882 math coprocessor and 32K of cache. It has 4 MB soldered on and can take up to 16 MB SIMMs in its four SIMM slots for a total of 68 MB of RAM. 8-bit internal video comes standard, and you can add more VRAM to support 16-bit color on the internal video, although 24-bit video requires a video card in one of the three NuBus slots. Other methods of expansion include an accelerator slot and room for three internal storage devices, which actually means one SuperDrive, one 3.5" hard disk, and another device, such as the AppleCD 300i double-speed CD drive. Alternately, you could probably use an internal SyQuest as your third storage device. The metal case and roomy interior give the IIvx a boxy look, but it's sturdy and cheap to manufacture that way, if a tad heavy at 25 pounds or so.

The IIvx probably performs comparably to the IIci but offers some additional niceties like the internal CD-ROM drive port. I doubt that the IIci will disappear immediately, but it wouldn't surprise me if Apple started to phase it out of production and dropped it at the next product introduction in the spring or summer, especially if that introduction resulted in a cheaper 68040 machine joining the price lists. Although a slick, classy machine with proven performance, the IIci is the oldest Mac in the current lineup, and I believe it's the only one that does not include a microphone. In addition, Apple may wish to get rid of that particular case, much as it wanted to get away from the old SE and SE/30 case.

Macintosh Color Display

This new 14" color monitor is only an incremental improvement over the previous one (i.e., it performs exactly the same task), but Apple paid a lot more attention to detail, making for a nicer monitor at a lower price. You get the same 13" of usable area on the Trinitron CRT (cathode ray tube), and the size is the same at 640 x 480 (resolution is 70 dpi instead of 69 dpi), but the new CRT offers higher brightness, high contrast, and uniform color. The monitor is 50% brighter than the previous model and supposedly uses 32% less power, a move I wholeheartedly endorse. Now if only the new desktop units could emulate the PowerBooks' sleep mode.

Front-mounted controls and a tilt and swivel base make the monitor easier to use, and it complies with the strict Swedish guidelines for very-low frequency (VLF) and extremely low frequency (ELF) magnetic and electric emissions. Whether or not those emissions are specifically harmful (no one has conclusively proven that either way, as far as I've heard), I can't imagine that they're good for you. The monitor weighs a bit less, so it will be easier to lift, a major bonus to techie types who frequently have to move them. Finally, and I'm not sure how important this is, the monitor features automatic degaussing at startup. Probably akin to a stiff cup of espresso to start the day.

AppleCD 300

The new CD player from Apple sets the standard for others to aim at with its double-speed technology, a speed select switch, a reasonable list price of $599, and support for multi-session PhotoCDs along with three other formats I'm unfamiliar with, CD-ROM XA (which apparently requires some extra hardware to play compressed audio), CD+G, and CD+MIDI. It of course reads all the ISO 9660/High Sierra and Macintosh HFS discs that the old (and still available) AppleCD 150 can read. The drive has an average access time of 295 milliseconds in double-speed mode, in which it can also transfer 300 KB of data per second.

Double-speed technology isn't new, since NEC has had the CDR-73M out for a while now, but it was plagued with some early problems that NEC only recently fixed. The AppleCD 300 hopes to avoid any such problems with its front-mounted speed select switch, and frankly, I suspect that Apple tested more carefully than NEC anyway, to judge from some of the less than favorable comments I've received about NEC. Will McCauley reported on his experience calling NEC, saying:

Gee, it wasn't that bad. I just sat with the phone next to my ear for 32 minutes listening to an improperly synchronized recording ("are busy. Please hold the line. All our operato") and then I got to talk to two real people, one of whom said she would send the new driver. I asked if I could post the driver to an electronic bulletin board, and she said "Oh, no, only the PC driver is posted there." I said I could post it to a bulletin board frequented by Mac users, and she said "Well, I don't know anything about that." Sounds like a go-ahead to me.

I have heard that NEC plans a ROM upgrade to support multi-session PhotoCDs, but it appears that NEC isn't entirely with it, because Povl Pedersen reports, "According to comp.sys.unix.aux the new NEC driver is still not A/UX compatible, so if you want to install A/UX someday, go for another drive like one from Toshiba, Sony, or Apple."

Many drives now support single-session PhotoCDs, which you create by having camera film transferred to CD rather than printed on paper. Multi-session PhotoCDs come about, apparently, when you take that CD back to the photo store and have them add more rolls of film to it. I know little about PhotoCD, but if anyone out there has played with PhotoCD personally and has had pictures put on one, I'd love an article about it.

Interestingly, and Apple's press propaganda was no help, the AppleCD 300 appears to have two modes. In mode 1 the drive can read 656 MB per disc, and transfer data at either 150 KB/second or 300 KB/second (working at normal or double speed). That jives with the little I know about CDs. In mode 2 the drive can read 748 MB per disc, and transfer data at either 171 KB/second or 342 KB/second. That's weird. It turns out that these modes are standards and almost all drives support both modes. Mode 2 discs store more and read faster because it has less error correction (not a problem for audio and fast animation, where a missed bit wouldn't matter), but almost no discs use the mode 2 format. Many thanks to Cary Lu, who solved this mystery by quoting to me from the fourth edition of his excellent book, "The Apple Macintosh Book," (ISBN 1-55615-278-7, $24.95 from Microsoft Press). I need to get my own copy of that.

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System 7.1

We've talked a lot about 7.1 in the past but have missed a few interesting bits. You know how Apple has shipped a new version of the operating system for each new computer, causing a proliferation of that final digit in the version number? Well, that's about to end. System 7.1 supports drop-in software modules called "system enablers" that enable the standard version of 7.1 to support whatever new features of the specific Macintosh are appropriate. That should eliminate the 6.0.x-syndrome, where x equals any arbitrarily large number. I think this is a terribly useful (it would be thoroughly clever if it wasn't so obvious) innovation, and I applaud Apple for making Macintosh life easier.

System 7.1 has System 7 Tune-Up built into it, which is good, but may unfortunately confuse the issue more. You need System 7 Tune-Up 1.1.1 with System 7.0 and 7.0.1, but you do not need Tune-Up at all with System 7.1. Hope that settles it. Apple also increased File Sharing security so "guest access" is no longer the default, and in a move I love, Apple removed DAL from System 7.1 so normal people no longer have to throw it out immediately. Those who need it can get it in a software solution pack from Apple.

System 7.1 users should have almost no compatibility problems, with two known exceptions. Networks running AppleShare on the server will need to upgrade AppleShare on the server to version 3.0.1. More commonly, if you use MacTCP for network access, you should upgrade to MacTCP version 1.1.1. We have no information on upgrade costs or procedures for AppleShare 3.0.1 and MacTCP 1.1.1 yet, so stay tuned.

System 7.1 Update Kit

As we reported, Apple's press materials imply, but do not state clearly, that you may not copy System 7.1 freely. You can get the System 7.1 Update Kit if you are a System 7 user for $34.95, and it includes new system disks in either 1.4 MB or 800K format, a QuickTime 1.5 disk, and a System 7.1 Update Guide.

Unlike the following two upgrades, which will certainly be available through dealers and software resellers, and probably mail order firms like MacConnection and MacWarehouse, Apple's press materials say that the System 7.1 Update Kit will be available directly from Apple, never mentioning dealers or software resellers. In some respects this makes sense, since after the middlemen take a cut of that $35 price and discount it to the user, Apple would probably lose money on the Update Kits. It may make sense, but it doesn't mean we have to like it. $35 is not a lot of money for most people (and yes, I know it is for students — I was one not long ago), but you can't buy much other software for $35 and as we discussed in TidBITS#143, Apple is at heart a

software company and must transfer its money-making ventures to software so that it can lower the prices on its hardware. At least 7.1 will come with new Macs.

System 7 Personal Upgrade Kit

Apple aimed the (Version 7.1) System 7 Personal Upgrade Kit at users upgrading from System 6. It costs $99 and includes System 7.1 on six 1.4 MB disks, a QuickTime 1.5 disk, and a disk with the Compatibility Checker. Manuals include the Desktop Macintosh User's Guide and the System 7 Upgrade Guide. For an unspecified limited time, Apple will bundle At Ease with this upgrade.

System 7 MultiPack

Larger sites can purchase the System 7 MultiPack, which provides a license for a site to upgrade up to ten users from System 6 to System 7.1. The software comes on CD-ROM in several language versions, and includes QuickTime 1.5, the Compatibility Checker, and system enablers. You also get 1.4 MB disks containing the same stuff, as well as the two manuals from the Personal Upgrade Kit and the Administrator's Handbook. All that and more for a mere $499 if you call fast. No At Ease, but you might get a Ginsu knife if you hurry. Obviously, a ten-user upgrade won't do squat for a really large site, but sit tight because Apple plans to offer a volume-purchase plan after 30-Nov-92. Call the number below or hassle your Apple rep for more info.

Picky little details

US customers who purchased the Version 7.0 System 7 Personal Upgrade Kit or the Group Upgrade Kit after 01-Sep-92 can get the 7.1 version for free with proof of purchase. For more information on that, call the number below.

If you purchase either the System 7 Personal Upgrade Kit or Group Upgrade Kit and require 800K disks, you can call and Apple will send them to you at no charge.

Asian System versions

Along with the US version of System 7.1, Apple also has KanjiTalk 7, the Japanese version, available immediately. It includes all the features of System 7.1, plus the Kotoeri input method and seven new Kanji TrueType fonts. Other versions of System 7.1 will be available soon, including the Korean version on 01-Nov-92, the Thai version on 15-Nov-92, the ChineseTalk II (Traditional) version on 15-Nov-92, and the System 7 (Chinese/simplified) version on 15-Jan-93.

Apple System Software Upgrades — 800/769-2775

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MODE32 Bug with System 7.1

a bug report

from "TidBITS" #150

by Mark H. Anbinder, Contributing Editor

Hazy reports surfaced last week that MODE32 was not compatible with System 7.1. Happily, Connectix informs us that the incompatibility exists only in limited circumstances, and most users won't have trouble.

MODE32 is the nifty utility, developed by Connectix and licensed by Apple for distribution to all Mac users, that "cleans up" Macs with older, dirty ROMs, allowing these Macs (the II, IIx, IIcx, and SE/30) to use 32-bit mode, and thus allowing them to address more than 8 MB of RAM or more than 13 MB of virtual memory.

