May Events

Sun	Mon	Tue	Wed	Thr	Fri	Sat
						1
2	3	4	5	6 MINI APP LES 7:00	7	8 C 1:00
9	10 🍎 7:00	11	12	13 💻 7:00	14	15 💻 10:00 Swap meet
16	17 4D 7:00 💰 7:00	18 II 7:00	19	20 🖐 7:00 📚 7:00	21	22
23	24 ? 7:00	25 📱 7:00	26	27 W 7:00	28	29

Board of Directors – *Mini'app'les Members Welcome* – Lexington Lib., University & Lexington, St. Paul – David Laden, 488-6774

Programmer's Workshop – *Think-C Program Coding* – Brookdale-Henn Lib., 6125 Shingle Creek Pkwy, Brooklyn Center – Keven Kasulker, 535-2968

Apple II/GS Main – *Data Recovery* – Murray Jr. High, 2200 Buford, St.Paul – Tom Ostertag, 488-9979

Macintosh Main – *Marty Probst of Pro Active Marketing* – Penn Lake Lib., 8800 Penn Ave. S., Bloomington – Mike Carlson, 377-6553

Swap Meet! – Apache Plaza, 3800 Silver Lake Rd., NE Mpls – Tom Gates, 789-1713

Fourth Dimension SIG – Stonehill Apts., 3501 Xenium Lane, Plymouth – Ian Abel, 920-5520

HyperCard SIG – *Scripting Q&A* – E. Lake Lib., 2727 East Lake St., Mpls – Peter Fleck, 370-0017

Apple II Novice SIG – *Open Forum* – Murray Jr. High, 2200 Buford, St. Paul – Tom Gates, 789-1713

FileMaker Pro SIG – *Open Discussion* – Highland Park Lib., 1974 Ford Pkwy., St. Paul – Steve Wilmes, 458-1513

Macintosh DTP SIG – St. Anthony Lib., 2245 Como Ave., St. Paul – Bob Grant, 827-6294

Macintosh Novice SIG – *Open Forum* – Highland Park Lib., 1974 Ford Pkwy., St. Paul – Tom Lufkin, 698-6523

Mac Programmers SIG – *Apple OCE* – Murray Jr. High, 2200 Buford, St. Paul – Gervaise Kimm, 379-1836

Appleworks SIG – *Potpourri* – Murray Jr. High, 2200 Buford, St. Paul – Les Anderson, 735-3953

Inside:

Compression Wars

Hard Drive Answers

The Complete History of the Apple II (part 1)

And...

Something New to do After Dark

Also:

eDOMs, eDOMs, eDOMs!

President	David E. Laden	488-6774
	675 Wheelock Parkway West	
	Saint Paul, Minnesota 55117-4151	
Vice-President	Thomas M. Lufkin	698-6523
	2078 Highland Parkway	
	Saint Paul, Minnesota 55116	
Secretary	Tish Cavalier	789-5465
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CP/M	Jim Rosenow	(414) 261-2536
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 our Post Office, Box 796, Hopkins, MN 55343 or upload them to our BBS at 892-3317.

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: Erik Knopp at 636-3244.

Mini'app'les BBS — 892-3317, 24 hours: 8 data, 1 stop, 0 parity
Mini'app'les Voice Mail — 229-6952
Advertising — *open*

Newsletter Publication Staff –
Advertising	*open*	
AppleLink Contributor	Rand Sibet	566-8571
Calendar Updates	Erik Knopp	636-3244
Calendar Layout	Hugh Johnson	780-6053
Contributing Editor	Tom Edwards	927-6790
Contributing Editor	Peter Fleck	370-0017
Contributing Editor	Steve George	935-5775
Editor	*open*	
Graphics	*open*	
Layout (content)	Hugh Johnson	780-6053
Newsletter Manager	*open*	
Production Manager	*open*	
Publications Director	*open*	

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ADVERTISERS

The Fine Print

IF YOU ARE MOVING. . .

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

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

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

Name: _____

Street: _____

City, St., Zip: _____

PRINT YOUR NEW ADDRESS HERE. ✔

Street: _____

City, St., Zip _____

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

YES...

I'd like to join!

Please accept my

Mini'app'les MEMBERSHIP APPLICATION.

Please Print or Type:

1. Name _____

   _____

   Address _____

   City _____ State _____ Zip _____

   Res. phone_____ Bus. _____

   Renew ID#_____ Exp. Date_____

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

   ☐ Regular [1st year] $20.00
   ☐ Renew [one year] $15.00
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   ☐ 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

JUNE 1993

Board of Directors	Thurs, June 3	Lexington Lib, Univ. & Lex, St. Paul	David Laden
Macintosh Main	Thurs, June 10	St. Louis Pk Lib, 3240 Library Lane	Mike Carlson
Apple II/GS Main	Mon, June 14	Highland Pk Lib, 1974 Ford Pkwy, St.Paul	Tom Ostertag
HyperCard SIG	Mon, June 14	East Lake Lib, 2727 East Lake Street, Mpls	Peter Fleck
Apple II Novice SIG	Tues, June 15	Murray Jr High, 2200 Buford, St. Paul	Tom Gates
FileMaker Pro SIG	Thurs, June 17	Highland Pk Lib, 1974 Ford Pkwy, St. Paul	Steve Wilmes
Fourth Dimension SIG	Mon, June 21	—location pending—	Ian Abel
Mac Programmers SIG	Tues, June 22	Murray Jr High, 2200 Buford, St. Paul	Gervaise Kimm
Appleworks SIG	Thurs, June 24	Murray Jr High, 2200 Buford, St. Paul	Les Anderson
Macintosh Novice SIG	Mon, June 28	Highland Pk Lib, 1974 Ford Pkwy, St. Paul	Tom Lufkin
Programmer's Workshop			Keven Kasulker
Macintosh DTP SIG	—pending—	—location pending—	Bob Grant

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
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4.	Mike Carlson	866-3441	9.	Tom Lufkin	698-6523	16. Tom Michals	452-5667	21. KevinKassulker	535-2968
5.	Peter Fleck	370-0017	10.	Jim Shields	434-9836	17. John Hackbarth	(715) 246-6561	22. TomGates	789-1713

Coordinators–PleasecontactCordellWoods(onourBBSorat757-6916)bythe1stofthemonthtohaveyour 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 during appropriate times, if you are a Member, and own the software in question.

Macintosh	**Key**	PostScript	8	Quicken	25	Prosel	2
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Beginners	13, 14	QuickBasic	5, 6	TimeOut	2	TML Pascal	3, 10
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FileMaker II, Pro	1, 17						
Freehand	22	**Apple II**	**Key**	**Apple IIGS**	**Key**	**Apple ///**	**Key**
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HyperCard	6, 9	Ascii Express	3	Complete Pascal	10		
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MacDraw	5	Beagle Buddy	23	General Information	3, 10		
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Networking	5, 6, 13	Publishit!	23, 25	PaintWorks Plus/Gold	15, 25		
PageMaker	4, 6, 17	ProTERM	23, 25				

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	566-8571	EW	

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

 mini'app'les

About Your Newsletter...

Report from Publications (ad hoc) Committee

by Tom Edwards

(Background: The newsletter production staff has been shorthanded for some time. Following the recent resignation of David Undlin as Newsletter Manager necessitated by David's job change, Kevin Kassulker, Board Member at Large, volunteered to get the March newsletter out on an interim basis. He has been joined by other volunteers for the April and May issues to allow the club time to reform the newsletter staff. An ad hoc committee was formed to suggest ways to make the production process smoother and more timely. The committee grew out of the March 6 "general meeting." Coordination has been provided by Denis Diekhoff, with about 10 other members attending one or both of the meetings.)

At the March 27th meeting of the Newsletter Ad Hoc (NLAH) committee, immediate needs to complete the April issue were addressed. The committee then moved on to discussion of longer-range suggestions. The club membership has expressed a need for an events calendar as an essential inclusion for the newsletter. This need is paired with the request that the newsletter arrive on, or just prior to, the issue month stated on the cover. These needs formed the focus for the committee's discussion. Other points of discussion about the newsletter, though worthy and interesting, were subordinated in favor of keeping to the limited, essential charge for the committee.

The NLAH committee began to set up the description of a "shell" of what should be essential material for each newsletter. The committee felt that the shell required a very deliberate timetable that must be met to get the essentials

into members hand in a timely manner. Once the shell layout (probably about 16 pages) has been completed for the month, then time could be devoted to layout other available articles to increase the content and size toward the 32 page format target. Priorities requested by the membership, however, favor timeliness over size. Therefore, depending on volunteer hours available, some newsletter issues may arrive in members hands "on time" but with fewer pages of articles.

A follow-up meeting by the NLAH committee on April 3 continued by defining the content of the shell and a schedule consistent with printer, labeling, mailer and postal needs for timely arrival of each issue. The shell would consist of items such as calendars, essential club business notices, ads, contents listing, membership application, etc. The schedule would require submission of material by the first day of the month preceding the date of issue on the cover of the newsletter.

The committee feels that the basic structure of the publications section of the club is sound. What is needed, is the election/appointments to fill the vacancies with sufficient volunteers to accomplish the

monthly task of the newsletter. There also needs to be enough assistants in the process so that no one individual is overloaded or "totally essential" to complete the newsletter. The production staff should also be, ideally, a microcosm of the club's profile and somewhat transitory. That is, levels of expertise, interests, etc. should be intermixed, and some "turnover" would stave off burnout and allow fresh viewpoints to be considered.

The NLAH committee will present a report to the Board at their April meeting. Volunteers continue to be needed to assist with the newsletter. If you would like to volunteer, or add your "two cents worth" to this discussion, contact Denis Diekhoff (NLAH committee coordinator, 920-2437) or David Laden (President, 488-6774).
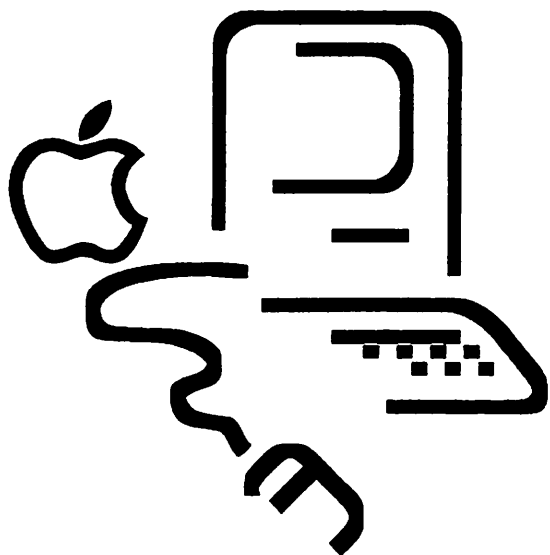
TWE

From the Acting Editor

As a burned-out fiction writer who's seen too many rejection slips and tends to agonize over every self-criticized word, I could easily – too easily – let this issue slide by without presenting my own feelings in black and white. There are other reasons, too, why I'm tempted to keep my silence. I don't have credentialled authority. I don't even have steady employment. I'm just a waifish new kid on the block who doesn't know the good guys from the bullies, and I don't see the Big Picture yet. Like everyone, moreover, I'm waiting for the annual business meeting to resolve some of the problems I *do* see. Why should I speak now? And if all this is not enough to muzzle me, my print deadline, as of this writing, is only two hours away.

Uf!... Two hours!... But I still have one blank page to fill! *Sacre bleu!*

Mac

Hard Drive
Q & A

by John G. Catalano

Casa Blanca Works publishes Drive7, the top-rated universal formatter for the Macintosh. To help you understand your Macintosh a little better, what follows are typical questions answered by their technical support department. Maybe you have some of the same questions.

What does SCSI mean?

It stands for "Small Computer Systems Interface." a standard that defines the interface for peripheral devices. It provides for parallel transmission of data, thereby allowing for high-speed transfer. Translation: A set of standards defining how equipment connects and talks to other equipment.
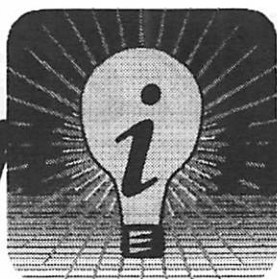
What is a Driver?