According to Connectix CEO Roy McDonald, MODE32 is compatible with System 7.1 unless the Mac is in 32-bit mode AND using virtual memory. Because Connectix's analysis of its registered user base shows that most MODE32 users are using the software so they can address a large amount of real memory, and therefore wouldn't be using virtual memory, Roy doesn't believe that most users will notice this problem.

The incompatibility seems to be "highly configuration-dependent," meaning that even in the situation described above, some users might not have difficulties. Early testing has led Connectix to suspect that one factor involved in the problem may be the arrangement of NuBus cards, so users who do experience this incompatibility can try moving around their NuBus cards.

Connectix is not working on a 7.1-compatible version of MODE32, because Apple has announced that a "system enabler" is in development that will provide the same functionality. No release date has been announced for this technology, which Apple claimed was in the works last September. The company is undoubtedly rushing now that it's too late to release it along with System 7.1.

Even though Connectix is confident that most users won't experience problems, and believes that they have narrowed down the possible problems, Roy asks that users who feel they have found a source of incompatibility other than virtual memory between MODE32 and System 7.1 call Connectix Technical Support at one of the numbers below.

Connectix Corp. — 800/950-5880 — 415/571-5100 415/571-5195 (fax)

Information from:

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FileMaker Pro 2.0:
What it's got and what it's not

by Charles Wheeler

software review

from "TidBITS" #150

Claris recently upgraded of its best-selling database program, FileMaker Pro 2.0 (not to be confused with FileMaker II, which came after FileMaker 4 but before FileMaker Pro...). If you're looking for a major, from-the-ground-up rewrite of FileMaker Pro, you'll have to buy a Windows machine. That's right, FileMaker Pro now comes in two popular flavors, Mac and Windows. Claris claims both versions are nearly identical in features and operation, and can share files simultaneously on the same network. Since I haven't used the Windows version yet, I'll limit my review to the Mac version.

As I alluded to earlier, FileMaker Pro 2.0 for the Mac is not a major rewrite; it's a major tweak. It looks like the programmers added as many requested features as possible without rebuilding the database engine. These include interface enhancements, QuickTime and sound support, better handling of labels and the ability to open one file from within another, to name a few of the most requested features. This version is "System 7 omniscient," meaning better than "aware," newer than "studly," but not quite completely "savvy." FileMaker Pro strongly supports Apple events, but barely acknowledges Publish and Subscribe (data can be exported in the Edition format). Claris does not promise speed improvements, although it seems to run a little faster, possibly because of a definite quickening of screen redraws.

FileMaker Pro offers one new feature I have yet to mention that not only makes the upgrade worth the price but is an absolute must for any serious FileMaker user.

If it sounds like I'm withholding my enthusiasm, I am. All of these features are nice, but worth the price of a major upgrade (over $100 with tax, shipping and handling)? Maybe when Apple events become more widely used. However, FileMaker Pro offers one new feature I have yet to mention that not only makes the upgrade worth the price but is an absolute must for any serious FileMaker user: ScriptMaker.

ScriptMaker is the new script writing tool for FileMaker. You can still use the "look over my shoulder and remember what I did" method familiar to users of earlier versions of FileMaker, or you can create complex scripts completely from scratch. The new interface is both simple and complete, with a list of script "steps," an area for building scripts, and an Option field for displaying options for each step. For example, if you choose the step "Go to Layout[...]", the Option field will list all the available layouts. Select one from a drop down menu, and FileMaker Pro replaces the three periods between the brackets with the name of the selected layout in your script. The order of the steps in a script can be rearranged by simply dragging a step up or down the script. Claris prides itself on making "simply powerful" software, and if anyone has come up with a better way to create and edit scripts or macros than FileMaker Pro 2.0, I have yet to see it. For the majority of FileMaker users, ScriptMaker alone makes the upgrade price worthwhile.

FileMaker has always been a program that invited users to work around its limitations with calculations, scripts, and — starting in FileMaker Pro — buttons. Along with the more powerful scripting tools, FileMaker Pro 2.0 allows for the ultimate workarounds — using other programs from within FileMaker Pro. Claris cites an example of creating charts for data contained in an FileMaker file by exporting the data to a spreadsheet program, having that program create the chart, save it as a PICT, and import it into a picture field, all done using scripting and Apple events. Although it looks good on paper, how many average FileMaker users will put this feature to use? Developers and consultants whose clients are running 20 MB of RAM, on the other hand, will have a field day.

The award for most ridiculous waste of memory in this category is the "phone dialer" workaround, which suggests that the way to avoid FileMaker's inability to dial a phone number from within a field is to export the number to HyperCard, which, through the miracle of Apple events, would dial the number for you. Fortunately, several folks are working on little applications whose only purpose in life will be to dial the phone from FileMaker at the cost of only a few K of RAM. Watch your favorite online service for the fruits of their labor.

For database publishers, FileMaker Pro 2.0 adds several new goodies, including new font styles and full text justification. One shortcoming that Claris has taken some heat for in their support area of America Online is the way FileMaker handles text embedded in EPS (Encapsulated

PostScript) files. FileMaker downloads fonts to the printer if those fonts are contained in a field or layout, but not if they reside in an EPS graphic. Unless the font is downloaded manually before printing, your graphic that uses Garamond Semibold Italic could come out of the printer in Courier.

(Another AOL FileMaker user pointed out that, although Claris generally does a good job maintaining interface consistency among its programs, the color palettes of the major Claris products have the colors arranged differently. Talk about attention to detail. I want this guy checking the engine mountings of the next 747 I ride.)

FileMaker Pro also supports Data Access Queries on a remote server, a nice feature, but 98% of FileMaker users probably won't use it. Many other small niceties have been added that will be used by most users, like easier layout manipulation and enhanced cut and paste capabilities. In fact, if I tried to list them all here, this review could turn into a two or three part series like Howard Hansen's Excel 4.0 review. FileMaker has always been a program of pleasant surprises ("Gee, it would be nice if this program would... hey, it does!"). I'll let you discover some treasures on your own. If you want clues, Claris has updated and enhanced the manual as well.

Summing up, FileMaker Pro 2.0, although not a major rewrite, is a major and worthwhile tweak. With the addition of a powerful script manager, Apple events, and the ability to export Editions, FileMaker users have a considerably larger bag of tricks to move information into, out of, around and within their databases. With the release of FileMaker Pro for Windows, Claris should own the flat-file database market for the foreseeable future.

Stop the modems! Although the transition from FileMaker Pro 1.0v3 to 2.0v1 has, by most accounts, been a remarkably smooth one, Claris Tech Support reports there will be a maintenance release shortly to address known bugs. They did not elaborate on what those bugs might be. Claris has in the past done quick releases to address relatively minor bugs in new software versions. In those cases, registered users received the update automatically at no charge. Stay tuned.

Claris — 408/727-8227 — 800/544-8554

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World's Fastest Chip!

a press release

The IBM Zurich laboratory unveiled the world's fastest chip this week. The chip, code named "Timeless", is based on high temperature superconductors and is capable of transferring data signals faster than the speed of light. This makes it possible for a computer based on this chip to produce answers before questions are asked.

Using this technology, the Hursley laboratory has been able to produce a program product before the user requirements were known. Industry analysts found the Hursley announcement humorous, citing that IBM has been writing program products without user requirements for years. Products created using the Hursley method are still expected to miss their ship dates due to the excessive length of the Fall and Spring planning cycles.

The Communication Products Systems Test organization is using the same technology to test program products in zero days. Said a spokesperson in Raleigh, "It's amazing. Just preparing to test the software thoroughly causes it to be tested. It's like the system can read your mind." Oddly enough, planning experts in System Test are reporting that regardless of the productivity gains realized by the Timeless chip, the average test duration is expected to be nine months.

There have been rumors of some odd side-effects of the Timeless chip. Some customers have been receiving products before they order them. Most customers we interviewed did admit that they were planning to order the new software when it arrived. They said that they liked the speed with which the products arrived, but they disliked IBM's new policy of billing them before they ordered anything. Said an IBM billing expert, "We knew they were going to think about ordering some software, so we thought we would think about billing them."

IBM Service has made some exciting advances in hardware and software maintenance based on these side-effects. IBM Service worldwide has begun a free preventative maintenance program in which the IBM Customer Engineers think about fixing all the problems of every customer. Said an IBM Service representative, "The program is working very well. Service calls are down 99%. The only calls we are getting now are to fix hardware and software that hasn't been invented yet."

If you are thinking of ordering computer systems which uses the Timeless chip, they can be ordered from IBM.

Of course, if you have been thinking about ordering one, it is probably on its way to you right now.

I. B. Lyon <iefbr14@ibm.com>

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Submitted by Tom Gates

Apple Ships QuickTime for Windows

To Provide Cross-Platform Multimedia Standard

announcement

official press release

CUPERTINO, California — November 10, 1992 — Apple Computer, Inc., today announced plans to bring the world's most sophisticated multimedia technology to people who use Microsoft Windows. QuickTime for Windows, a set of Windows Dynamic Linked Libraries (DLLs), can be installed on any PC and used by any Windows application adapted to QuickTime's application programming interface. Several Windows software and hardware vendors today also announced support for QuickTime for Windows, version 1.0.

With QuickTime for Windows, Apple has developed a cross-platform multimedia standard to provide users with a consistent interface and file format for working with digital video, sound, animation, and other multimedia data. Using QuickTime, authors and publishers will have a simple way to distribute their work in a single file format. QuickTime for Windows will also give multimedia programmers and developers one cross-platform multimedia programming interface.

QuickTime for Windows

QuickTime for Windows is an implementation of the QuickTime architecture on Microsoft's Windows environment. QuickTime for Windows provides Windows users with the portions of QuickTime needed to playback and control QuickTime Movie files and compressed still images. With the availability of QuickTime for Windows multimedia authors, developers, publishers, and users can work with QuickTime Movies on Macintosh, Silicon Graphics, and PCs running Windows. Through QuickTime, users on Macintosh and Windows PCs will be able to easily exchange files, rely on a consistent human interface, and use a variety of modular compression technologies for storing multimedia information.

Apple and Intel Work Together to Drive Standards

Apple and Intel today also announced that they are jointly integrating Intel's Indeo video compression technology into QuickTime on Macintosh and Windows. This development provides users with Intel's technology for compression and decompression of QuickTime video data. Intel's support for QuickTime, with the Indeo line of software and hardware products, will offer QuickTime users with accelerated playback capabilities.

Pricing and Availability

Apple will offer version 1.0 of QuickTime for Windows in a Software Development Kit (SDK) designed for professional programmers, and sold through the APDA, Apple's developer tools distribution group. The SDK is priced at $295 and will be available worldwide Nov. 23, 1992. The SDK Bundle for Windows and Macintosh, also available worldwide on Nov. 23, 1992, is priced at $495.

System Requirements

The QuickTime for Windows software requires a 386 or faster CPU, equipped with 4MB of RAM, an 80MB hard disk, and a VGA or better graphics adapter. Movies with sound require installation of a PC sound card. System software requirements include MS-DOS 5.0 and Windows 3.1 or higher.

AppleSauce ...

about changing monitor settings and your Chinook warranty

Ever tire of those white letters on a blue background when using a text based program such as ProTerm or classic AppleWorks on a IIGS? Well try this: go to the classic control panel by pressing OPEN APPLE-CONTROL-ESCAPE. Highlight the words "Control Panel", press return. Using arrow keys, highlight "display", press return. Use down arrow to highlight "text" then use left or right arrow to change color. Neat! Now use the down arrow key to highlight "background" and change color the same way we did for text.

I have found yellow text on black background very comfortable for my eyes.

A couple of notes: to quickly change back to Original settings, go to "display", highlight standards, use right arrow key, and everything will change back. These settings should only affect text based programs, not GSOS based. However, if you also change the color of the border, that will affect all programs, text and GSOS based.

Less than a year ago Chinook was selling 100mb and other size SCSI hard drives for the Apple II series of computers. Chinook is out of that business now. Rumor has it that they decided to get out of the hard drive business completely. In any case, Sequential systems, 1200 Diamond Circle, Lafayette, CO 80026, announced that they have taken over service for Chinook hard drive company. Their service phone is (800) 999-1717 and they *will* honor Chinook warranties.

From ACES October 1992 Issue, Uploaded by Rand Sibet

Announcements,
kudos, thanks, etc. ...

announcements

Mac HyperCard SIG

by Peter Fleck

Next Meeting: CALL

SIG Coordinator Returns

The HyperCard SIG has begun meeting again but as of this writing (November 4), there is no official site and no specific date. If all proceeds as planned, we have met once in November and monthly meetings will follow.

To find out when and where, check the Mini'app'les BBS, call the voice mail, or call me at 370-0017.

Peter

from various sources

Thank You, Mike and Hagen:
Our SE now has 4 MB of RAM

Thanks to Hagen Computers and Mike Carlson for upgrading the club SE to its max of 4 MB memory. We are giving Hagen three months of advertising ($120) of one appropriately sized ad. [Mike, this has been OK'd by the Board of directors.]

Art of Darkness:
The After Dark Companion

Peachpit Press, Inc has announced the publication of "Art of Darkness: The After Dark Companion". This 128-page tomette describes the 50-odd display modules that make up After Dark and More After Dark for the Macintosh. The book also includes nine all new modules for After Dark. The disk also includes ProtoToasters. The book retails for $19.95. User Groups can get the book for $11.97 by ordering as a group if 11 or more books are ordered. Shipping costs are $.50 per book ($1.50 per combo). Peachpit Press has many books available for the Mac and IBM (shudder!). Titles include such goodies as: The Dead Mac Scrolls ($19.20), The Little Mac Book, 2nd Edition ($8.97), The Macintosh Bible, 3rd Edition ($16.80), The Macintosh Bible, 4th edition ($19.20), QuarkXPress Book, 2nd edition ($16.77). If our group can get 11 book orders, I'll be happy to place an order and get out to our people. The discount of these books is 40% over the retail price, and may be worth looking into. Just call me with your order, and we can discuss how we are doing. I think that we can get the discount if we all work together on this one.

Thanks for the Xante
or why my LWNT is faster and prints at 600 dpi

Some of you may have noticed a change in this issue of our newsletter — it was printed at 600 dpi which is a four-fold increase in resolution compared to previous issues — thanks to the use of a Xante Accel-a-Writer upgrade board supplied by Your Blue Pencil. Linda has offered Xante upgrades to mini'app'les members at a reduced price. -DU

The Xante Accel-a-Writer line of upgrade boards for Hewlett Packard LaserJets and for Apple LaserWriters gives new life to old or low-end printers: glorious speed, PostScript compatibility, 35 resident fonts, SCSI port, simultaneous interfacing of IBM/DOS and Mac machines, and true 600 dots/inch text and line art and simulated 850 dots/inch grays. A Flash ROM for quick font handling is an option. (All hardware is printer-resident; your Mac is not used as a file server or processor for the printer.)

Xante's line of highly affordable 600 dpi printers—the Accel-a-Writer 4000 and the 8000—offer the same features in a new printer, plus Xante's proprietary built-in Flash ROM for additional "resident" fonts.

The powerful Accel-a-Writer 8100 can be configured for 600, 800, or 960 dots/inch and will take 11 x 17 paper—a real workhorse for desktop publishing, newspaper production, and engineering users. The newly announced 1200 dpi configuration will be available soon.

Contact Linda Bryan 612-777-7037 for information on special discounts for Mini'app'les members.

New Members

since July 1992

new members

by Bill Rhoades

New Members:

BANTZ, BRIAN D	55437	612 835-3696
BEBENSEE, SHIRLEY	55110	612 426-0147
BERG, DANIEL C	55372	440-5502
BLOMQUIST, BARRY L	55414	331-7305
BLOOMQUIST, JIM & CATHY	55117	612-488-5734
BOUGIE, KARA	55122	894-3263
BURRELL, BOB	55106	612 772-2165
CARTER, RICHARD & BIRDIE	551 13	642-951 7
COLTON, DIANA	55343	612 938-2723
DEMENT, JOEL Wm	55106	
ELFRINK, BRIAN	55122	612 681-0344
ELLIS, LAWRENCEA	55342	612-933-9007
ERHARDT, RHODA	55119	730-9004
FANG, IRVING	55108	645-3304
FORS, ROBERT	55068	61 2-432-4854
GOEDEN, VERLA	55418	788-8944
GOEDKEN, KAREN	55345	612 938-5929
GRIMM, LAURIE	55344	612-949-0203
GRUMMERT, JOHN W.	55418	612-789-0409
HOLDEN, SHIRLEY R	55117	612-490-3198
JANSKY, JOHN W	55118	612 455-6655
JOHNSON, ROSALIND	55431	888-4878
JOHNSON, BARB	55408	612-871-2806
KICKSON, PAUL S	55420	612 884-1462
KILLION, LEU	55124	612-431-6356
KOCH, JEFFREY	55414	612-379-0208
KRIEGER, CAROL	55110	612 429-7172
LEHMANN, LAURA	55431	612-835-3006
LIENKE, HARRY	55118	612-457-6026
LINDBERG, JOHN	55106	771-3510
LOUSHIN, ALBERT	55432	612-633-5427
MAIER, MARK	55426	544-8240
MARTIN, CAROL	55439	612 941-5886
MELBERG, CAROLINE	55435	865-6767
MORRIS, DAVID	55107	612-228-1875
NIELSEN, RICK	55305	933-4973
PETERSON, JIM	55117	612-490-0554
ROSEBERRY, RANDY	55409	612 824-3581
SANDBERG, CHRISTOPHER	55445	612-432-0105
SAPERSTEIN, HARLAN	55416	612-922-1444
SCHMIDT, FRED	55429	560-3992
SONTAG, HUGH	55115	777-1163
STORMS, FREDERICK	55101	612-647-9227
SWENSEN, TOM	55331	474-1578
VAN LANDSCHOOT, DAVID	55104	

Corporate Members:

MCGRAW-HILL COMPUTER RESOURCES	55435
NORTHERN HYDRAULICS	55337

Sustaining Members:

BALLEN, TOM	55331	612-470-5000
DOP, RANDY L	55438	612-943-0967
GATES, THOMAS A	55418	612-789-1713
HOAGLUND, GARY	55076	612-455-9379
LADEN, DAVID E	55117	612-488-6774
LOTT, FRITZ	55422	612-377-3032
LOVRIEN, JOAN	55125	612-739-6958
LUFKIN, THOMAS M	55116	612-698-6523
MINER, JAMES F	55406	612-721-7791
NELSON, CLARENCEW	55084	612-454-3314
SETTEVIG, LISA	55102	612-224-6510
SHAFF, TOM	55104	612-225-1191
WALKER, STEPHENJ	55102	612-291-0831
WOODS, CORDELL	55449	612-757-6368

Oops!

We Goofed

oops!

credit is due to GS+ and EGO Systems

In the October and November issues of the Newsletter are articles titled "Beginner's Guide To The Finder". The following disclaimer should have been printed with each article:

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Who's Who In Apple II:

A Profile of Morgan Davis Creator of the ProLine Bulletin Board System

a Morgan Davis interview

by Phil Shapiro

By Phil Shapiro

GEnieLamp: Morgan, how did you first become interested in programming the Apple II? Can you remember the specific time and place?

Davis: I was a junior in high school (1981), when I had a short one-week introductory class on computers. Fortunately, the computer was an Apple II. That started my (so far) life long interest in them.

GEnieLamp: Over the years you've created some superlative telecommunications products (including ModemWorks and ProLine). Can you tell us a little how you first became interested in telecommunications? When was the first time you saw the word CONNECT?

Davis: Actually, my communications history goes back much farther than what you suggest. While in sixth grade, after tiring of only being able to listen to a short-wave scanner, I wanted to get my amateur radio operators license, but succumbed a few years later to the easy access of CB radio. My interest in communications started out in radio.

It was in 1983 when I got my own Apple //e and had a job writing books on BASIC programming for CompuSoft Publishing, Inc. They had an acoustic coupler modem that I was able to take home during the weekends and connect to the //e. I would cruise the local bulletin boards for 48 hours and then take the unit back to work on Monday.

Finally, I couldn't take it anymore and decided I needed a modem I could use all the time. So, I bought the best modem you could get for the Apple II series at the time, a Novation Apple-Cat II with a blazing 300bps throughput and a $400 price tag. I must have been saving my paycheck money diligently, because it wasn't too long thereafter when I purchased the 1200bps upgrade option for about $250, as I recall.

The popular external modems at the time were Racal Vadics — very expensive, very cutting-edge. The Hayes Smartmodem wasn't in full popularity until much later. I didn't have a real Hayes-style modem until around 1984, perhaps '85.