A driver is a small piece of code that controls a part of the computer. The hard drive driver resides in a hidden partition on your hard drive. That partition is set by the formatting software and can be from 6k to 32K. Apple's SCSI Manager guidelines suggest a minimum 16k partition size. The hard

Welcome to the HyperCard SIG

by Peter Fleck,
HyperCard SIG Coordinator

The HyperCard Special Interest Group has been alive and well for the past several months. After a feeble attempt to retire, Peter Fleck again took up the yoke of coordinatorship and has been scheduling meetings and providing scripting help along with his repertoire of weak jokes. Thousands have been attending and he is currently negotiating with representatives from the Met Center about the possibility of using their building for meetings.

Well not exactly thousands. We had five scripters at the April meeting. We probably will stay at the East Lake Library for a while longer.

The meetings have settled into a comfortable routine of dealing with users' scripting problems. Someone will ask how to do something in a stack they are working on, and we will then explore some of the ways to make it happen. Or, a useful HyperCard aspect will be explored. In April, after talking about the use of PICT resources at the March meeting, we took a look at the Picture XCMD from the Power Tools stack and played around with calling up PICTs — which is an excellent method to add color to the normally B&W-only world of HyperCard. We also covered creating the PICT resources. This can be done in ResEdit but there are even easier ways using the Resource Mover in the Power Tools stack (I've detailed the method on page 15)

By the way, bring your stack with you if you have questions about it, and PLEASE use 800k (DS, DD) disks. The Mac Plus we use at the meetings cannot read high-density disks. You might want to bring a spare 800K or two, as I sometimes bring shareware stacks which can be copied and distributed, or users will share their stacks.

Illustrator Illuminated

Peachpit Press'
Casebook for Adobe Illustrator

Review by Bob Rockefeller

Before you get the wrong impression of this book, Illustrator Illuminated is not another user's guide or pseudo-documentation. Rather, it is a collection of techniques and advice from seven graphic artists using Adobe Illustrator professionally. The author, Clay Andres, provides a peek over the shoulder of these artists at work. Showing how they approach jobs and use Illustrator to execute them is the mission of this book.

Each artist is presented in a separate case study as a stand-alone chapter. Different techniques are employed in each of these projects, giving the reader a number of ways to think about using Illustrator. Although the focus is on Illustrator and its tools, many of the techniques can be applied in other applications, such as Canvas or FreeHand. As a technical person who usually struggles with creativity in the form of art, this book was fun. An interesting look at artists at work.

The first case study is the publication of a colorfully illustrated children's book created entirely in Illustrator. Key techniques presented are importing and exporting between Photoshop and Illustrator, hand tracing and scanning templates, and drawing with filled, un-stroked shapes as "cut paper" assembled cartoon-like.

Next we see a poster design. Here, placing images from Photoshop, distortion of objects and text, and Scitex prepress printing are described. The artist calls his techniques the 4th Dimension of Illustrator.

An in-depth discussion of complex blends highlights the production of a corporate logo styled after old travel stickers. The featured artist, Ron Chan, is often seen in MacWorld magazine. His style is notable for its use of many masked blends. Using custom type as outlines is also shown.

Adobe Illustrator 3.0's introduction advertisement is the subject of the next case study. You may remember seeing these ads featuring a matrix of images using light bulbs to show off the new features in version 3. Many methods are used to produce this ad, and every new tool is showcased.

The creation of a magazine cover is next. Using carefully grouped objects and the paste in front/paste in back combination handle the need for layering in this project.

No look at Illustrator would be complete without a discussion of its application to technical drawing. Although no competitor to Claris CAD, Illustrator's rendering abilities combined with the clever use of guides gives the artist the power to handle illustrations for an equipment catalog.

The final artist creates illustrations for The New York Times. This project required a semi-3D map and shows the use of shearing and distortion to give the illusion of volume and transparency, even in gray-scale.

Overall, the book was fun to read and the techniques shown give new perspective to the power of illustration on the Macintosh. The figures accompanying this article were created in Illustrator using some of the ideas in the book. As a novice to this field, they were harder to create than they might appear. Sometimes subtle effects are the hardest! Illustrator Illuminated is a valuable look into the trick bags of real graphic artists executing real world illustration projects. I'm sure I'll refer to it often when I'm stuck and can't seem to get a project to "look" right.
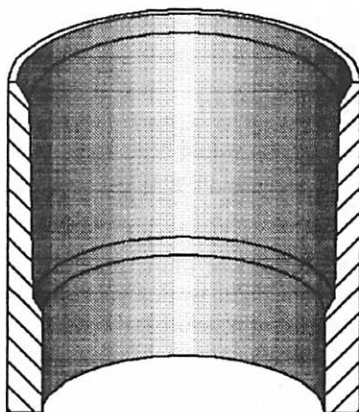
Adobe Dimensions

A New Dimension in Graphic Design

Reviewed by Jim Alley

If we are to believe the ads in Macintosh magazines, 3D art – especially 3D text – is the coming thing in design and desktop publishing. We'll have to wait and see whether this pans out; as of this writing, I haven't seen much evidence of it in the field of general publications.

So far, most of the 3D programs for the Mac (and for other computers, too) have been bit-mapped (or raster) programs. This means that the final image is made up of many tiny pixels of color – a map of the bits that make up the image. Often these programs create very realistic images of scenes that never existed. Shading, highlights, cast shadows, and reflections convince us of the solidity of the objects pictured. A notable example is the mouthwash ad on television which shows a bottle of Listerine in the boxing ring or swinging through the trees.

The down side of these programs are manifold: a high learning curve, the demand for very high end hardware, and time – lots of time. A 3D image from a program such as Alias Sketch! or Stratavision might take hours or even days for the computer to generate, or "render" the scene after the user has entered all of the parameters (lighting, surface qualities, viewing angle, etc.). This is obviously not a very practical approach for a designer on a deadline.

Adobe Dimensions is different – on several counts. This new program creates and edits simple 3D objects and effects by working in a vector graphics environment. To the best of our knowledge, Dimensions is the only commercially available 3D program that produces fully editable PostScript Bezier curves. Designers and illustrators familiar with

Adobe Illustrator and Aldus FreeHand will have little trouble adapting to Dimensions. Dimensions is intended to be used along with one of these PostScript illustration programs. As a stand-alone tool, it is quite limited, since it cannot create shapes (beyond a few primitives), and it cannot print anything out; its total dependence on outside illustration programs is both a strength and a weakness. After finishing a session with Dimensions, the artwork must be exported back into your drawing program for touching up, editing, or printing.

Getting Started

A typical session would begin in a PostScript drawing program by creating basic elements such as 2D forms or text blocks. (We'll use FreeHand in our examples, but Adobe Illustrator and Deneba Canvas also work.) Text must be converted to paths before it can be modified in Dimensions. After saving documents in FreeHand, we'll switch to Dimensions, where we can either Open them directly or Import them into existing documents.
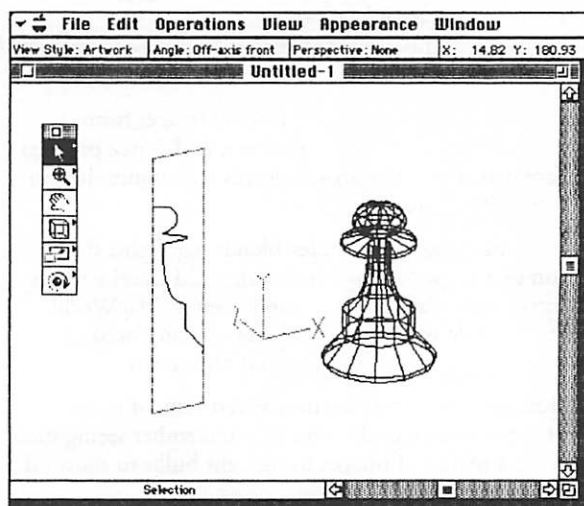
When the 2D form shows up in Dimensions, it is placed in a 3D environment indicated by X, Y, and Z axes. (See illustration.) The next step involves translating the 2D shapes into 3D forms. There are two methods available to do this: extrusion and
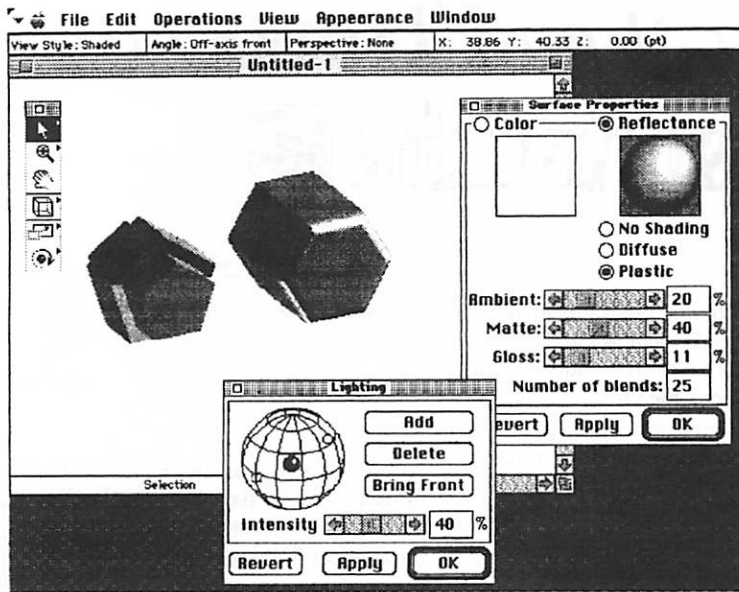
rotation. For instance, if you want a 3D chess piece, you would begin by drawing one half of its profile in FreeHand. After importing it into Dimensions, it can be rotated 360° into a wireframe model of a 3D form.

If your intent is to create a banner or 3D text, you would import the flat artwork into Dimensions and then extrude it. When extruding a form, different bevels can be applied. (See illustration.)

Lighting and Rendering

Once you've made a 3D form, you'll want to make it solid so you can see it better. The next steps involve determining color, line, surface qualities, and lighting. Although the colors of an object are usually defined in the drawing program, Dimensions can assign or modify colors later. All of these procedures are handled in a surprisingly intuitive manner through the use of several floating palettes. Lights can be added and dragged around to different

```
File  Edit  Operations  View  Appearance  Window
View Style: Shaded | Angle: Off-axis front | Perspective: None | X: 38.86  Y: 40.33  Z: 0.00 (pt)
```

angles. Their intensity, but unfortunately not their color, can be changed.

Objects can be made shiny or matte in order to control the relationships between highlights and shadows. Ambient light can also be controlled. The controls for this process are not as clear as they might be; after reading this section of the manual several times, I'm still not absolutely sure why there are separate controls for matte and shiny.

Rendering is the last step in the process (although you can render at intermediate stages in order to check your progress). There are three levels of rendering: wireframe, draft, and shaded. Even with complex shapes at the highest resolution, rendering proceeded at an agreeable rate; none of my tests and experiments took over a couple of minutes on my IIfx, and many were completed in just a few seconds. Nevertheless, you'll be rendering a lot before you get things just right, since even slight changes demand a complete re-render to check the results. The wireframe and draft modes come in handy at these times, since they are speedier.

Mapping

A very important consideration is Dimension's ability to map artwork onto a form, and this procedure is handled nicely by the program. Lets say you wanted to create the image a three-dimensional candy box for which you've already designed the two-dimensional label. You'd begin by creating a cylinder from Dimension's stock of primitives (cylinder, cube, sphere, and cone). The Map command brings up a dialog that lets you import your label, and then size or rotate it to fit. An automatic size-to-fit command can be helpful here. The dialog box for the mapping function even shows which surfaces are visible in the current view; the back surfaces are shaded out.

Getting Scenic

After your object has been created and fine-tuned, you can rotate it and change the view or the perspective. There are four perspective choices: none, normal, wide angle, and telephoto.

When you are satisfied with all aspects of your image, you can export it back to the format of your original drawing program. Once there, you'll find that all of the shapes are fully editable.

Dimensions performs very well within its limits. It's actually fun to work with, since the response times are snappy. You might get somewhat frustrated at

Dimension's inability to print or create text, so you'll want to be switching back and forth between it and your drawing program. Although Dimensions will run in 2MB of RAM, it's much more responsive at 4MB. Running Dimensions concurrently with FreeHand will demand at least an 8MB Mac.