Before I had a Hayes-compatible external modem, I had already built an Apple-Cat-only version of ModemWorks. It was distributed as "shareware" (a new concept at the time) through a small company a friend and I founded called "Living Legends Software". I distributed ModemWorks, ProLine, and a few other programs through LLS between 1984 and 1988.

On February 14th, 1989, the Morgan Davis Group was created, and I've been selling my own products through it ever since. While the Apple II market has shrunk over the years, MDG has expanded its product line and increased revenues each year.

GEnieLamp: In the late 1980's you worked for a year or so at Beagle Bros. Did your job involve software programming work?

Davis: Yes. This is a minor point in history.

GEnieLamp: Was it more along the lines of telephone technical support?

Davis: Heck no! :-) I was hired in February, 1989 (the same month I started MDG) when TimeOut was really enjoying its success. Bert Kersey had sold Beagle Bros to Mark Simonsen, and Simonsen decided that he'd like Beagle to become a heavyweight contender in the Macintosh market. I was hired, along with about six others initially, to work with existing Beagle programmers (who only had Apple II experience at the time) to create a product that would dethrone Microsoft Works, Microsoft's integrated package with a long, successful history.

Our product, code named Cheetah, was to be designed and developed into intercommunicating modules that included more features than Works — all in eight months — a ridiculous time frame for a group of Apple II programmers, most who didn't even own a Macintosh (like myself) and had little or no experience using one, let alone programming it. From 1984, I had spent a lot of time working with Macs, but I had only developed software for the Apple II. I bought a Macintosh IIx through Beagle and paid it off through my salary over a number of months.

My responsibility in the Cheetah project was to develop the communications module. Amazingly, I had it getting me online and transferring data in about two or three months. The hard part, however, was putting a Macintosh interface on top of it all. Familiar with the serial port on the IIGS, getting the Mac to speak to a modem wasn't hard. But having to learn the other 99% of the Macintosh's toolbox, operating system, and development environments took a long time. The other programmers had similar hurdles to overcome, and many dropped out of the project

early on (Rob Renstrom and Alan Bird, who went on to start WestCode). The team went from 12 down to about 4 programmers, still holding the same initial feature list and the same eight-month deadline. Not surprising, we didn't make it.

GEnieLamp: Can you tell us a little about the work environment at Beagle Bros (formal/informal)?

Davis: Beagle was a fun place to work at during the days when it was under the fathership of Bert Kersey. On many occasions, I would stop by at the Beagle offices to visit or drop off a Living Legends product they might have ordered. It always struck me as the greatest Apple II company to work for, second only to Apple, of course. I'd love to continue a happy story, but I'm afraid there isn't one.

Things were quite different after the TimeOut succe$$. Beagle moved to an expensive technical park in Sorrento Valley (the Silicon Valley of San Diego). The atmosphere was casual, but not informal. When I came aboard, I think they had about 25 employees. There was "management structure", company policy manuals, legal agreements to sign, and a marketing V.P., the only person really

overseeing R&D (that was us). Not at all like the small, attractive company I used to dream of working for.

The Cheetah project lacked serious direction and management. I became aware of this after long time Beagle programmers, like Randy Brandt, decided not to be involved with the project. A friend of mine who later went on to work for Aldus (Silicon Beach at the time), left because of the pressure and idiocy that went on up in the higher ranks. They had an insight that I didn't. After about a year, Cheetah's team consisted of Joe Holt (the only accomplished Mac programmer there), Tom Birchall (experienced at HyperCard, but not application development), and myself.

In the months ahead, Beagle's employee count atrophied to about 12 following layoff after layoff. There were a few who got out before their number came up. I stuck with the initial Cheetah plan until April 13 (a Friday, no less), 1990, when Mark Simonsen called me into his office at the end of the day and expressed the company's difficult financial situation, of which I was all too aware. That was my last day. I went home that evening in a daze, disappointed that what could have been never happened after a year and a half. When my good friend Joe Holt heard what happened, he left Beagle to work for Adobe Systems. I went on to pursue MDG full time, and have been doing just that ever since.

It's a real shame. There was amazing talent at Beagle Bros in every department except the ones that count. We had excellent writers, artists, an established sales force, awesome Apple II programmers, a few promising Mac programmers, and everyone (below a certain level) got along expertly. It just seemed like we were always working against management, or more accurately, operating under the lack of real management.

To bring a long story to a quick ending, things got worse in the two years that followed my departure. For months, Beagle operated on a shoestring with just five or six employees. They sold their Apple II products to Quality. And then last Friday, they shut down for good. I'm certain the worsening economy only helped to speed up Beagle's demise.

GEnieLamp: Is Sophie a real dog?

Davis: She was (past tense). Sophie left us for Beagle Heaven a few years ago.

GEnieLamp: Your ProLine bulletin board system has earned an enthusiastic following with Apple II users and user groups around the country. In what year was ProLine first released? Can you describe some of the new features of the latest ProLine version, ProLine 2.0?

Davis: ProLine was first conceived and named in early 1984. It wasn't released until 1985 as a commercial product through LLS. ProLine 2.0 was major upgrade, entailing a nearly total rewrite of the core system. At the lowest level, I had developed the Object Module Manager to make ModemWorks 3.0 a reality. This allowed me to create interchangeable modules for taking care of specific functions, like terminal emulation, transfer protocols, serial I/O, and so on. ProLine 2.0, mostly written in Applesoft using MD-BASIC, was able to take

advantage of the new features in ModemWorks by just "recompiling" all the existing code with some new libraries. So, 2.0 offers additional terminal support (VT-100, 102, 220, and ANSI), a full complement of protocols (X/Y/ZMODEM), all new online documentation, and a new 350 page owners manual.

GEnieLamp: You run the Morgan Davis Group publishing company with your wife Dawn. Does running the company take up all your time? Or are you able to work a separate job as well?

Davis: Other than moral support, Dawn doesn't get too involved in MDG these days. She's started her own licensed family day care facility (in our home — where I no longer keep my office for obvious reasons!). With seven kids to take care of, she's pretty busy these days, and loving it.

Running MDG does, indeed, take up ALL of my time. There are always hundreds of things to do,

and it seems like I can't keep up. Since I write and develop our products, handle phone support throughout the day, keep up with online tech support, write and typeset the manuals, handle sales and marketing, fill orders and shipping, I am PLENTY busy. We're at that uncomfortable stage of being too small to hire additional help, but too big for one person to handle. Somehow, I manage, but I feel the company's growth is being retarded due to lack of manpower. How I long for a 36 hour day, and the endurance to survive one.

GEnieLamp: After ProLine, your next most popular software product is probably MD-BASIC, a structured BASIC preprocessor. The essence of MD-BASIC is that it allows programmers to sidestep the sticky "spaghetti-code" problems inherent in Applesoft BASIC's open-ended structure. It's even possible to write MD-BASIC programs from within a word processor. Can you tell us a little about your motivation for creating MD-BASIC?

Davis: Actually, our most popular product is ModemWorks, then ProLine, and then MD-BASIC. I think MD-BASIC has the potential of being an extremely successful product, but because of minimal advertising and practically no magazine coverage, not many people know about it.

When you market the premier Apple II bulletin board system that encompasses over 100 BASIC programs, you have a lot of motivation for improving your Applesoft development scheme! I love the C programming language, so I took the best features in a C compiler and rolled them into something that allows you to write BASIC programs in a word processing environment (that in itself is a far cry from what you have in Applesoft's "immediate" programming mode). MD-BASIC's source files look a lot like BASIC, C, and Pascal, and when they get run through the MD-BASIC compiler, extremely compact and efficient Applesoft programs come out.

So you can now write highly structured and well-commented BASIC programs using a word processor and get better results in the end. MD-BASIC optimizes your code and strips out the dead weight that bloats most programs written the old, painful way. Its the proverbial "win win" situation.

GEnieLamp: Are there any shareware or commercial software products on the market that were developed using MD-BASIC?

Davis: I know from product registration cards we receive that a lot of companies use it. In fact, almost anyone who is doing serious development work that involves either a little or a lot of Applesoft is probably using MD-BASIC. Most can't stop saying good things about it. I love reading unsolicited endorsements like that here on GEnie.

We, of course, use it for all of our products. We don't have a single Applesoft-only product, but almost every disk we put out includes some short "Startup" program on it which we write using MD-BASIC. It's easy to crank out new, impressive programs with it in short order, because you can easily make use of work you've developed in the past by maintaining your own set of library routines, just like with real high-level languages.

GEnieLamp: If it doesn't violate any confidentiality agreements, can you tell us if MD-BASIC is being used by any commercial software publishers?

Davis: Of those most GEnie members would recognize, Tom Hoover uses it for developing his GEnie Master program. SoftDisk programmers use it. There are many others. I'd have to open our customer database to find more.

GEnieLamp: Just a few months ago you released yet another BASIC programmer's tool, the Real-time Applesoft Debugging Environment (RADE). Is this tool intended to be used in conjunction with MD-BASIC? What are the most common programming bugs that RADE helps overcome?

Davis: Since RADE is invaluable for debugging any Applesoft programs, its not just for MD-BASIC programmers. It can be used to debug ANY Applesoft programs. It is even a great educational tool, allowing you to snoop through programs other people have written. Because of its "stop action" ability to freeze a running program and let you analyze each statement as it executes, it is indispensable for discovering and understanding the tricks accomplished programmers use in their programs.

It's also indispensable in uncovering those elusive bugs that can't be hunted down easily. For example, while a program runs, you can monitor the flow of execution to see just which statements are being executed. At the same time, you can watch a set of variables to see how they change in real-time. You can modify the values of variables while a program runs to see how that might affect your program. You can look at the program listing. And you can do all this without having to stop your program or mess up the screen display. Plus, RADE's history feature keeps track of all your debugging operations so you can easily scroll back through them and find out what might have happened way back when the program first started running.

RADE is an awesome product that makes the BASIC development cycle a snap. It's unobtrusive (takes up just 768 bytes of main memory), it lets you switch between your program's display and RADE's debugging screen to avoid disturbing your program's output. It's great for anyone who programs in Applesoft.

GEnieLamp: Outside of programming the Apple II, what are some of your hobbies and interests? What do you like to do for fun?

Davis: With a family of four and a business like MDG, I don't have much time for myself. However, if, by some fluke of good luck, I do get some free time, I'll spend it reading or listening to music — something truly relaxing. I'm a pretty good racquetball player, so I keep in shape that way. I spend most of my time on the weekends with my kids. So we do a lot of outings to places like San Diego's Zoo and Wild Animal Park, the Natural History museum, Aerospace Museum, Fleet Space theater and Science Center, parks, swimming, etc. Lots of stuff kids and grownups

both enjoy.