Forms which interpenetrate each other tend to confuse Dimensions; objects which overlap the same coordinates do not render accurately.

If 3D text is going to become an important part of tomorrow's design scene, then Dimensions is certainly a quick and easy way to achieve it. Since Dimensions does not create ray tracing (including cast shadows), it is not going to tempt the super-realists away from heavyweights such as Stratavision or Alias Sketch. Package designers may realize the most immediate benefit in being able to visualize and present three dimensional projects.

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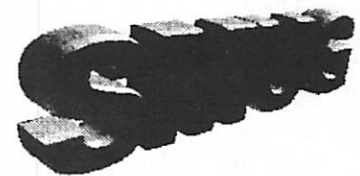
Adobe Dimensions
Adobe Systems Incorporated
Mountain View, CA
800-833-6687
Retail: $199

Requirements: any Macintosh II 68020 or greater computer with System 6.0.7 or later (including System 7), a hard disk, and at least 2 MB of RAM (4MB for System 7). For best performance, a math coprocessor, 4 or more megabytes of RAM and a color monitor is recommended.

AutoDoubler 2.0 and TimesTwo

The Compression Wars Continue

by Jim Alley

If there is one subject that Mac users disagree on more than any other, it is automatic data compression – so much so that a recent issue of MacWEEK devoted a major story to the topic. Some professionals won't touch it with a ten-foot SCSI cable, and others can't live without it.

"It," for those of you new to the subject, is automatic background data compression. Let's look at that term in more detail. Data compression means smashing your data into a smaller space than it would normally take. This is valuable both for storage (on magnetic media) and for transmission (via a modem). Compression is accomplished by sophisticated methods of removing or coding redundant data. (It takes less space to say "437 zeros" than it does to say "zero" 437 times.)

There are two types of compression: manual and automatic. Manual compression is relatively straightforward; you use a compression program to convert files into "archives" which take up less space. Later, when you need access to the data in those files, you run the compression program again to "unstuff" the file, thus returning it to its original size and format. This procedure is valuable, but hardly handy; and it is most often used for files which are going into long-term storage, or which need to be transmitted via a modem.

Manual compression programs have been around for quite a while. Programs of this type which are currently popular for the Macintosh include Compact Pro and StuffIt Deluxe. A more recent variation on the manual compression

idea is represented by programs such as Disk Doubler and Magic Menu. These add a new selection to the Finder's menu bar; simply select a file on your desktop, then choose "Compress" or "Expand" from the menu. This innovation removes the cumbersome need to run a separate program. Another benefit is that these programs allow for "semi-automatic" features; once you have compressed the file manually, double-clicking it will cause the file to automatically decompress, and its parent program will open it. After you quit, the file will be recompressed automatically. The only penalty you pay is the time it takes to decompress and recompress the file – usually just a few seconds, depending on the size and complexity of the original. Everyone seems to agree that these programs are completely safe.

The next – and current – step is fully automatic background compression, as exemplified by AutoDoubler 1.0, SpaceSaver, and More Disk Space. Once configured, these utilities sit in the background waiting for a time when your Mac is not busy (during a coffee break, for instance), and automatically scan your hard drive looking for things to compress. You, the user, can configure several aspects of their operation: what types of files to exclude from compression, how old files must be before being compressed, how long to wait before scanning, etc.) The beauty of these automatic compression programs is two-fold: first, you don't have to manually compress files; and second, the decompression times are very short. (We haven't been able to detect any speed difference between launching AutoDoubled programs and documents and their uncompressed counterparts. In

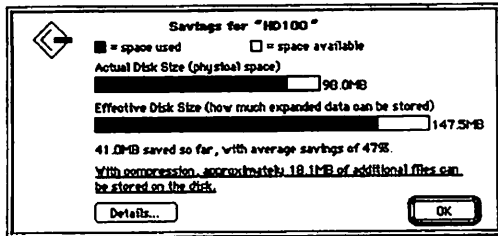fact, sometimes it seems as if the AutoDoubled files launch faster.)

The down side of automatic compression programs is the program conflicts that are inevitable with system extensions. Nobody denies that they exist, but most of them seem to have been resolved, at least with AutoDoubler. Still, a few obscure conflicts exist, and this makes some people very nervous.

Here at Mac Monitor, we've been using AutoDoubler since it first came out, and upgrading to each new version. We've never lost any data through its use. Our tests of More Disk Space, however, have shown it to be untrustworthy – at least on our system configuration – and we do not recommend its use, even though some users have reported no problems.

AutoDoubler 2.0

The latest version of AutoDoubler has recently arrived, claiming more speed, fewer conflicts, new features, and an improved interface. Since we experienced no conflicts with the earlier version, we cannot test the claim of improvement in this area. While the compression seems a bit faster, we found it impossible to accurately test this claim; background compression is, by definition, hidden from you. At any rate, we have no complaints in this area. As for the improved interface, we feel that, while largely cosmetic, it does help us to visualize the space usage on our hard drives. There is still room for improvement here. Using the Finder's Get Info command on an AutoDoubler compressed file shows the size the file would be if it were not compressed. In order to find its real size, you must use also have

DiskDoubler installed and use its "Savings..." command. (See illustration.)

```
Savings for "HD100"
■ = space used          □ = space available
Actual Disk Size (physical space)
▐▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▐ 98.0MB
Effective Disk Size (how much expanded data can be stored)
▐▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▐ 147.5MB
41.0MB saved so far, with average savings of 47%.
With compression, approximately 18.1MB of additional files can
be stored on the disk.
[ Details... ]                    [ OK ]
```

The most visible improvements in the AutoDoubler package actually come from the "new features" which are contained in two separate programs included in the package: CopyDoubler and AutoDoubler Internal Compressor.
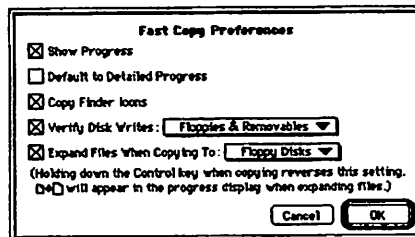
CopyDoubler, a Control Panel for System 7 users, serves several purposes. First, it allows normal Finder copying of files to proceed at up to three times faster, and can empty the trash up to ten times faster. Since System 7 is noticeably slow at these functions, these speed improvements are welcome.

CopyDoubler's other function will be even more welcome to many longtime AutoDoubler users; it allows for easy copying of compressed files. With the previous version of AutoDoubler, copying a file from one disk to another caused it to automatically decompress. The idea was to protect you if you wanted to copy a file from your hard drive to give to someone else who might not have AutoDoubler. Many users exclaimed (loudly) that they did not want this form of protection since it was far more typical for them to move compressed files around for storage convenience rather than data sharing. CopyDoubler gives you the choice, and even provides a hot key setting to temporarily reverse the setting. CopyDoubler also includes a "Smart Replace" feature which can be a big help if you are copying a folder from one location to the other, by copying only changed files. This last feature, incidentally, may be helpful to PowerBook users who want to synchronize folders on two different computers. There are several

settings which can be configured from the Control Panel.

AIC

AutoDoubler Internal Compressor has been supplied for advanced users. Some items do not function properly if compressed by AutoDoubler. This includes many INITs and Control Panels, as well as a few applications. Since many items in the System Folder should not be compressed, AutoDoubler automatically excludes it from compression. There are also some self-modifying programs which do not respond well to normal compression. AIC is provided as an optional way to compress internal resources in these files. AIC is a stand-alone program – it only runs when you manually launch it,

```
Fast Copy Preferences
☒ Show Progress
☐ Default to Detailed Progress
☒ Copy Finder Icons
☒ Verify Disk Writes : [ Floppies & Removables ▼ ]
☒ Expand Files When Copying To : [ Floppy Disks ▼ ]
(Holding down the Control key when copying reverses this setting.
Ⓓ+Ⓓ will appear in the progress display when expanding files.)
                    [ Cancel ]  [ OK ]
```

and you decide how and where to use it. The manual gives complete instructions. AIC will allow you to compress some items which could not be compressed otherwise.

We tested different compression modes on two applications (FileMaker Pro and America Online) to compare their launch times. We could detect no difference whether the programs were compressed or not. (Of course, our precision lab equipment consisted only of a stopwatch.)

A New Scheme

Now that you understand different types of compression and decompression, get ready for a totally different concept. Golden

```
▤▦▦ TimesTwo™ Info ▦▦▦▦▦
        🖅   Jasmine
        Kind : TimesTwo Disk
TimesTwo Size : 170.7MB
 Original Size : 85.3MB
        Usage : 162.2MB used
                 8.5MB available
        Where : SCSI ID 2
 Total Blocks : 176928 blocks
Physical Usage : 162244 blocks used,
                 14664 available
 Compression : 2.000 : 1
Available Space : 8.5MB (projected)
```

Triangle has now released TimesTwo. All of the other products discussed here have been system extensions, which by their nature, alter your Mac's operating system by applying patches to the System and Finder files. This is where the possibilities for problems and conflicts come in. TimesTwo is different in that it is a driver. As a hard disk formatter, it replaces the original formatter that came with your hard drive. TimesTwo compresses and decompresses all data as it is being written to the drive. The process is totally transparent – there is nothing to configure – and there should be no problems, as long as the driver is bug-free.

With TimesTwo, your hard drive will simply seem to be (approximately) twice as big as previously. A Syquest 44MB cartridge will hold over 80MB worth of data. Interestingly, you can take that enhanced cartridge to another Mac, and it will behave exactly the same as it did on your Mac. The driver is installed on the drive; there is no software that needs to be on the computer. This certainly sounded like the way to go.

Our first tests were somewhat confusing. We formatted a Syquest 44MB cartridge and attempted to back up our large System Folder onto it. Things seemed to be going well, but when we reached the point where the Finder thought the disk had approximately 50MB of data on it and about 30MB free, we started getting warning dialogs saying that the disk had less than 2MB of free space available. Our second attempt gave similar results; when we attempted to back up a huge folder of Type 1 fonts, TimesTwo began reporting disk full errors long before the Finder showed any concern.

A call to the tech support folks provided the answer: TimesTwo does not do a very good job of compressing fonts or the type of things one normally expects to find in a System Folder. Since TimesTwo shows the remaining free space on a disk as a guess of
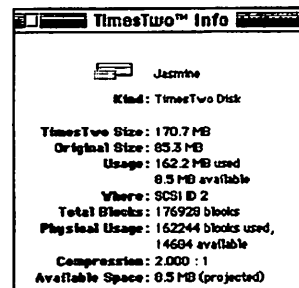
how much data it can hold, loading it with lots of hard-to-compress files threw its estimates way off. Golden Triangle recommends that you run its software from time to time in order to "verify" the disk. Each time we do this, we get a different estimate of the disk usage. Hopefully, each new estimate is more accurate than the last, but this seems an awkward way to ensure that the Finder gives a fairly accurate accounting of available disk space.

Our later tests – with more "normal" files – proved much more satisfactory; we formatted our old Jasmine 80MB drive, and it now shows approximately 170MB of usable space. We've added and erased files for several weeks with no problems. We tried another Syquest cartridge with TimesTwo for storing clip art with excellent results.

On our clip art cartridge, we got a compression rate of 1.956 to one, but on our font- and system-heavy cartridges, the compression was closer to 1.2 to 1 – not very good, but other compression programs either won't handle the System Folder at all, or will handle it poorly. If you have huge amounts of fonts, nothing will help you very much. We have several hard drives, but we don't try to compress our startup disk for this reason.

There are several other factors about TimesTwo that you might want to consider. If you use virtual memory, compressing the disk containing the VM swap file will cause serious performance hits. Also, the current version will not work with a partitioned disk, and the TimesTwo release disk seems to be copy protected in some way; normal copies of it do not function properly.

Conclusions

As stated previously, we've been using AutoDoubler since it first came out (and DiskDoubler before it). The IIfx in Mac Monitor's office has three hard drives plus a Syquest attached to it, and since we've been testing TimesTwo (several weeks now), we've run one external hard drive with AutoDoubler, and the other (plus several Syquest cartridges) with TimesTwo. With the exceptions reported above, we haven't had any problems. We'd be hard pressed to choose between the two compression approaches. AutoDoubler has the potential for INIT conflicts, but it has been around for a while, and it comes with CopyDoubler and the internal compression program. On the other hand, TimesTwo seems the best method in theory – (almost) total transparency and with no (known) conflicts. Even if you ultimately decide on TimesTwo's approach, you're likely to want to have a

file compression program on hand to pack – or unpack – files for archival storage or modem transmission.

And remember, neither of these utilities guarantees that your disk space will be doubled. Different types of files compress differently. Our tests with TimesTwo, for instance, ranged from 1.956:1 to about 1.2:1, and we'd expect AutoDoubler's performance to be comparable. As usual, there ain't no such thing as a free lunch, but spending less than a hundred dollars for one of these "disk expanders" sure sounds better than spending several hundred dollars on a new drive. We hope we've given you the information you need to make the choice – and the courage to make the decision.

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AutoDoubler 2.0
Fifth Generation Systems, Inc.
10049 N. Rieger Road
Baton Rouge, LA 70809
(504) 291-7221
Retail: $89.95

TimesTwo
Golden Triangle Computers, Inc.
4849 Ronson Court
San Diego, CA 92111
(800) 326-1858
Retail: $149

Sorry, a layout error occurred.

ID=Lack of Submissions

[Restart] [Resume]

Hard Drive Q&A

drive driver is code that acts as the gateway between your system and the hard drive itself. It lets each know of the others' capabilities.

What does "Format" Do?

The Format operation completely erases the disk, preparing it to receive new data. Once formatted, a drive can be initialized for use with a computer. Pressing the Format button in many formatters actually performs three functions: 1) Erases all data (formats the drive); 2) Initializes the drive, (writing a new directory and partitioning); and, 3) Installs a new hard drive driver in the driver partition.

How does "Initialize" differ from "Format"?

After a drive is formatted, the initialization process divides it into partitions and installs the hard drive driver in one of those partitions. This process also erases the location of the data on the drive. If you've used your drive on a Macintosh before, you generally just initialize.

What does "Update" mean?

When you Update your drive, you install just the new driver partition information. Nothing else is changed. If a formatter can "take over" the space allocated by the old driver partition on your drive, you may press the Update button. If the space allocated is too small, Update is gray.

What is Partitioning?

Partitions allow you to store and retrieve data independent of one another, much like having multiple drives on your desktop. Theoretically, a large drive will read and write data to a single partition faster if the drive is divided into smaller partitions.

Many formatters allow you to create single or multiple visible partitions and to select partition attributes. These include: password protection, locking a

partition, designating a boot partition, or automatically mounting a partition at startup.

Are there hidden partitions on a hard drive?

Yes. In addition to the visible partitions, most formatters write two which are hidden: The first is the Apple Map Entry, which tells the computer that that drive is initialized for the Macintosh. The second is the hard drive driver partition. After that, the visible Operating System partitions are visible.

What are some direct "Test" calls?

Each hard drive will understand a set common of commands sent to it via software. One suite of these commands are Test. Two common ones are SCSI Verify and Scan Drive. A "SCSI Verify" command checks that each block on the drive is good. A "Scan Drive" test, which reads data from each block on the drive, stores it in memory, writes it somewhere else, reads the copy, and compares it to the original. If they are the same, it continues. If they are different, it reports an error and writes out the bad block.

What about writing out bad blocks?

All good formatters will write out bad blocks as part of their formatting process, and give you the option to disable that feature. Once the bad blocks are written out, the drive will not attempt to write data to them. As bad blocks appear during normal use over time, good formatters will move your data to a stable location on the media.

What is Parameter RAM?

Parameter RAM is an area on a chip on the Macintosh logic board that stores information about the Mac's hardware settings, such as Chooser and serial port information, color, keyboard, and monitor settings, as well as the SCSI bus configuration.

How is the SCSI bus related to the PRAM?

If you are having consistent SCSI recognition problems or hangs, your SCSI bus could be "confused." Resetting

the PRAM may help by bringing the Mac SCSI bus information back to the factory default settings.

What happens when I reset (zap) the PRAM?

When you zap the PRAM, you return all the PRAM information, including the SCSI bus information, back to the factory defaults. Please note that in addition to resetting the parameters back to the factory defaults, zapping the PRAM also deletes "Get Info" comments you may have added.

How do I reset (zap) the PRAM?

Always reset the Parameter RAM from a "cold" start, not a "Restart".

If you are running System 7, hold down these four keys when you boot the Mac: Command, Option, P and R. The Mac will blink and restart itself. Release the keys.

If you are using System 6, allow the Mac to boot to the Desktop. Hold down the Command, Shift, and Option keys while you select "Control Panel" from the Apple menu. You will be asked if you want to Zap the PRAM. Click "Yes."

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John Catalano is the president of Casa Blanca Works, Inc. You can reach him at 415.461.2227. AppleLink and AOL: CBWorks. CompuServe: 73750,1317.

Something New to do After Dark –
The Final Frontier in Screen Savers

By Tom Pitts

"Trelane, are you being nasty to your pets again?"

"Oh, Mommy. I was only playing with them. They make my computer screen a lot more fun."

"Now, Trelane, those are beings, too. You can't keep them in your computer. They want their freedom."

"But my screen will burn in, Mommy."

"Oh well, I guess you can keep them then."

Like Trelane, the mischievous kid of Gothos, you can now have the Enterprise, all your favorite Star Trek crew members and a few aliens, too, with Star Trek: The Screen Saver. And not to worry: It is fully compatible with those After Dark modules you have grown to love. Who says you can't have your cake and eat it too?

From Starfleet Academy's Mac Basics course...

A screen saver is a program that runs automatically after your computer has been on but idle for a specified time period. When it is activated, it blanks the screen image and, with most screen savers, displays moving patterns or animations of various
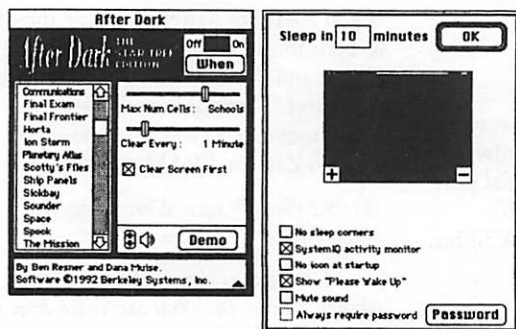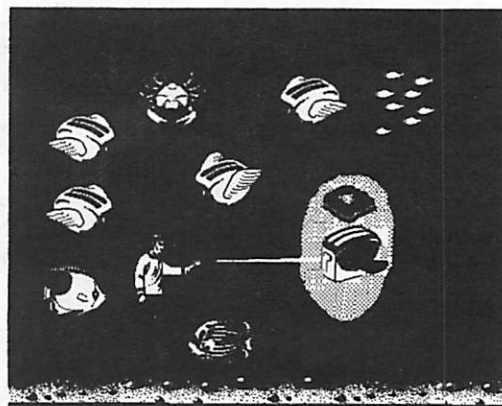

Figure 2. In hot water, Spock burns the toast. This was created from a MultiModule of After Dark and StarTrek screen saver modules.

sorts. The little sub-programs that generate what will be displayed on your screen are called modules. Most older or less sophisticated screen savers, such as shareware programs, do not have modules – rather they display only one moving image, pattern or animation, or else they merely darken the screen. The commercial screen savers that are popular today offer many modules, including some you can customize to suit your needs and sense of humor (or lack thereof).

Of course, there is a reason to use a screen saver. Its basic purpose in blanking or altering the screen image is to save the phosphor, that is, the special lining in the cathode ray tube. If an image is continuously displayed on the screen for a long period, without changing, it can be etched into the phosphor and leave a ghost image that is noticeable even when another image is displayed. The computer monitor, with its set windows and menu bars is prone to develop these ghost images. Black and white monitors are at greatest risk of screen burn-in. Some experts claim that color monitors don't suffer this malady, but that has not limited the popularity of screen saver programs. Perhaps that's really because the screen saver is more than just something to protect your monitor: It is a source of great fun and diversion. Thus we have the enormously popular After Dark with its flying toasters, colorful aquarium and many other modules. Now, with Star Trek: The Screen Saver, Berkeley Systems, the maker of After Dark, boldly goes where no screen saver has gone before.

Beam it aboard

Star Trek: The Screen Saver is an independent program based on the After Dark software engine. You don't have to have After Dark to use Star Trek: The Screen Saver, but if you do, it will run all your After Dark modules, too. It gives you over a dozen new and quite sophisticated modules derived from characters and episodes of the original Star Trek television series. It runs on color and black and white monitors, and is compatible with system 6.04 or later.

Figure 1. In the Control Panel interface you can preview the modules and set the various options.

Installation of Star Trek: The Screen Saver is simple. Insert the installation disks and follow the online directions. The software checks your monitor type and installs the necessary files. (If you already use After Dark, it will be upgraded to the Star Trek version. All your After Dark modules will be preserved.) Restart the computer, access and configure the "After Dark The Star Trek® Edition" program in your Control Panel, and your mission has begun.

On screen!

If you are already familiar with screen savers such as After Dark and Pyro!, Star Trek: The Screen Saver will offer no new learning challenges. In the Control Panel interface you set its standard features such as delay until activation, sleep and wake corners, optional password protection, and default modules. (See Figure 1.) It has the usual randomizer function that randomly selects from among modules specified by the user. There is also the MultiModule, in which the user can create new modules by combine other modules. If you have After Dark, you can even combine its modules with Star Trek modules to make unique MultiModules. Imagine Spock battling Flying Toasters! Illogical! (See Figure 2.)

What the doctor ordered

Star Trek: The Screen Saver is a tonic for the jaded Mac user – especially if, like me, you have become bored by simple lawn mowers and toasters decorating your screen. The Star Trek modules are delightful! They will jog your memory by bringing to life characters from some classic Star Trek episodes. My favorite, The Mission, features Kirk on the bridge and Scotty at work on repairs in the Jeffries Tube – the very bowels of the Enterprise. Intermittent cutaways to the bridge's main viewing screen bring you face-to-face with such enemies as Klingon battle cruisers, the Greek god Apollo from Pollux IV, Talosians and various other mysterious aliens and

spacecraft, and a devilish Gorn or two. Nomad, who seems to be omnipresent, makes an occasional visit to the bridge as well. Even if you sit and stare for hours – something that is easy to do – you might not catch every variation the program contains.

The other modules are almost as mesmerizing. Scotty's Files offer detailed diagrams of the Enterprise and its equipment. There is a Planetary Atlas of the stars and planets visited by the Enterprise or mentioned in the show. (Do you recall Deneb IV with its Slime Devil, and Regelus with its Bloodworm? And which is better, Saurian brandy or Tranya?) In another module, the Tholians weave a web of danger that can trap you if you're not careful. Anyone, even those not too familiar with Star Trek, will love watching the screen fill up with Tribbles who scream at even the briefest appearance of a Klingon. Fans of Dr. McCoy will enjoy the Sick bay module with its encyclopedic listings of the curious ailments seen during the travels of the Enterprise's legendary country doctor. (Who cares if Beverly Crusher is beautiful? Give me Ol' Bones any day!)

Real Trekkies will be riveted to the screen by the online Trek trivia module, Final Exam. (What monster appearing as a scientist and ex-girlfriend of McCoy sapped the sodium from the bodies of her victims?) Even I found questions I couldn't answer! Now I'll have to stay up late re-watching the original Star Trek! Great homework assignment, huh?

Admirers of the Vulcan master, Spock, will perhaps be a bit disappointed with the Spock module. It is more cute than clever, and the graphics are the poorest of the set. Bitter dregs... Nevertheless, I enjoyed reliving Spock's encounter with the Horta, and the intoxicating plant
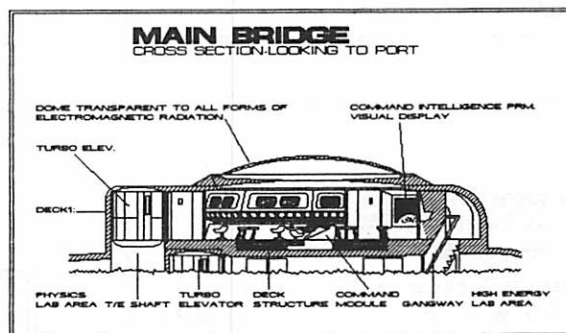
spores of Omicron Ceti III as well as his singing and playing of the Vulcan lyrette. Despite its limited graphics, this module will live long and prosper, I'm sure.