GEnieLamp: What is the accomplishment of which you're the most proud? What have been the most intriguing experiences for you?

Davis: At first, I was going to say that I'm not really proud of any particular thing. But, I guess I'm proud of all my work, because I'm just amazed that my stuff works when I complete a project (or think I have completed one — I don't think I have yet!). Writing a program and then documenting it (complete with typesetting) is a long and arduous process. It can take up to six months for one small project. When you alone work on one project solid everyday for six months, the tendency to burn out is prevalent. I'm really happy when we finally get to the shipping stage.

The most intriguing single thing so far was writing a PostScript generator for ProLine's online help system. ProLine has always had command-formatted built in help files which were processed for display on a computer screen or dot matrix printer. But with ProLine 2.0, I wanted to be able to ship a manual that included the online documentation in nice laser printer output. Needless to say, I learned a lot about PostScript, which I had always feared as being out of my league. It's pretty cool that a BASIC program in ProLine can crank out 300 professionally typeset pages from PostScript code in a manner of minutes. I'm sure there will be something even more intriguing happening tomorrow.

GEnieLamp: As someone who has spent a great deal of time creating and supporting telecommunications software products, can you comment a little about the likely future directions of telecommunications? A recent magazine article said that the U.S. Postal Service forecasts hard copy mail growing to 250 billion pieces annually before the turn of the century. Rather than spending huge amounts of money on expanding the current postal sorting and delivery system, wouldn't it make more sense for the U.S. Postal service to subsidize terminals for every home and business? (Along the lines of the French Minitel system.)

Davis: I think we're coming to this. Just look at the proliferation of FAX machines. To a lesser extent, look at the people who pay their bills electronically with CheckFree. Granted, CheckFree still utilizes the postal service, but with direct bank deposits, you'd totally eliminate the paper. Its the closest thing to owning a Star Trek-like transporter we have now.

In the communications world of the future, your home address is only valid for people who need directions to get there and the occasional parcel package that a computerized shipper, such as UPS and Federal Express will use. Otherwise, our

address will be in the form of computer accounts or personal access ID numbers that are used to reach us on our portables (or pen-based systems) wherever we go. The post office won't provide this technology. The phone and cable TV companies are more likely to develop this simply because of their existing roots in communications technology (fiber optic, cellular, satellite, etc.).

GEnieLamp: How can Apple II software developers find out more about your products?

Davis: Simply write or call us at:

Morgan Davis Group
10079 Nuerto Lane
Rancho San Diego
CA 91977-7132 USA
619 670 0563
619 670 9643 (FAX)
619 670 5379 (BBS)

We're putting together a newsletter, Groupnews, which we'll be sending to all of our customers next month. Groupnews talks about our latest product line and upgrades. We'll be happy to send a copy to anyone who is not currently in our customer database by supplying us with a 29 cent postage stamp and their address.

Incidentally, our GEnie address has changed from the difficult to remember "M.DAVIS42" to the much simpler "MORGAN-DAVIS".

min'app'les BBS

892-3317

8 data 1 stop 0 parity

24 hours

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Submitted by Tom Gates

new Apple eDOMs

continued from our November newsletter

new eDOMs

from our Software Director

[Because of space restrictions, the following programs from eDOM GS.54 were not listed in last month's review.]

GS.54 - Utilities

Davex *continued ...*

There are three kinds of commands:

1. built-in commands

Built-in commands are part of Davex and are always available. When you type a command, Davex always checks first to see if it's an internal command. (The '?' or 'help' command displays a list of all internal commands.)

If the command you typed is not internal, it looks on your disks, trying to find a file with the same name. You can tell Davex what directories to look in by using the 'scan' command. (See "help scan".)

2. external commands

If the non-internal command is found to be a BIN file or a $2E file, Davex attempts to execute the file's contents as an external command. These files are usually found in the same directory as Davex, although they can be in any directory on your scan list.

Davex features such as wildcards and shorthand pathnames are available with external commands.

A number external commands are supplied with Davex, and an appendix describes how assembly language programmers can write additional external commands.

3. SYS, S16, and EXE programs

If a non-internal command is found to be a SYS or S16 program, Davex runs the program. When you quit the other program, you are automatically returned to Davex.

It is often convenient to execute one command (for example, delete, lock, or copy) on a group of files all at once, rather than on one file at a time. Davex provides wildcards as a convenient way to work with groups of files.

Hardware Compatibility

Davex has been tested with the following Apple IIs and compatibles: Apple II+ (SmarTerm 80-column, shift-key mod), Apple //e (original and enhanced), Apple //c (original and UniDisk 3.5 ROM), Apple IIgs, and Laser 128.

IIgs Support

Davex is compatible with the IIgs but does not behave much differently than on an earlier Apple. Since Davex does not disable interrupts, you can use Classic Desk Accessories (including the Control Panel) with no problem. If you launch Davex from a GS/OS program like Finder, APW, or ECP16 you will return to it automatically when you quit Davex. You can launch a GS/OS application (a file with type S16) by typing its name (assuming the directory it's in is in your scan list), and you still automatically return to Davex when you quit.

AppleWorks Classic Compatibility

The pg and type commands recognize AWP files but have not been revised especially for AppleWorks 3.0. In future Davex versions, 'spool' and 'exec' may recognize AWP files.

The 'cat' command displays AWP, ADB, and ASP filenames using the capitalization you used when naming the files in AppleWorks. (This information is stored in the files' auxiliary type fields.)

GSBug 1.6, 28-Feb-92, Version 1.6 (DAL)

When booting under 6.0, the GSBug now draws an "X" over the bug icon on the boot screen if it can't load, either because the Option key is down or because it determine that another copy of GSBug is already installed (by examining the code jumped to by the CDA-menu vector at $E10048).

Quick Launch

Quick Launch was written by Steve Stevenson and is a fully copyrighted by Seven Hills Software Corporation, 1991-1992. Seven Hills Software has allowed us to include Quick Launch on the Apple IIGS System Software v.6.0 Golden Master CD to help us show off some of the potential power of Finder extensions under System 6.0.

Quick Launch allows users to add the names of their favorite applications to the "Extras" menu of the System 6.0 Finder. Those applications can then be launched simply by selecting them from the "Extras" menu!

GS-ShrinkIt v1.0.6 (4/30/92)

Shrink and "un-shrink" files with this program.

UCASE By Jim Farr

Translates text to all upper-case.

GS.55 - AppleWorks GS™ Templates

This eDOM contains 66 templates for AppleWorks GS.

GS.56 - Cartooners Demo

Copyright 1987, 1988 by ITDA

President: Dan Klassen, Programming: Al Borchers, Music Programming: Neal Vaughn, Artwork: Tony Hertzel. Thomas Hertzel and Paul Hertzel

Electronic Arts, Producer: Patricia Daley, Technical Assistance: Steve Hayes, Testing: Jack Falk

The following is an excerpt from the opening "cartoon":

Express thoughts...

> Today I'll show you how you can become a Cartooner!
>
> Feel the Excitement! Choose a Scene from this menu.
>
> With Cartooners, you can create movies, storybooks, video greeting cards...

Now select an Actor from the Actor menu. Let your Imagination lead the way... and have fun! Now move the Actor anywhere in the Scene. Now tell the Actor what to do in the Act menu. Then press the Rec button to Record the show! To Rewind the Movie, press the Rewind button. To play your movie, click on the Play button! It's that easy to start making movies!

GS.57 - Font Stuff

Font Doctor Version 1.0B10, SHAREWARE $15, Font Doctor is an Editor for Apple IIGS Fonts.

Font Doctor will run on any Apple IIGS with at least 768K of System Memory (NOT including "RAMdisks" and "ROMdisks".) It requires Apple IIGS System Disk 3.2 or higher. (Of course, I STRONGLY recommend running it under GS/OS!) The main program file is an S16 file, which can be launched with any ProDOS 16-GS/OS program selector or shell (Finder, ProSEL, DAVEX, ECP-16, APW, etc.).

Apple II Font Technical Reference and Directory

These Databases list all of the fonts currently known to be available for the Apple IIGS, containing 495 Font Families consisting of a total of 1230 Font Files. It will be updated from time to time, as more fonts become available.

If a font is listed in the Data Library as a Shareware font, please support the Shareware author and send in the usually very small amount requested. This will result in more quality Fonts (and other software) for our computers!

There are two types of fonts currently available. Most of those available are 1:1 (square-pixel, Mac Style) Ratio Fonts. However, there may be some which will be available in 5:12 (rectangle-pixel/GS 640SHR) format which assume the more rectangular shape of pixels in 640 Mode Super Hi-Res Graphics. These fonts will appear less vertically distorted on the screen in 640 Super Hi-Res. However, we suggest caution in mixing these two types of fonts, as printing a mixture of them will cause great distortions. The Imagewriter driver compensates for the screen appearance on printed output, depending on whether you use the NORMAL (5:12) or CONDENSED (1:1) output mode. If you use 5:12 fonts, we suggest using NORMAL mode for Imagewriter output. CONDENSED mode will over-compensate, giving your printed text a "squished" appearance. If you use 1:1 fonts, printing in CONDENSED mode will give you Imagewriter output indistinguishable from Mac printing with the same fonts, though on the screen your text will appear vertically elongated.

GS.58 - Utilities, Games, NDA's, etc.

Here are 16 different utilities, games, NDA's, and a picture. Included are such goodies as Cheap Paint 1.4, Write.It NDA, Daleks.GS, GSXEDIT, Finder Viewer.

Alert Sound Control Panel Device (CDEV) by Joshua M. Thompson, copyright © 1991 Frontier Technologies

This program contains material from the ORCA/Pascal Run-Time Libraries, copyright 1987-88 by Byte Works, Inc. Used with permission.

Apple IIGS and Macintosh are trademarks of Apple Computer, Inc.

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

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

Alert Sound requires System Disk 5.0.4 or higher. While it will work with any version above 5.0, versions below 5.0.4 contain some nasty bugs with resources and may cause problems in the future.

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

Alert Sound will not function with the program launcher Wings by Vitesse.

CheapPaint V1.4

This software is copyright (c) 1988 by Earl Gehr and copyright 1986 TML Systems, Inc. Certain portions of this software are copyrighted by TML Systems, Inc.