One of the dominant features of the modules is the constant use of sounds taken from the television show. You will recognize many of them. Others are just a cacophony of Trekkie electronic beeps and buzzes that would shame even R2D2's constant chatter. Now, as I watch Star Trek TNG and Deep Space Nine, I hear from the adjacent room where my computer sits, a symphony of classic Star Trek lines. Imagine my confusion! I love it.

Red alert!

Surely there could be nothing wrong with having such a fun time, especially when my screen is being saved simultaneously. It pains me, as a devoted Trekkie to admit it, but the program has some problems.

Of greatest concern is the amount of disk space it requires. You'll find it hogging around 4 MB of hard disk space if you install all its modules and sounds. Unfortunately, with just a few modules or with no sounds it wouldn't be quite so much fun – maybe not worth the effort or cost.

MAIN BRIDGE
CROSS SECTION-LOOKING TO PORT

DOME TRANSPARENT TO ALL FORMS OF ELECTROMAGNETIC RADIATION

COMMAND INTELLIGENCE FRM. VISUAL DISPLAY

TURBO ELEV.

DECK 1

PHYSICS LAB AREA   T/E SHAFT   TURBO ELEVATOR   DECK STRUCTURE   COMMAND MODULE   GANGWAY   HIGH ENERGY LAB AREA

Another down side is that its modules appear pretty mediocre in black and white. They lose a tremendous amount of their visual impact without color. Remember the Gorn is always greener on a color Mac.

After Dark has received some criticism

for purported conflicts with other programs. I believe this is an individual problem. That is, each person might experience unique conflicts depending on what other INITs and background programs they use. In this respect Star Trek: The Screen Saver is not different from After Dark. I found with both programs that I can usually avoid freezes by setting the program to randomize using only one module per sleep episode rather than switching modules frequently as the program runs. While this might be less entertaining, it's a useful solution. (You aren't supposed to be watching the screen as it sleeps anyway. Surely you have work to do.)

Analysis, Mr. Spock?

Sufficient data! A screen saver is a good investment for most Mac users –

especially those with black and white monitors. Berkeley Systems has a near-monopoly on the market these days. After Dark is fun, but it can become tedious. Star Trek: The Screen Saver adds a new dimension to your Mac. Unless you hate Star Trek: The TV Show (Is that possible?) you can hardly go wrong with Star Trek: The Screen Saver. Its animations are more sophisticated than those of After Dark – including the More After Dark modules – and for variety, if you must, you can also use commercial modules and freeware and shareware After Dark modules available on electronic bulletin boards. I doubt most folks will need to do that. (Hey, once a Trekkie...) So head out at warp factor nine to get Star Trek: The Screen Saver – or else your

screen might be here today and Khan tomorrow!

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Requirements:

> Mac Plus or newer
> System 6.0.4 or later
> 2 MB RAM
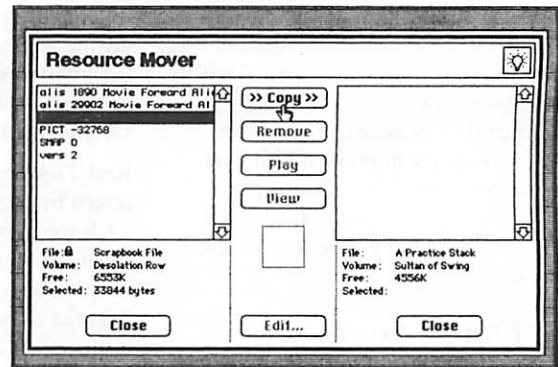> Tricoder is optional but useful

The Facts:

> Star Trek: The Screen Saver
> Berkeley Systems
> 2095 Rose Street
> Berkeley, CA 94709
> Terra
> List price $60
> "Street" price $35

Using the Resource Mover (see facing page).

HyperCard SIG

Who's Invited

Of course these meetings are open to the public so anyone can come including non-members, but there is a targeted audience. Unfortunately, this is not the meeting to come to if you have no idea what HyperCard is and want to find out ("Well, I know it came with my computer."). This SIG is designed for active scripters — those involved with using the HyperCard language to design their own stacks.

You do not have to be an advanced or even intermediate HyperTalker, however. Beginning scripters are very welcome and several are actively involved in the meetings. They usually bring the most interesting questions. We are learning from each other.

If you are not a scripter but are interested in finding out about HyperCard, you might try the Mini'app'les Novice SIG. Or pick up Danny Goodman's book *The Complete HyperCard Handbook* (make sure it's for version 2.0). There are classes locally through some of the Community Ed programs, the Science Museum, and several other training facilities. Feel free to contact me for more info on getting started with HyperCard (via the Mini'app'les BBS is best, or call me at 370-0017).

Meeting Times

At the time of this writing there are no regularly scheduled meetings (like "third Monday of each month") although I try to schedule on Monday evenings. You need to look in this newsletter or call me to confirm the date. Most meetings will be at the East Lake Library, 2727 East Lake Street, in Minneapolis. This is near the Minnehaha Target. There is parking behind the library or you can park in the church lot next door if nothing is happening at the church.

There will probably be a break in the monthly meetings this summer so do call to confirm dates and times.

Upcoming Meetings

Location: East Lake Library, 2727 E. Lake St., Minneapolis
Monday, May 17, 7:00 – 8:45 PM

Besides answering your questions, we'll take a look at pop-up menu externals. Press anywhere and there's a menu!

Monday, June 14, 7:00 – 8:45 PM

# How to Get a PICT into HyperCard Without Using ResEdit

by Peter Fleck

For this procedure, you need the Power Tools stack that comes with the registered version of HyperCard 2.x, or ResCopy, a free utility for moving resources around in HyperCard. These instructions use the Resource Mover in the Power Tools stack.

1. Create a picture in your favorite painting or drawing program. Color is OK. Copy the picture and put it in your Scrapbook. The picture is stored as a PICT resource in the Scrapbook File.

2. Open HyperCard, go to the Power Tools stack, and click on the words "Resource Mover" button in the Table of Contents.

3. Press on the option key on your keyboard and, with the option key DOWN, click on the "Open…" button near the lower left corner of the card. If you don't have the option key down, the Resource Mover will only recognize HyperCard stacks.

4. You get a standard dialog box. Find your system folder, find the Scrapbook File, select said file, and click the Open button. (If you can't see a Scrapbook File, you probably weren't holding the option key down when you clicked the Open button.) The resources in the Scrapbook File will appear in the scroll list above the Open button. You should at least see one PICT resource because you pasted your picture in the Scrapbook, right?

5. Now go to the opposite "Open…" button (lower right corner or the one you didn't use before), click it (don't hold the option key down this time), and in the dialog, find the stack where you want to put the resource and open it. The name of the stack will appear right above the "Open…" button, but the scroll window may be blank (because there are no resources here yet).

6. Select a PICT resource in the left scroll window. If there is more than one PICT resource, you won't know which one is yours and you can't look at it until it's in the stack, so just get the first one in the list.

7. Click on the Copy button. The resource will appear in the other scroll window. Select it and click the View button to see if it is the one you want. If it's not, select it and click the Remove button and try again.

For information on using this resource, go to the Picture XCMD in the Power Tools stack and read the documentation. To learn more about using the Resource Mover, click on the Light Bulb button in the upper right corner of the Resource Mover card.

There is a freeware stack called Mr. PICTure which will actually write the commands to make the PICT appear in your stack. I will pass this stack on to Jacque Gay, the Mac eDOM maker. It should be available on a future eDOM. I will also put the stack on the Science City BBS (221-9411). Those of you with a modem can download it from there. Science City is a free BBS run by the Science Museum. The stack may be available on other local BBSs as well.
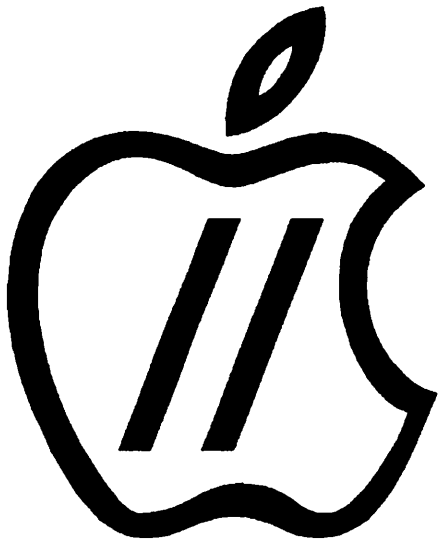
Apple

AppleSauce

ProDOS 8 and System v4.0.1

Suggested Retail: $14.00

Apple has finally released its update to the ProDOS 8 System Disk that corresponds to the GS/OS System Disk release. In this package you will get ProDOS 8 v2.0.2; Basic.System 1.5; SysUtil.System v3.1; and FastCopy.System v1.0.1. SysUtil.System allows you to copy, delete, and rename files and disks. It will also allow copy files between DOS 3.3, Apple Pascal, and ProDOS disks. Fastcopy.System allows copying of entire 3.5 or 5.25 disks.

Also includes patch for clock called Clock.Patch that will fix ProDOS so it will display correct year after it expires in 1996.

This system Disk requires a 128k enhanced IIe, IIc, or IIgs. If you have an unenhanced IIe (64K), or II+ you can order a System Disk for that, so give the people at RC a call.

> Resource Central, Inc.
> PO Box 11250
> Overland Park, KS 66207
> (913) 469-6502
> (913) 469-6507 (fax)

Submitted by Rand Sibet

Under No Circumstances, Not Ever, Etc.

Like Matt said, NEVER use Control-Reset to simply reboot or exit a program on the GS. Especially GS/OS programs. It can be incredibly dangerous and there is the possibility that you'll lose data or corrupt files. (Some programs actually keep files open on the disk when the user is using them in order to support net-working and whatnot. Control-Reset could cause these files to become at worst, corrupted, and at best they could no longer be up-to-date.

Did you know...if you normally boot into ProSel 16 instead of the finder, but occasionally launch Finder from there, you won't want all the nifty Finder Extras clogging up memory until/unless you do launch the Finder. Instead of placing them in the System.Setup folder, create a folder named Finder.Extras within the System folder and place them there. Now they wont be run until you launch finder.

Dollars & Sense Coming Back?

Hank Wessel posted on October 14th that the marketing and development rights to Dollars & Sense for all platforms (MS-DOS, MAC, DOS 3.3, and ProDOS) are now owned by:

> Business Sense, Inc.
> 6360 Moki Circle
> West Jordan, Utah 84084
>
> Phone: 800-377-4954
> FAX: 800-377-5453

He also said that this company is currently offering all versions at special promotional prices. Jeff Strichard called up the company and was told that they are in the process of updating Dollars & Sense for the Apple II, and expect something to be ready by January 1993.

The Minutes...
by Tom Edwards

Minutes – December Apple // Meeting

This is December, the month of snowdrifts and reindeer, not fog and drizzle. But I digress... The meeting started a few minutes late as people continued to funnel in. Introductions were made as people arrived, so announcements were in progress as we gathered. AppleWorks, Main Apple II, Novice meetings were announced as well as requests for Newsletter manager and nominations committee members. Next came Questions and Answers; first a question on alternatives to the Finder, multiple open windows, disk based newsletter, 816, why the New Print Shop won't work on a //c with an ImageWriter II... It was a lively discussion.

Tom Gates brought in the videotape of an interview of Steve Wozniak by Tom Weishaar from Kansasfest for the group to watch. A very interesting view of the history of computing by the creator of the original Apple II...

After the tape, Tom did a demo on HyperCard GS and HyperStudio. Both programs did a creditable job of presentation in terms of graphics and sound. Tom showed how to generate cards and insert text, talked a bit about scripting, answered some questions about HyperMover and in general, did an excellent job of describing the MultiMedia direction of the Apple IIGS.

The meeting did go a bit overtime and the custodian was waiting patiently for us to leave... which we did... and then regrouped at Perkins for the 5th quarter Huddle...

The January Main Apple II meeting will feature John Hyde with the Mac LCII and ClarisWorks to talk about file format transfers. The AppleWorks meeting will be on ReportWriter. January will also initiate the Apple II Novice meeting. It will be on the third Tuesday of January, the 19th, and will meet at the Murray High School location. If we want some novices there, we should also have some crusty old experts there as well to answer the "easy" questions. So come and join us. (It's a good excuse to go and have some coffee and pie afterwards.)

February's Main meeting hasn't been solidified yet, but some type of presentation on graphics transfer will be considered. Also, February is the month for the Mini'app'les general meeting (both Mac and Apple II), so look for an announcement to that effect.

See you at the next Apple II meeting. Bring lots of questions...

Minutes – January Apple // Meeting

Sprinkles of snow were just starting to descend when I arrived at Murray for the January meeting. I carried the equipment into the building and found John Hyde busily working on the Mac LCII using ClarisWorks. Yes, it is the Apple II Meeting, you're not in the wrong place. Others gathered and a pre-meeting discussion started about accessing bulletin boards – specifically ours – and how to finish a message. There were numerous suggestions given to the hapless soul who asked the question, more answers than he ever wanted.

Introductions were the first order of business. Mini'app'les Board members and committee members along with all the attendees were introduced or introduced themselves...

The meeting then progressed to Announcements and the dates, times and locations were given for the Board Meeting, the Apple II Novice Meeting, the AppleWorks Meeting and the next Apple II Meeting. A letter from inCider/A+ was read concerning rumors about their demise (greatly exaggerated), and the comment brought up the question about what other Apple II publications. Resource-Central, Studio City, Apple II Alive, Scarlet are still being published. Tom Gates also passed out tickets for a Door Prize, Cleanwater Detective from MECC. The Announcements then degenerated into...

The Question and Answer period. Questions concerned memory expansion cards for the //c, hard drive backups and several others. By this time everyone was watching John Hyde and what he was doing on the Mac, so...

John Hyde was introduced. His presentation was on file transfers to the Mac platform using ClarisWorks as the translator. He had three copies of ClarisWorks on his hard drive, but only one had the translators. Unfortunately, some system files and Apple File Exchange were missing from his system folder so the Mac wanted to format ProDOS and MSDOS disks when they were inserted into the drive. Too bad. The Mac formatted disk, which had Microsoft Works, Word, Excel transferred from AppleWorks files load very well. The word processing documents seemed to load much more readily than database or spreadsheet documents.

John then asked if there were any Apple II programs that people wanted to try. Steve George had a program called Word Challenge that didn't work, probably due to a copy protection scheme. A couple of others from the Club's eDOM collection did work and looked very good. One of them, Car Race required a joystick and as John was explaining why it wouldn't work, Erik Knopp pulled a joystick out of his bag... that's the way to go! Be Prepared for anything. It was great! By this time, it was time. So we packed up the computers and left.

We reconvened at Perkins on Snelling and talked about all sorts of esoteric topics until all hours of the evening.

By the way, Dick Peterson won the Door Prize, and Les Anderson volunteered to do a presentation of Publish It! at the February Meeting. Les has done this before and it has been great, so hope to see you there...

Tom

The History of the Apple II

Part 1: Pre-Apple History

Compiled and written by Steven Weyhrich

Introduction

This project began as a description of how the Apple II evolved into a IIGS, and some of the standards that emerged along the way. It has grown into a history of Apple Computer, with an emphasis on the place of the Apple II in that history. It has been gleaned from a variety of magazine articles and books that I have collected over the years, supplemented by information supplied by individuals who were "there" when it happened. I have tried not to spend much time on information that has been often repeated, but rather on the less known stories that led to the Apple II as we know it (and love it) today. Along the way I hope to present some interesting technical trivia, some thoughts about what the Apple II could have been, and what the Apple II still can be. The Apple II has been described as the computer that refuses to die. This story tells a little bit of why that is true.

If you are a new Apple II owner in 1991 and use any 8-bit Apple II software at all, you may feel bewildered by the seemingly nonsensical way in which certain things are laid out. AppleWorks asks which "slot" your printer is in. If you want to use the 80 column screen in Applesoft BASIC you must type an odd command, "PR#3". If you want to write PROGRAMS for Applesoft, you may have some of those ridiculous PEEKs and POKEs to contend with. The disk layout (which type is supposed to go into which slot) seems to be in some random order! And then there is the alphabet soup of disk systems: DOS 3.3, CP/M, Pascal, ProDOS, and GS/OS (if you have a IIGS). If you use 16-bit software EXCLUSIVELY, you will probably see none of this; however, even the most diehard GS user of the "latest and greatest" 16-bit programs will eventually need to use an 8-bit program. If you can tolerate a history lesson and would like to know "the rest of the story," I will try to make sense of it all.

I think one of the Apple II's greatest strengths is the attention they have paid over the years to be backward compatible. That means that a IIGS "power system" manufactured in 1991, with 8 meg of memory, a hand-held optical scanner, CD-ROM drive, and 150 meg of hard disk storage can still run an Integer BASIC program written in 1977, probably without ANY modification! In the world of microcomputers, where technology continues to advance monthly, and old programs may or may not run on the new models, that consistency is amazing to me. Consider the quantum leap in complexity and function between the original 4K Apple][and the ROM 03 IIGS; the amount of firmware (built-in programs) in the IIGS is larger than the entire RAM SPACE in a fully expanded original Apple][!

This strength of the Apple II could also be considered a weakness, because it presents a major difficulty in making design improvements that keep up with the advances in computer technology between 1976 and the present, and yet maintain that compatibility with the past. Other early computer makers found it easy to design improvements that created a better machine, but they did so at the expense of their existing user base (Commodore comes to mind, with the PET, Vic 20, Commodore 64, and lastly the Amiga, all completely incompatible). However, this attention to detail is just one of the things that has made the Apple II the long-lived computer that it is.

In examining the development of the Apple II, we will take a look at some pre-Apple microcomputer history, the Apple I, and the formation of Apple Computers, Inc., with some side roads into ways in which early users overcame the limits of their systems. We will follow through with the development of the Apple IIe, IIc, and IIGS, and lastly make some comments on the current state of affairs at Apple Inc. regarding the Apple II.

Pre-Apple History

Let's begin our adventure in history. I've designed a special interface card that plugs into slot 7 on an Apple II. It contains an item its inventor called a "Flux Capacitor" (something about the being able to modify flux and flow of time). The card derives its power from a self-contained generator called "Mr. Fusion" (another item I dug out of the wreckage from a train/auto accident in California a couple of years ago). Connected to the card via a specially shielded line, Mr. Fusion runs on trash (and is, therefore, the ultimate computer peripheral, if you recall the old principal of "garbage in, garbage out"). Let's put a few issues of PC MAGAZINE into Mr. Fusion, and switch on the Flux Capacitor. (Incidentally, for this to work, it needs an Apple II equipped with a specially modified Zip chip running at 88 MHz). Boot the disk and set the time circuits for 1975. Ready? Set? Go! ** CRACKADOOM ** !!

Did you make it all right? (Just don't touch anything – you don't want to disrupt the space-time continuum, you know!) Now, since the first Apple II wasn't released until 1977, what are we doing back in 1975? Well, to understand how the Apple II came about, it helps to know the environment that produced it. In 1975, the microcomputer industry was still very much in its infancy. There were few "home computers" that you can choose from, and their capabilities were very much limited. The first microprocessor chip, the 4-bit 4004, had been released by Intel back in 1971. The first video game, Pong, was created by Nolan Bushnell of Atari in 1972. Also in 1972, Intel had gone a step further in microproces-

sor development and released the 8-bit 8008, and then the 8080 in 1973. The year 1974 saw Scelbi Computer Consulting sell what some consider to be the first commercially built microcomputer, the Scelbi 8-H, based on Intel's 8008 chip. However, it had limited distribution and due to the designer's health problems it didn't go very far. The first home-built computer, the Mark 8, was released that same year. The Mark 8 used the Intel 8080 chip, but had no power supply, monitor, keyboard, or case, and only a few hobbyists ever finished their kits. Overall, the microchip had yet to make much of an impact on the general public beyond the introduction of the hand-held calculator.

With the start of 1975 came a significant event in microcomputer history. If you will consider the early microprocessors of the years 1971 through 1974 as a time of germination and "pregnancy" of ideas and various hardware designs, January of 1975 saw the "labor and delivery" of a special package. The birth announcement was splashed on the front cover of a hacker's magazine, Popular Electronics. The baby's parents, MITS, Inc., named it "Altair 8800"; it measured 18-inches deep by 17 inches wide by 7 inches high, and it weighed in at a massive 256 bytes (that's one fourth of a "K"). Called the "World's First Minicomputer Kit to Rival Commercial Models," the Altair 8800 used the Intel 8080 chip, and sold for $395 (or $498 fully assembled). MITS hoped that they would get about four hundred orders for clones of this baby, trickling in over the months that the two-part article was printed. This would supply the money MITS needed to buy the parts to send to people ordering the kits (one common way those days of "bootstrapping" a small electronics business). This "trickle" of orders would also give MITS time to establish a proper assembly line for packaging the kits. However, they misjudged the burning desire of Popular Electronic's readers to build and operate their own computer. MITS received four hundred orders in ONE AFTERNOON, and in three weeks it had taken in $250,000.[1]

The Popular Electronics article was a bit exuberant in the way the Altair 8800 was

described. They called it "a full-blown computer that can hold its own against sophisticated minicomputers now on the market... The Altair 8800 is not a 'demonstrator' or souped-up calculator... [it] is a complete system." The article had an insert that lists some possible applications for the computer, stating that "the Altair 8800 is so powerful, in fact, that many of these applications can be performed simultaneously." Among the possible uses listed are an automated control for a ham station, a digital clock with time zone conversion, an autopilot for planes and boats, navigation computer, a brain for a robot, a pattern-recognition device, and a printed matter-to-Braille converter for the blind.[2] Many of these things will be possible with microcomputers by 1991, but even by then few people will have the hardware add-ons to make some of these applications possible. Also, despite the power that micros will have in that year, the ability to carry out more than one of these applications "simultaneously" will not be not practical or in some cases even possible. The exaggeration by the authors of the Popular Electronics article can perhaps be excused by their excitement in being able to offer a computer that ANYONE can own and use. All this was promised from a computer that came "complete" with only 256 bytes of memory (expandable if you can afford it) and no keyboard, monitor, or storage device.

The IMSAI 8080 (an Altair clone) also came out in 1975 and did fairly well in the hobbyist market. Another popular early computer, the Sol, would not be released until the following year. Other computers released in 1975 that enjoyed limited success were the Altair 680 (also from MITS, Inc., based on the Motorola 6800 processor), the Jupiter II (Wavemate), M6800 (Southwest Technical Products), and the JOLT (Microcomputer Associates), all kits.[3] The entire microcomputer market was still very much a hobbyist market, best suited for those who enjoyed assembling a computer from a kit. After you assembled your computer, you either had to write your own programs (from assembly language) or enter a program someone else wrote. If you could afford the extra memory and the cost of buying a

BASIC interpreter, you might have been able to write some small programs that ran in that language instead of having to figure out 8080 assembly language. If you were lucky (or rich) you had 16K of memory, possibly more; if you were REALLY lucky you owned (or could borrow) a surplus paper tape reader to avoid typing in manually your friend's checkbook balancing program. Did I say typing? Many early computer hobbyists didn't even have the interface allowing them to TYPE from a keyboard or teletype. The "complete" Altair 8800 discussed above could only be programmed by entering data via tiny little switches on its front panel, as either octal (base 8) bytes or hexadecimal (base 16) bytes. With no television monitor available either, the results of the program were read in binary (base 2) from lights on that front panel. This may sound like the old story that begins with the statement, "I had to walk five miles to school through snow three feet deep when I was your age," but it helps to understand how things were at this time to see what a leap forward the Apple II really was (er, will be. Time travel complicates grammar!)

Notes

[1] Steven Levy, HACKERS: HEROES OF THE COMPUTER REVOLUTION, pp.187-192.

[2] H. Edward Roberts and William Yates, "Altair 8800 Minicomputer, Part 1", POPULAR ELECTRONICS, 7(1) (January 1975), pp. 33, 38. The article is interesting also in some of the terminology that is used. The Altair is described as having "256 eight- bit words" of RAM. Apparently, the term "byte" was not in common use yet.

[3] Gene Smarte and Andrew Reinhardt, "15 Years of Bits, Bytes, and Other Great Moments", BYTE, (September 1990), pp. 370-371.