CheapPaint is shareware and may be copied and distributed freely, however to use it legally you

are required to send $10.00 within 2 weeks to : Earl Gehr, 1135 A Touhey Ave., Charleston, SC 29404

Minimum system configuration is:

1. Apple IIgs computer.
2. 768k memory (minimum). All the softwares features are available with this amount of memory.
3. One 3.5" disk drive.
4. Apple Imagewriter II or compatible printer.(not required, optional)
5. AppleColor RGB Monitor.(not required, optional)
6. Apple IIgs System Disk.

CheapPaint is a paint program with all the features normally expected from todays commercial paint programs, however it allows you the freedom of 256 colors on the screen at one time. This is achieved by assigning 1 of 16 different color palettes to each horizontal screen line. You can create any of the 4096 different colors that the computer can display. CheapPaint also boasts two completely independent canvas's that you can paint on and copy between.

The CheapPaint screen displays a menu bar at the top and a Tool/Color window at the bottom. Everything between these two is canvas to paint on.

Clipboard.NDA

Here is the Clipboard NDA that somebody requested a while back.

Oh yeah, written by Dave Lyons.

Daleks! GS

1 May 91 21:01:02 GMT, University of Delaware

Alright folks! You asked for it! Here's my latest game. I'd like to thank everyone who has responded to my Eyes NDA posting. If I find some interest in my work, I'll make an effort to compile a whole bunch of my utilities together. Let me know what you think...

Doodlepad NDA

This is an NDA that allow you to "doodle" with the mouse while doing something else, such as talk on the phone.

Eyes

Version 1.0 October 1989, Written by: William Wong. This program is in the public domain. Please give it to anyone.

Eyes is nda that has a pair of eyes staring at your mouse movement.

This program contains material from the ORCA/C Run-Time Libraries, copyright 1987-1989 by Byte Works, Inc. Used with permission.

File Mangaer NDA

This NDA will allow you to manage your files on your hard drive. Actual operation is unknown.

Finder View - Version 1.0

by Jupiter Systems

Finder View allows you to click on icons from the Finder to view a picture on the screen. Finder View can handle five common file formats:

Name	Type	AuxType
Paintworks Packed Picture	$C0	$0000
Packed Super Hi-Res Image	$C0	$0001
Apple Preferred Format Picture	$C0	$0002
Super Hi-Res Screen Image	$C1	$0000
Super Hi-Res Picture	$C1	$0002

This program is ShareWare. To legally use Finder View, you must send $5.00 payment to Jupiter Systems within 2 weeks. Please specify your current version number. Thank You for your honesty.

Joystick Calibration NDA version 1.00

By Jeff Davies

This NDA will allow you to center your joysticks. (that's right joysticks, more later) Here are the steps involved:

Now all you do is look at the X & Y values. If the values are acceptable an OK will appear next to the value. My acceptable range is 117-137. If anyone thinks this should be changed please let me know. Once both the values are OK tap the joystick left, right, up, and down make sure the values are still ok. If no joystick is connected the values will be 255.

B - ShareWare > So PLEASE send some cash! <- Written By: Ronald E. Mercer, Copyright 1989-92 Ronald E. Mercer

SHR View [SV] is a slide show program for the Apple IIgs. Since this program is a ProDOS 8 system file, you can run it from either ProDOS 8, or GSOS.

SV will display ALL major types of Apple IIgs images (and then some), and a few Apple IIe images.

Supported Image Types:

$C0 Paintworks 1.0,$C1 Raw Image Data (Screen Pic)

$C0 PackBytes,$C1 3200 Color Screen

$C0 Apple Preferred,$C1 Allison Raw Data

$C0 Apple Preferred 3200

$C0 Apple Preferred 3200+,$C2 Paintworks Animation

$C0 Paintworks Gold 640

$C0 3200 Colors (New)

BIN French APP 3200 Colors,BIN/TXT GIF87a

BIN Hi-Res,BIN/TXT GIF89a

BIN Double Hi-Res (single file)

BIN 3200 Color Screen

BIN ComputerEyes IIgs Raw Data (old)

$F8 PrintShop GS

SHR View is ShareWare, which means if you use the program you should send in a small ($10-$20) ShareWare fee. If you choose not to send in your payment (which will probably be the case), then please honor the ShareWare system and delete your copy of the program.

SmartBoot 2.0, 12 August 1990, C)opyright 1990 Zonker Programming

NOTICE >>> Please copy this program and give it to everybody you know (well, at least those who have hard disks!)

Beginning with version 2.0, SMARTBOOT is Shareware. If you like it and use it, you are requested to send the author $5.00 as a one-time fee. In re-

turn, I will notify you of updates to the program, and you may download and use any of those future updates without guilt. It may not be sold (except for the costs of disk duplication), and must include this Shareware notice and documentation file when distributed to others.

Author: Steven Weyhrich, Zonker Programming.

Required: Apple II with a 65c02 or 65816 processor (IIc, IIc+, enhanced IIe, or IIgs), UniDisk 3.5, Apple Disk 3.5, or Smartport/SCSI hard disk.

Recommended: Program Selector (such as ProSel, Davex, ECP, Squirt, or EasyDrive).

SMARTBOOT is a unique program that gives you just a bit more control over your Apple II computer and its accessories. Specifically, it lets you:

...power up all the peripherals on your computer at the same time (including the hard disk) and boot it with no further actions (such as having to press the Ctrl-OpenApple-RESET keys).

...boot a disk device other than the ordinary default one. This is helpful when it is impossible (IIc/IIc Plus) or inconvenient (IIe) to switch the position of disk controller cards to change the boot disk drive, or if you are using a IIgs and don't want to change the startup slot from the control panel for different applications.

...boot ProDOS 8 from ANY device on a Smartport chain (not just the first one).

...eject the 3.5 disk that was used to boot the system.

...boot a different disk after the hard disk is ready (maybe you want to keep your system files on a ROMdisk, but still want your hard disk to be ready when the system boots).

...use a countdown timer to let the you choose between two devices for booting, and then default to one of them if the timer expires.

...if you use programs (such as games) that cannot be run from a hard disk, or programs that require re-booting when they are finished, you can use that disk drive to boot those special programs, and insert the SMARTBOOT disk when you want to startup from the hard disk.

Texter v1.1, by Joel Sumner

This is the next in a continuing series of little programs that have made because I needed them. This one in particular is just a text editor. Simple enough. But I couldn't find one that allowed you to double-click on the file from the finder and have it load the text editor and the file you double-clicked upon. Appleworks GS does this but many other programs don't. Therefore, I decided to write one. I happened to write this the same week that I had two exams and a long paper due. I always seem to do that to myself. Anyway, I hope you like it.

You can run Texter one of two ways. Either run it as a regular application just as you would any other program, or you can double-click upon a text file in a finder window and Texter will automatically run file you clicked upon. You can even select more than one file and double-click upon them. A maximum of 5 files will be loaded though, even if you select more than that.

UtilityWorks GS

This minor update from version 0.4 to 0.4A mainly corrects bugs found in UtilityWorks GS version 0.4. The following corrections have been made:

1) Display and printout of the last line of a text file did not occur if the line did not end with a carriage return. This problem is now corrected.

2) Saving a text file often resulted in extraneous characters at the end of the file. This problem has been corrected.

3) The program did not properly handle non standard width (ie other than 320 or 640) $C0 Type $0002 (Apple Preferred Format) Graphics files. I think this problem is now corrected, but I don't have any such files to test the program.

4) Text printout with some non ImageWriter printers (eg; Epson printers) resulted in wrapping of longer lines, including the header line, to the following line (thereby corrupting the page boundaries) unless the characters per line was set at 75 or less. This problem should now be corrected, although it has not been tested on any non ImageWriter printer.

5) Graphics printout with larger fonts resulted in excessive spacing at the top and bottom of each page. The excess spacing has been reduced.

WriteIt!

A mini word processor for those important letters and messages that hit you while you're in another application. Also very handy for program debugging. Correct your source code while you're test-running the program!

WriteIt! REQUIRES system 5.0 or later.

Another in the =It! series of desktop enhancements from C.K. Haun, RavenWare Software, Copyright 1989, C.K. Haun

This is ShareWare, if you find it useful please send something to make it worth my time to write more. All windows, controls, and dialog boxes created with DesignMaster.

Included but not described on this disk are:

GSXEDIT

KEYCAP.NDA

Nagel.Pic

Apple //e - 5.25" eDOMs

eDOM #77 - Games

Here are a few games for your entertainment. All of the games are in BASIC, and are as listed below:

Toddlers - A series of games for toddler and preschoolers:

NOTE TO PARENTS: This disk was specifically designed for children between 1 and 5 years old, although the first program, BABYBOX, can be

played by children as soon as they could sit up well, and there are games such as SIMON that would be enjoyed by children older than 5.

Babybox - by Joey Latimer. Level: From 1 yr.. Input Devices: Keyboard and Joystick

Object: Pressing any key or moving the joystick causes the screen to flash in a random color and a note to be played.

Doodle - by Gabor Laufer. Level: From 1 1/2 yrs.. Input Device: Joystick

Object: Draw a picture. Move the joystick to draw lines. Push any button on the joystick to erase the screen and start over.

Letters - by Gabor Laufer. Level: From 2 yrs.. Input Device: Keyboard

Object: Pressing any key makes a large, colored letter appear on the screen.

Ding Plot - by Linda Van Zee. Level: From 2 yrs.. Input Devices: Mouse or Joystick

Object: Draw a picture.

Jumping Jack - by Gabor Laufer. Level: From 2 1/2 yrs.. Input Device: Joystick

Object: Move the joystick to make the dot contact the face.

Reflex - by Gabor Laufer revised by Linda Van Zee. Level: From 3 yrs.. Input Device: Spacebar on the keyboard

Object: After the small box appears, hit the spacebar as quickly as you can.

Shoot - by Gabor Laufer revised by Linda Van Zee. Level: From 3 1/2 yrs. Input Device: Joystick

Object: Hit the moving target

Same/Different - by Gabor Laufer revised by Linda Van Zee. Level: From 3 yrs. Input Devices: Open-Apple and Closed-Apple keys; buttons 0 and 1 on joystick or paddles.

Object: Distinguish whether two patterns are the same or different.

Car Race - by Gabor Laufer. Level: From 2 1/2 yrs. Input Device: Joystick.

Object: Get the car to the garage

1 to 9 - by Gabor Laufer revised by Linda Van Zee. Level: From 4 yrs. Input Device: Joystick

Object: Contact each number with the man in the correct order.

Simple Simon - by Linda Van Zee. Level: From 4 yrs. Input Devices: Open-Apple and Closed-Apple keys; buttons 0 and 1 on Joystick or Paddles

Object: Repeat a given pattern

Simon - by Linda Van Zee. Level: From 4 1/2 yrs. Input Device: Keys 1, 2, 3, and 4

Object: Repeat a given pattern.

States.Spell - Basic Program. It provides an abbreviation for a random state. You must spell the correct state.

Frogger - Basic Program extremely similar to Frogger(tm). Uses joystick or keyboard. Slow-moving game with a //+, but plays respectably on a //GS.

Gas.Crunch - Basic Program game. You pick one, two, or three of 16 gas cans. If you pick the last one, you lose. Play is you versus the computer.

Volleyball - Basic program to play a game of volleyball. Requires paddles, and is a 2-player game.

Pick-a-Pair - Basic program that is similar to "Memory". There are 16 squares that have a "pattern" hidden beneath them. You and another player try to pick the pairs. Points are scored by the sum of the squares that have matching patterns.

Imp.U.S.map - Basic program to display a U.S. Map. You must find the location of the state and spell the capitol correctly.

eDOM #78

- They Forgot To Plant An Acorn On The Moon, A Super Story Tree Story, (c) 1989 Phil Shapiro Balloons Software

This is a simple story complete with graphics and "music" that tells of how the astronauts forgot to plant an acorn on the moon. It goes on to tell about what may have happened if they had remembered to plant it. Great for beginning readers.

eDOM #79

- The Story Of Milton Hershey. A Super Story Tree Story (c) 1989 Phil Shapiro Balloons Software

Biographical story of Milton Hershey, the inventor of milk chocolate and the "Hershey" candy bar. Marvelous information and story of this relatively unknown "genius". A must read for chocolate lovers!

eDOM #80

- Hyper-C (3 double-sided disks)

The following excerpt was taken from the introduction that is on the manual included on the disks:

If this is your first exposure to the C language, you are in for a treat! HyperC represents the very finest in C language compilers, providing valuable extensions to this already fine language. The price / performance ratio is unprecedented, providing you with more power than many "professional" systems costing tens of times more.

The version of HyperC and assorted tools provided with your system was originally developed and used on a 68000 based supermicro system. The portability of programs offered by thoughtful programming is no myth! This is amply demonstrated by the fact that once the tools had been developed on the 32-bit machine, they were ported to run on the Apple IIe in a matter of hours!! not days or weeks or even months.

C places the responsibility for using good programming techniques squarely on your shoulders where it belongs. The compiler allows you the freedom to paraphrase code according to varying contexts. It is not a strongly typed language in the sense that Pascal and Modula-2 are. This is a real boon to the

average programmer, who is not a trained pedantic. If you know what you want to accomplish then it's very easy to formulate your ideas in the C language. You needn't worry about type compatibility of operands, wild variant records, and any such beasts, in order to "trick" the compiler into allowing you to perform simple operations. (An interesting case in point: try to exclusive or two 16-bit integers in Pascal!) The freedom from strong typing is a great relief, but at the same time requires that you be responsible for the correctness of programs which you write. With modest experience, you will find yourself programming rather large and complex algorithms correctly the first time around, and in record time.

The WSM Group, Inc., 1161 N. El Dorado Pl., Suite 241, Tucson, AZ 85715 (now defunct!)

eDOM #81 - Number Games 1

This disk contains a collection of simple math games designed for elementary and middle school children. Some of the games involve estimation skills; some involve mental arithmetic, and some involve spatial reasoning.

Here's a brief summary of the games:

The Dragonless Maze: A maze game designed for first and second graders. It can also be used by younger children, with supervision and guidance.

Which Section is Increasing?: A game designed for 2nd and 3rd graders to help introduce the concept of multiples and multiplication. Six sections on the screen increase at six different random rates. Children are asked to find the section that is increasing at a given rate.

Sara's Number Game: This game was made to help children develop skills at adding and subtracting larger numbers in their heads. Following the math drill is a fun arcade-style game, Capture the Gnops, where the object is to capture four creatures in one of four possible quadrants on the screen. (The author of this disk feels that Sara's Number Game is the best program on this disk.)

The Cute Square Root Game: Estimation skills are being emphasized a lot in middle school these days. This game was originally designed as an estimation game. It also may serve as an introduction to the concept of square roots. The targeted age-level is 5th grade on up.

Number Squares Demo: A sample puzzle from the commercial Number Squares puzzle disk. This particular puzzle can be enjoyed by children as young as kindergarten. Other puzzles on the Number Squares disk are difficult enough to challenge high school students.

This disk also contains information about Balloons Software and Big Text Machine, a new creativity toolkit the company will be releasing in the spring of 1992.

All of the games on this disk were written in Applesoft BASIC using the Program Writer editor from Beagle Bros. To make some of the games run faster and smoother, the original BASIC programs were compiled using the Beagle Compiler.

It's interesting to note that you can create any sort of math question using Applesoft BASIC's random number generator. The number games on this disk are just a small sample of the possible number games you can make using Applesoft BASIC.

Some of the games on this disk have minor bugs in them. Explanations about these bugs, and suitable workarounds, is contained in the instructions for each of the games. For the most part, the programs work quite well, if you keep the workarounds in mind.

Thanks are owed to Michael Sofaer and Bobby Kopp for assistance in the programming and design of the games on this disk.

Thanks are owed to Karl Bunker, who created the public domain program DOGPAW, which is displaying this AppleWorks file on the screen right now. Karl is a talented Apple II programmer who lives in the Boston area.

Special thanks, too, to Alan Bird for permission to use the Compiler.System runtime on this disk. Alan is the creator of Program Writer, the Beagle Compiler, as well as many of the TimeOut AppleWorks enhancement programs.

Feedback about this disk is welcome and appreciated. You can reach me at:

Phil Shapiro
Balloons Software
5201 Chevy Chase Parkway, N.W.
Washington, D.C. 20015-1747

(202) 244-2223

New Saturday phone hours: 9 AM to 12 Noon, Eastern standard time.

eDOM #82 - Sokoban Puzzles 2.1

Copyright 1992 Pandion Software - All Rights Reserved. Version 2.1 by Evan Day. Original UNIX version by H. Bernau. System file and GS routines thanks to Gary Desrochers and Andy Werner

SHAREWARE NOTICE: Sokoban is Shareware. You are free to copy it and give it to anyone, and I would encourage you do so. Try it for a few weeks and if you like it, send $5.00 to:

Pandion Software
c/o Evan Day
4764 NW Virginia Pl
Corvallis, OR 97330

In return, you will be considered a registered user. You will receive the latest version of Sokoban (version 3.0 is already in the works) and info about upcoming releases (like an Apple adapation of the UNIX Wanderer). You may *NOT* charge any money for this program (except for duplication costs) or include it in a commercial package without written consent of Evan Day and Pandion Software.

OVERVIEW:

The objective of Sokoban is difficult to explain.

The screen consists of a "maze" which contains a number of packets and storage locations. The player, either a pair of pointers or a figure (depending on your preference from the main menu using the <a> option), must push the packets (use <?> while playing for a complete explanation of screen characters) into the storage spaces. The problem is that these packets can only be pushed from behind, and only one at a time. Sometimes it will be necessary to actually push a packet away from the storage area so that others may be pushed instead. It is really quite complex and from what I understand quite addictive. Although I have only completed up to screen 22, all 50 screens are solvable.

eDOM #83 - Tutor Tech Demo (double-sided disk)

Tutor-Tech is the personal software toolkit for the Apple IIe, IIc, and IIGS. You can manipulate information stored as text, graphics, video, speech, and sound. You can organize and access information in the same way as you think - by association, as well as hierarchy.

Tutor-Tech offers a simple metaphor - the page. You can type and draw directly on a page. You can easily link these pages with buttons. This simple metaphor gives you great authoring versatility from writing courseware to creating adventure games!

Application Ideas

Tutor-Tech is so versatile, that its users range from parents writing games for their children, to the government publishing ideas and facts electronically. New applications are always appearing.

Teachers can write their own lessons and learning games for their students on any subject. They can also exchange or purchase Tutorware on a variety of topics.

For both the home and office, ideas and information can be compiled and managed on disks. You can link associated ideas and facts so you can refer to what you want, when you want.

Paperless Publishing

Businesses and government can manage and publish ideas and information. Trainers can develop, purchase, and customize Tutorware. Create color presentations, training, or disk-based advertising.

Geometry is a sample lesson in geometry: lines, angles, shapes, and solids. In each topic, material is presented, a question is asked, and remediation and motivation are given.

Planets is a sample database of the planets in our solar system. The information about each planet is cross-referenced several different ways.

Red Tape is a sample hypermedia adventure that pits your wits against a bureaucracy. Buttons interconnect pages which represent certain stages in the adventure.

Samples is a collection of courseware ideas developed by teachers over the years. Subjects include chemistry and computer literacy, human anatomy and highway safety, SAT pretesting and sailing.

If you have a mouse, joystick, or other hand control, you can experiment and create your own hypermedia.

CREDITS

Tutor-Tech was designed by Dave and Dan Lampert of Techware Corporation. Programming, sample files, displays, and demo disk by Dave Lampert.

eDOM #84 - Language Arts Programs

Vowel Search - find vowels.

Logic Practice - practice you logical inference. Questions like "Mr. X played either football or baseball. He scored a touchdown."

Foto.Flash - two or more letters or numbers or a word is flashed on the screen. Your job is to "guess" it.

Adv.Synonym - The computer chooses a word. You choose a synonym.

Alphabagels - The computer chooses a three-letter word. Your job is to guess it. You will be told if each letter is in the right spot, or not in the word.

Easy.Synonym - easy version of Adv.Synonym above.

Lib.Cardcatalog - quiz on card catalogs. Used to build skills on the library card catalog system.

Library.Dewey - library skills on Dewey Decimal System. WOrk on categories or call numbers.

Past.Present - Past and Present tense tests. You see two sentences. If verb is in present, you answer in past and vice versa.

Past.Tense - Complete a second sentence with the past tense verb from the first sentence.

Rhymes.With - The computer will give you a word. Can you guess the word that the computer is thinking of that rhymes with it?

A.Or.An - Fill in the sentence with A or An.