Next Installment: The Apple I

News *from the* Software Director

Submitted by Gregory L. Carlson

Well, Here I am again, working on continuing with the eDOMs the next month. As you can see, I'm catching up – next month I'll have to change the format (I can't keep up with 8 pages of eDOM reviews forever!).

Anyway, I'm trying not to play favorites – each of the three platforms will have their turn at the top. Last month was the MAC, this month, the //GS, and next month – SUPRISE! – the Apple // folks get their turn.

The following eDOMs are those for April, 1993.

Apple IIGS Disks

GS #59 – True-Type Fonts

This eDOM is for you GS and Apple // users that have a 3.5 inch disk and are starting to use the True-Type fonts. The fonts included in this disk are:

CHANNELS – (ShareWare – $14.95) – A specialized font, useful for anyone involved in printing TV listings on a regular basis.

Caligula, FlangeLight, Eurotype, FranklinGotHvy, SteelplGotB, Umbra

My thanks to Tom Gates for providing this eDOM to us.

GS #60 – Apple// History

For all you Apple // users out there who are interested in the history of your favorite computer, this eDOM is just what you have been looking for. This 23-part history was written by Steve Weyhrich, and supplied to us by Tom Gates.

Included in this are:

Pre-Apple Stuff	Peripherals
Apple I	DOS 3.1
Apple II	DOS 3.2
Disk II Drive	DOS 3.3 and Beyond
Apple II+	Languages
Apple //e and ///	Software
Apple //c	AppleWorks
Apple //c+	Magazines
Apple IIGS	Telecommunications

And, I have included a history of the 65XXX microprocessor to completely round out the historic disk.

GS #61 – AWGS Patch + Games

This eDOM has a potpourri of GS-specific items for your entertainment. Included on this disk is AWGS.Patch, XPURPOSE, mah.johgg, Floor Tiles 2, Baseball Trivia, and Beyond Fun. Descriptions are as follows:

AWGS.Patch

by Steve Bernacki

This patch will take advantage of the latest-found AppleWorks GS Easter egg that allows you to get by the 48-pt font limit.

Manually, you'd activate this hidden feature if you hold down Option-Shift while selecting "Choose Font" from the Font menu. From there you could choose a font with a point size greater than 48 points.

What this patch does is eliminate the need of holding down Option-Shift while selecting "Choose Font".

This patch will work only on AWGS v1.1.

CrossPurpose – (shareware – $5)

Copyright © 1989 by Bob Owen

When the screen first pops up a cross consisting of __ pegs is shown, with one open hole in the middle. A play is made by jumping over an adjacent piece onto an empty square. The jumped piece is then removed from the board. A play can be horizontal, vertical. Diagonal moves are not allowed.

The object is to leave only a single piece remaining on the board.

Mah.jongg – (ShareWare – $5)

By Chris Heckman and Scott Mathews

Copyright 1991, 1992. All rights reserved.

Wedge Software.

Wedge is a company dedicated to the Apple IIgs.

The object of the game is to clear all the tiles

from the screen. To clear the tiles, you must first find a pair of tiles that match identically. Only matched pairs can be removed from the playing field. Also, a tile must be considered as 'free' in order to be removed.

Tiles are highlighted and removed by using the mouse. Error messages will prompt you when you try to remove or match up a tile in error.

A background image sits underneath all

the tiles. If you can clear the board, you'll get to see it in its entirety.

You can load in a new set of tiles if you get bored of the default set. Four tile sets are included with this program. Or, load in a tile set of your own creation!

Floor Tiles 2 – (ShareWare $10)

by Karl Bunker

Floor Tiles 2 uses playing pieces. The playing pieces are tile of 1 to 4 randomly selected colors. You can rotate a tile by pressing the space bar, and place a tile in any open square on the board by clicking the mouse in that square. You receive points for each tile you place, the number of points depending on how quickly you place the tile. If you haven't placed a tile when the "thermometer" runs out, that tile will be placed in the nearest available square. The game is over when the board if full.

Playing pieces disappear from the board when they are surrounded on three sides by matching colors.

The more tiles you make disappear this way, the more tiles you can place before the board is full, and the higher your score will be. If you drop a tile into a space with matching colors on all 4 sides, that tile and the 4 surrounding tiles will disappear. Whenever a tile disappears, any adjacent tiles will rotate 90 degrees.

Baseball Trivia V4.2 – (ShareWare – $10)

Copyright © 1991 by TINASoft

Program by Russ Eagle

For all you baseball trivia nuts, this is the game for you!

Baseball Trivia is for two players. A game consists of nine innings. During each inning each player receives three questions. Players have 30 seconds to answer each question. For each correct answer, the player is awarded a baserunner. For each incorrect answer the player is charged with an out. If after three questions the player has not made three outs, then the cleanup hitter comes to the plate.

The "Cleanup" question is all or nothing. If answered correctly, it's a bases-clearing home run. If the answer is incorrect, the inning is over, regardless of the number of outs.

Questions that are asked are ones like:

Name the only Canadian team in the American League.

What Yankee holds the record for consecutive games played?

and lots more.

Beyond Fun or FUN COLUMNS v1.1

Copyright © 1991

by FTA

Programming by O. Goguel

This is a simple game. A "column" of three squares is descending into a "well". These columns are of up to three colors. The colors may be rotated in their order. As the columns reach the bottom of the well, they "stick". The object is to get as many columns in the well as possible. Oh yes, there is another slight wrinkle – If you get three or more block in a vertical, horizontal, or diagonal that are the same color, those blocks disappear, and the blocks above it are dropped lower.

This game is a simple, yet very addicting game, on the order of columns (see GS.34).

GS #62 – BOUNCIN' FERNO 2 V0.1

© 1991 FTA

By Pierre Raynaud, Richard and Oliver Bailly-Matitre

Graphics and sound effects by Olivier Maitre

(Part of the Summer 1991 collection)

This disk must be booted by itself – it will not operate from the Finder.

Bouncin' Ferno is a little like Marble Madness, only different.

The "ABOUT" file supplied with the game is written in French (there is no English version supplied), so if anyone

knows French, and is willing to translate, I'll be happy to add it to this disk.

Anyway, what I can glean from playing the game, the object of the game is to pick up "cans" with your bouncing ball. The "life" is indicated by a level indicator at the bottom of the screen. You must get cans to add to your life force and continue to the next level.

Also included is a game editor, so you can create your own Bouncin' Ferno game disks!

Thanks to Les Anderson for supplying this program to us.

Apple II Disks

eDOM #89 – AppleWorks Templates

(2 double-sided disks)

This eDOM contains a series of AppleWorks templates:

Here are another 31 AppleWorks™ templates for your operating and programming pleasure.

Footnotes – TERM PAPER FOOT-NOTES SMW MACROS SUPERMACROWORKS

by Dave Gair

Automated footnotes and paging for report writing. Uses SuperMacroWorks with AppleWorks 2.0 to automate the procedure. Docs and examples are included in files. Self Prompting. Suggestions welcome.

Documentation:

The following files are included in this package:

1. FN.DOC
2. FN.EXAMPLE.1
3. FN.EXAMPLE.2
4. MACROS.FN
5. FN.STARTER
6. FN.NEWPAGE

FN EXAMPLE.1 Shows a report in progress prior to starting a second page and can be studied to show how this works

FN EXAMPLE.2 Shows a the report

after a second page has been added and adjustments made. Print FN.EXAMPLE.2 for use as additional Documentation.

MACROS.FN should be placed on the Desktop BY ITSELF to start, Compile and use SA-B to Start. (Compile only if you are returning after a break while writing your report)

FN.STARTER will be loaded with SA-B and renamed MY.REPORT and becomes the report file which the user is writing.

FN NEWPAGE will be added to the report.

Government.Works

by George W. Goth

Science/Math/Technology Division

Skyline College

March 3, 1989

On pages 42 and 43 of the March 6, 1989 issue of US News and World Report is an article called "Go ahead! You try making a budget" which challenges the reader to construct a national budget that has a deficit less than $100 billion [the total budget is about $1.2 trillion].

I thought it would make an excellent exercise in trying to set one's priorities and, in addition, the data in the article was ideal for a spreadsheet. I have entered it as such, and you are welcome to try your hand at meeting this challenge.

The other files in this set are:

a) INFO – a summary of the USNW article outlining the effects of budget cuts and revenue measures
b) RULES – a summary of the rules
c) NATIONAL.DEBT – the deficit spreadsheet
c) NEXT.YEAR – a file you should read only after completing the NATIONAL.DEBT spreadsheet

SuperPatch 3.1 – (BeggarWare – $5)

Software upgrade dated January 15, 1989

SuperPatch 3.1 for AW 2.0 & 2.1

Public domain by John Link

My wonderful wife of 19 years says that I should not release any more programs into the public domain, unless I get some bucks back. So, I include this BeggarWare notice. SuperPatch is still public domain, and it is not copyrighted.

There are three major improvements over SuperPatch 1.x and 2.x: 1) SuperPatch now recognizes which version of AppleWorks it is patching and adjusts its operations accordingly. Thus, no longer are there two versions of SuperPatch, each aimed at a specific version of AW – SuperPatch 3.0 copes with both releases at the 2.x level;

2) Thanks to Stephen Weyhrich, SuperPatch will size the desktop for //e and //c folks who use slinky type RAMcards – see the description of that patch for more info; and 3) SuperPatch will now patch SEG.PR for half-height sub/superscripting if you are using an ImageWriter II.

With these two new patches, SuperPatch now installs/ de-installs/analyzes 29 patches on 8-bit AppleWorks 2.x.

TAX HELPER 1987

Lou Vincenti

December 16, 1987

AppleWorks tax template consists of 4 pages in 1 spreadsheet:

This template is not intended as a substitute for the IRS tax forms or tax preparation instructions. You are cautioned to use this spreadsheet as a check against your own tax work or that of your tax advisor and not to rely on it alone for preparing your taxes.

This spreadsheet is based on the IRS forms and instructions for 1987 issued by the IRS in November 1987.

Here are a couple of specific limitations:

1. Head of Household filers are not supported by this template.
2. If you or your spouse are blind or over 65 you should not use this template.
3. If you can be claimed as a dependent

on another person's tax return you should not use this template.
4. If you are married filing a separate return AND your spouse itemizes deductions you should not use this template.
5. If you are a dual status alien you should not use this template.

AUTO.LOAN.EXP

by Tony Criswell

This is a worksheet he did when he was shopping for a new car. Many times it is favorable to inflate the trade value of your present car and add that to the price of the new vehicle. This gives a greater percent down which can ease financing the new one.

By playing around with the cell labeled "INCR", you can see what this increase does to the percent down and the monthly payments. I hope I will be able to explain clearly enough to make it easy to use. If not, the formula for calculating monthly payments (Cell F17) may be enough in itself.

AW.Locations – a list of AppleWorks "patch" locations.
AW.Patches.1 – a list of AppleWorks patches.
AW.Software – list of compatible AppleWorks software.
AWorks.8x5 – prints out the commands in an 8x5 paper format.
Beep.Fixer – how to fix the "beep" in AppleWorks.
Cat.List.Exec – how to "catalog" your AppleWorks files.
CI.Ruler – Characters per Inch ruler
Deleting.Member – miscellaneous AppleWorks information.
Eval.Form – Software evaluation form
FULL.BLOCKED – form for block letters.
FUNKEY – ADB Keyboard Patch and Sample Macros
INVOICE – Sample invoice form
ITALICS – Got a printer that will print in Italics? Love AppleWorks but wish it would print just what you want in Italics instead of having to set your printer in Italics for the entire document?
IW.TYPEFACES – list of Imagewriter typefaces and their codes

LETTER.TEMPLATE – a letter
template
MEMO – a memo template
OVERSIZE.DBS – work with and create
oversize databases
PAGENUMBER – pagenumbering
tutorial
READ.FIRST.RJN – TRIG FUNC-
TIONS are of course not available in
APPLEWORKS. The program on this
disk calculates all six(6) normal functions
and makes conversions between degrees
and radians and vice versa.
REPORT – Report format template
RULES.FOR.LIVING – just as it says –
read and enjoy!
SIMPLIFIED – simplified letter
template
TRIV.2.1 – Trivia questions (with
answers)
TIMEOUT.PLUS – UltraMacros
program for loading more han 30
templates in AW 2.0
ZZCLEAR.ARC – a SuperMacroWorks
File Clearing Utility
MPS – "My Personal Secretary"

eDOM #90 – Columnist

ShareWare $15

Columnist is a text file post-processor
which takes any TXT (ASCII text) or
AWP (AppleWorks Word Processor) file
and converts it into a new file in which
the text is formatted in two or three
columns on each page. This converted
file can be then loaded back into your
word processor for additional editing and
printing, or can be printed by Colum-
nist. Before converting a file, you adjust
various format settings to control the
page layout of your document. These
format settings include such things as:
Number of lines per page, width of left
margin, width of each column, amount
of space between the columns, number
of columns, and whether the columns
will be full justified. You can add multi-
line page headers and/or footers to the
formatted file, and can include printer
control-characters. These and other
features of Columnist will be explained
in detail below.