Alphabet.Antics - 4 games in one: Letter Match, Three letter sequence, follow the letter, and find the missing letter.

Hansel.Gretal - Simple fairy tail, complete with graphics (text type only). Let your kids read the story and enjoy!

Word.Mastermind - The computer randomly selects one of 250+ five-letter words. Your problem is to guess the word. The computer will give you information on how good your guess was.

Synonym.Drill - The number of vocabulary words you need to know for the SAT is quite large. Rather than learn the exact defi-

nition of each word, group words together and remember one definition. You will get 2 to 20 categories at the top of the screen. A word will be printed on the bottom. You must type in the category that it belongs in.

Reverse - To win the game, all you have to do is arrange the list of letters in alphabetical order from left to right.

eDOM #85 - Mathematics

17 various Mathematics related games.

Spline.Curve - Bicubic Spline Drawing Program - This is a small demonstration program which illustrates the use of bicubic spline interpolation to connect points with a smooth curve. This type of interpolation is commonly used in advanced 2-D graphics algorithms and to form "outline" fonts like those used by PostScript. It allows "graceful" curves to be specified by just a few points.

The program requires a joystick or touchpad graphical input device. After a number of points (up to 100) have been entered by pressing pushbutton 0 or "open apple," the interpolated curve may be drawn by pressing pushbutton 1 or "closed apple."

Trap - I am thinking of a number between 1 and 100. You try to trap my number. You get 6 guesses.

Color.Math - Math tutorial program - add, subtract, multiply, divide. Type in the answer to the math problems. If you are wrong, a sad face appears, but if you are right, a happy face appears.

Musical.Math - by Charles L. Hearn - This program will help you learn addition, subtraction, multiplication and division. Just simple math problems that the computer checks for you.

Supermath - super math problems. It can decide your skill level.

Bagels - by Charles Sullivan. Try to guess the secret number.

Math.Bingo - by Robert Price. A bingo game and math drill for add, subtract, multiply and divide.

Math.Invaders - by Alan Needham. Have your kids practice their math skills by shooting aliens with the answer to a problem hidden in them. Great for learning math!

Zeros - Simple "logic game" similar to "NIM".

Low.Common.Mult - Lowest common multiple practice.

Metric.Clown - Quiz on meters provided by a "clown face." Multiple-choice quiz.

Math.Decoder - Decoding with algebra for grades 7-10. Drill & Practice. This program will ask you to decode words by solving an algebraic expression.

Perimeter.Area - Drill and practice for squares, rectangles, triangles. You can determine perimeter & area for these shapes.

Hangman.Algebra - hangman using words from algebra.

Multiplication - practice your "times tables"

Division - practice your basic or long division

Mathspell - this program will help you learn the names for polygons and how to spell them.

eDOM #86 - Games

ProDos 8 Text Adventures.. Converted DOS programs.

This disk includes a variety of simple text adventures.

Dragon.v2.1

The king has been bitten by a werewolf. Your mission is to save him. This shouldn't be too hard, unless the dragon eats you first!

Mintaur

For your myriad of sins you have been consigned to the minotaur's lair. Can you find a way out with nothing but your wits and a handful of gems?

Werewolf

You have been bitten by a werewolf. Can you find a cure before it's too late?

Marpel.Caves

In this simple adventure you wander around marpel caves and gather treasures. That is unless you fall in a apit or th dragon eats you!

Seven.Gables

You can entger the house of seven gables but can you get out again?

Hids

You are a cowpoke in old mexico. To save your farm and family, you must round up a herd of cattle and take them to St. Louis for sale.

Bombardment

Modified By Robert R. Devine

You are at war with "me" and have four platoons to fight with. The battlefield has 25 outposts where you can hide your platoons. You can only put one platoon at each outpost. You will fire missiles at my outposts and I will fire at yours. Whoever destroys all the enemy's platoons first is the winner.

Monster Chase

By T. Nelson - (JAN.1980)

In this simulation you're trapped in a cage with a hungry green monster who has a life span of only a few turns (You or the computer may select the number). Your movement and that of the monster takes place on a 5X5 grid. Somewhere on each grid there is a pit filled with quicksand. If anyone falls into it he'll sink - and lose automatically!

Galaxia

By Michael Prescott

The crinoids, an intelligent species of plant life, are now trying to invade your galaxy. Their goal is to destroy all animal life and make the autotrophic form of life dominant. Your mission is to destroy as many of the invading crinoids as you can.

WARNING!!! Some of the crinoids will swoop down and fire at you. If they get to the bottom, they will reappear with reinforcements.

Use your joystick to move, fire with your fire button. Your ship can only take five hits - the sixth will destroy you, and you will lose the galaxy.

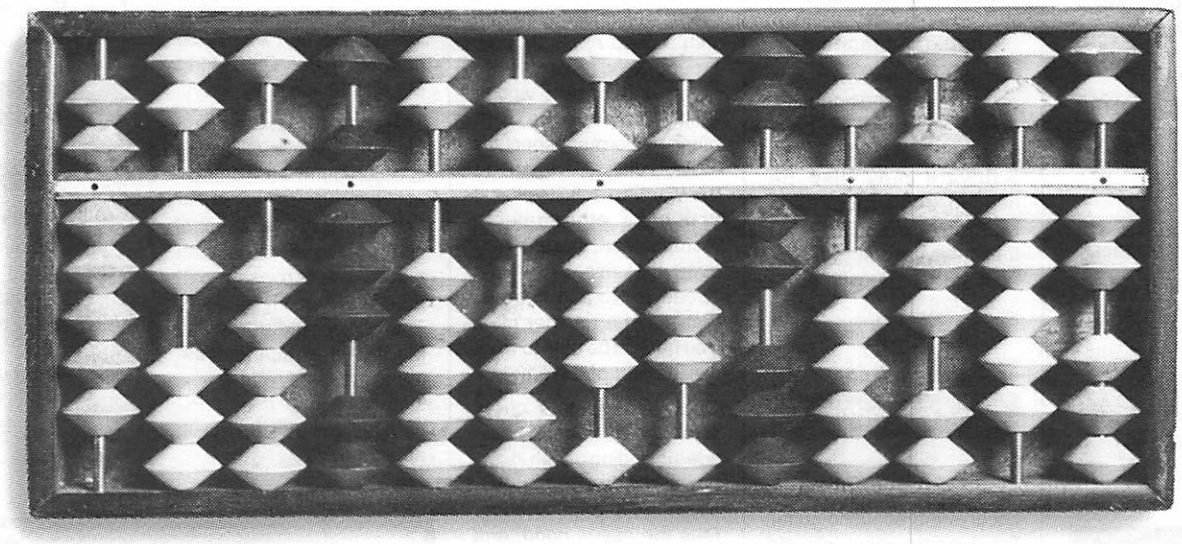
TETRAD

Three-D tic-tac-toe

ELEVATORS

Using 1 to 4 elevators, yow many carloads can you deliver between 5:00 and 5:30?

It's been centuries since working with numbers was this easy.



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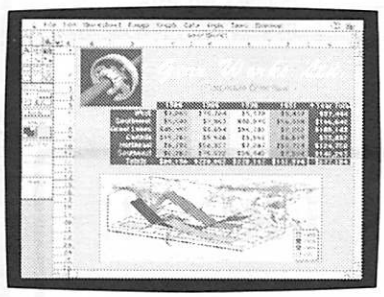

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Now Release 1.1 takes these graphing capabilities even further. Like the ability to paste pictures behind your graphs, stack pictures to form bar charts, and view your graph source data by scrolling up the bottom edge of your graph.

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Apple Cat modem

A deaf-blind person needs an Apple Cat 300 baud modem. This modem will communicate with TDD devices. Software may also be needed. Contact Leslie first by voice at (206) 587-5500 then have the operator connect you (TDD) with (206) 324-8828.

To Trade

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If you're interested, please send a resume via Snail Mail to: Quality Computers, Attn: Jerry Kindall, 20200 Nine Mile Rd., PO Box 665, St. Clair Shores, MI 48080. (Please do not inquire about this job via e-mail or by phone.) No experience is necessary — just ability.

(QC, CAT13, TOP8, MSG: 89/M530;1)

Missing Children

Computer Users for Social Responsibility, Inc. jointly announced today (Feb 13, 1992) with Child Find of America, Inc., the publication of the first electronic edition of the Child Find Missing Children Directory.

This edition of the Child Find Missing Children Directory is a computer based interactive program which allows the user of a personal computer to search or scan a database of missing children, and is easily updated. This edition works on Apple Macintosh computers using HyperCard, and a version for Apple // and PC compatibles will be available shortly.

The HyperCard edition allows the user to search using criteria such as name, date of birth, date of disappearance, state, sex, eye color, and race.

Contact Computer Users for Social Responsibility, 1726 Lenox Road, Schenectady, NY 12308

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Current Apple System Software Available Through mini'app'les

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Apple II System Disk	3.2	07/16/90	5.25/3.5"
ProDOS 8	1.9	07/16/90	5.25/3.5"
Apple IIGS			
GS/OS System (6 disks)	6.0	4/92	3.5"
HyperMover (2 disks)	n/a	n/a	3.5"
Macintosh			
System 7.0 (9 disks)	7.0	4/25/91	3.5"
System 7 v1.1.1 Tuneup	n/a	4/25/91	3.5"
Quicktime (2 disks)	6.0.7	10/09/90	3.5"
HyperMover (2 disks)	n/a	n/a	3.5"

Apple System Software disk prices are as follows:

3.5" System disks	$3.00 each.
5.25" System disks	$1.00 each.

Notes:

System/Program Disks are available only as a complete set.
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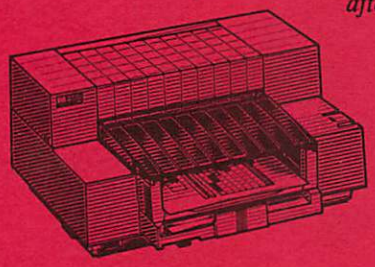

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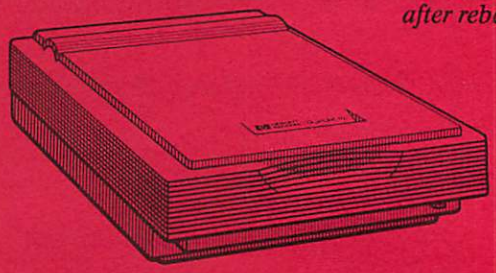

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