Columnist is for all Apple II's but the
][+, and requires 80 column display.

Although it makes some use of
MouseText, it has alternate displays if it
is run on an un-enhanced IIe.

With Columnist you should be able to
do simple, newsletter-type desktop
publishing projects. Columnist is text
based, rather than graphics based as most
desktop publishing programs are. This
has both advantages and disadvantages.
The advantages include the following:
Columnist is fast; it prints as quickly as
your printer allows. This can mean a
savings of HOURS over most IIgs DTP
programs. Columnist works with all
types of printers, including daisy-wheel
and other letter-quality printers.
Columnist uses the fonts that are built
into your printer; this gives you clearer,
better looking text than is available with
most 8-bit graphics based DTP pro-
grams. Columnist is simple to use; most
of the formatting options available to
you are listed on a single menu screen.
The major disadvantages to Columnist's
text-based nature are that it doesn't allow
true WYSIWYG (What You See Is What
You Get), imported computer graphics,
or proportional type fonts.

Columnist can also be used for such
things as printing 2-across or 3-across
mailing labels, or columnized data base
reports. With an AppleWorks data base
of addresses, you would first "print" a
data base report to disk as an ASCII test
file, and then load this file into Colum-
nist to format and print it.

eDOM #91 – CheckWorks & Grammar Checker

CheckWorks 1.2 – by Dan Crutcher

(FairWare)

CheckWorks, a check-printing and
check-management system that works
entirely within AppleWorks, using
Timeout UltraMacros. To use
CheckWorks, YOU MUST HAVE
APPLEWORKS V. 3.0 AND
ULTRAMACROS V. 3.1 or later
versions, if issued.

CheckWorks is now "Fairware," an
amalgam of Freeware and Shareware. To
wit:

Use the "program," then decide what is
fair compensation. Send that.

I am quite serious about this. I really do
not care how much you send, or if you
send only a note (even anonymous if you
wish) saying that you are using it. If I
can't get money for them, I at least want
the small pleasure of knowing that
someone, somewhere has found these
macros useful. And I absolutely forbid
anyone to feel guilty about using these
macros, even if you never send a penny
and don't bother to write.

EFFECTIVE WRITING AND GRAMMAR CHECKER v1.21

Enhanced (11/30/90) for UltraMacros
3.1

Copyright © 1990 by Will Nelken

Effective writing principles, a desire to
improve one's writing, and practice
would alleviate the problem. But, it is a
chore! If there was a means to make it
easier, would that help? If there was a
means to make it into a game, would
that help? Who knows?

Anyway, I have attempted to create some
macros which should help anyone who
writes, whether it is a letter to a loved
one, a documentation text file, a high
school paper or a college thesis.

English, even though it is a vibrant and
changing language, has some current
rules which make it easier to understand
and use. What my macros do is help the
writer polish his/her writing. I won't
guarantee that these macros will make
you another Shakespeare. They won't.
But by using them on your composi-
tions, the principles of good writing will
eventually become second nature. You
WILL become a better writer.

To become a more effective writer, read
your text THREE times.

First for – TECHNICAL ACCURACY
and COVERAGE
Second for – ARRANGEMENT and
FLOW OF IDEAS
Third for – READABILITY and
MECHANICS (the macros fit in here,
along with spelling checkers)

ALWAYS BEGIN BY SPELL-CHECK-ING YOUR DOCUMENT. Of course, spell-checking will improve the readability of your document and clear up many problems, but it also enables these macros to work at their best.

Then call up the Grammar Checker and check your document. Grammar Checker begins with a message screen that reminds you of the necessity of first spell-checking your document. At that screen, press <ESC> to return to AppleWorks and check your spelling, or press <RETURN> to check your grammar.

After running Grammar Checker, try running Sensible Grammar or some other grammar checker. Bet it doesn't find near as many. Won't be near as much fun either!

eDOM #92 – Making The Grade Demo

(Double-Sided Disk)

Making The Grade v1.4

Copyright ©1989

by Rick Pedley, Coffee Mug Software

Making The Grade was developed with the aid of The Beagle Compiler, by Alan Bird of Beagle Bros, copyright ©1986.

This is a DEMO version of Making The Grade (hereafter referred to as MTG). The DEMO version is designed to allow you to try out the program for a period of time at no cost, before deciding whether or not to buy the complete package. Both versions are unprotected; the program disks may be easily duplicated by Apple's FILER utility, the GS/OS System disk, or other third party ProDOS utilities such as Copy II Plus by Central Point Software.

The DEMO version contains all the features of the full version, with the following exceptions:

The full version can handle a maximum of 40 sets of scores for 40 students (a test, assignment, etc. comprises a set of scores). The DEMO version can handle a maximum of 5 sets of scores for 40

students. The full version can access the same data files you created earlier with the DEMO, so there will be no wasted effort if you start using the DEMO on a regular basis, and then decide to purchase the full package.

Normally, a user-defined password must be entered at the opening screen, giving some measure of protection against unauthorized access to your files. This feature has been disabled in the DEMO version.

The full version displays the owner's name at the bottom of the title screen, instead of the row of underscores you see in the DEMO. Aside from discouraging people from passing unauthorized copies around, this feature serves a more useful purpose: your name will automatically be inserted into any of the reports that requires a teacher's name.

The full version includes a printed manual with table of contents and index, in addition to the documentation on disk.

The full version may be ordered in 5 1/4" format or in 3.5" format, and includes an enhanced and unenhanced version (for older IIe's).

MTG provides a complete system for recording and processing student grades. The program can accommodate up to forty students and forty sets of test scores per class. Scores are entered on a customized spreadsheet-like screen, and the many built-in prompts and safe-guards help to ensure straightforward, error-free record keeping. Percentages and weighted averages are calculated automatically as data is entered, so that at any given moment, all values shown are up-to-date. Provision is made for up to 18 'letter grades' and any passing grade you desire. MTG distinguishes between a score of zero, and a 'no score', allowing the teacher to include or ignore missing scores when calculating test averages, student averages, and final grades.

Apart from data related purely to grades, MTG records due dates for assignments, names and descriptions for each assign-

ment, course descriptions, and provides two categories in which to record student-specific information such as student identification numbers, telephone numbers, homeroom numbers – it's entirely up to the teacher. MTG can also track absenteeism, truancy, and times late.

Any item – a student, a test, or the entire data set – can be graphed. Simply move the cursor onto the item you wish to graph, and press the appropriate command key. Any graph (in fact, any data screen) can be printed. 'Cumulative average' histograms (bar graphs) show a student's progress compared to his/her classmates over a period of time. 'Frequency distribution' histograms indicate, in a way that numerical data cannot, how test scores are distributed. Standard deviation, median, average, range, percentage failing are displayed on the graph. The standard deviation and average can be temporarily changed, resulting in a new distribution of scores. A temporary set of new raw scores is also shown for comparison.

Eight reports are available and can be printed in draft or 'near letter quality' mode (when available and appropriate). Report types include a progress report, a gradebook-style printout, blank seating plan, blank attendance record, attendance report, class summary, student information report and missing assignments report. Most reports have a variety of customizing options, such as date format, titles, leaving some data categories blank, the number of copies to be printed, etc. MTG uses many of the enhanced capabilities that most printers have today, such as 'headlined' titles, bold print, letter quality, and underlining.

Macintosh Disks

eDOM #875 – Utilities 18

Copyright © 1993 Mini'app'les

APR 1993

Mac eDOM #875 provides a variety of tools for your Mac.

Catalog 3.0

This program creates a directory listing or "catalog" of a Macintosh Hierarchical Filing System (HFS) volume. The volume catalog can be easily viewed in a window, saved to a TEXT file, or printed from within Catalog 3.0. You can catalog more than 1 volume during a single run of the program by choosing Close from the File menu when a volume catalog is displayed in the Catalog window, and then choosing another volume. Catalog 3.0 also lets you "filter out" file types for Auditing purposes. $5 shareware from Richard Fiegle.

Lockout/Idle Launch

Lockout 2.2 is a password protection "screen locker". It displays a window over the entire screen and does not relinquish control of a Macintosh computer without a user first entering a valid password. An arbitrary number of passwords can be assigned. Also, a comprehensive "Log" TEXT file is maintained for later auditing. The documentation says that Lockout will not interfere with network or printing operations. If you have a published folder on your Macintosh and Lockout is running, others connected to your network will still be able to mount the published volumes, unless you set Lockout so they can't.

Idle Launch is an extension to make Lockout "self-launch" after a specified number of minutes of idleness (i.e., no mouse movement or keyboard action.) While it is provided as a companion program to Lockout, it can also be customized to allow the launch of any application you choose. Lockout and Idle Launch are free from Richard Fiegle.

LogMaster 2.1

LogMaster is an application that will track billing hours and time for your projects. Comes with a sample project but almost no documentation. The interface is a little sloppy but it seems serviceable. The program allows you to keep a running total of hours spent on a project, calculates the total charges for you, and keeps a small amount of other

client information as well. Unregistered copies will display a "please register" screen every five minutes. #15 shareware from Eric Hegstrom.

Privacy

Privacy is a utility that will, at the touch of a key in the Finder, instantly hide files and folders on your Macintosh so that others can't see or access them. Your files and folders become invisible until, at the touch of the same key, you enter your password into a dialog. Your files and folders are unhidden and appear where you last left them. Not a foolproof security system, but good for keeping kids and casual adults out. Free from John Bascombe.

Speedometer 3.2

Use Speedometer to measure the performance of your Mac. This program will measure just about everything your Mac can do and report it to you in a variety of ways, then provides a comprehensive printable listing of the results. Speedometer can compare two different Macs and displays a comparison graph in full color; this is good information to have when you want to compare your own machine with one you are considering buying. It will also measure your Mac's CPU, disk, graphics, and math performance, as well as a lot more. Good online help is available. Registered users get an extended number of machine types with which to compare their Mac. This program is nicely done. $30.00 shareware from Scott Berfield.

Mac eDOM #876 – Missing Children

Copyright © 1993 Mini'app'les

APR 1993

This Mac eDOM, a special 4-disk HyperCard set, is the Child Find Missing Children Directory distributed jointly by the Computer Users for Social Responsibility and Child Find of America.

This interactive program allows the user to search or scan a database of missing children. The user can search using

criteria such as name, date of birth, date of disappearance, state, sex, eye color, and race.

A single child's information, or the entire directory, can be printed.

This directory contains listings through summer of 1992, but can be easily updated by downloading updates distributed on Child Find's BBS as well as on various online services.

Mac eDOM #877 – Mt. of Mayhem

Copyright © 1993 Mini'app'les

APR 1993

This disk was reviewed by Greg Carlson, the club's software director. This game has been tested on a Mac IIsi running System 7.

Mountain of Mayhem

Mountain of Mayhem is an adventure game created with World Builder™, the adventure creation system. World Builder is copyright 1986 by William C. Appleton, and published by Silicon Beach Software, Inc.

As the story starts out, "You are a wandering traveler, well acquainted with the ways of a warrior, whose journeys have taken you throughout the Kingdom of Warwick. Your name and your motto as read on your business card say it all: BEL ALTON Have Sword, Will Travel.

This is an interesting adventure game. In a manner of about 10 minutes, I manages to kill myself!

Anyway, for you adventurers, this is an interesting game.

Enjoy it!

$10 shareware from Curtis Mardden.

End Notes:

My thanks to Eric Knopp, Tom Gates, Randy Peterson, Steve George, Bill Jobs, Allen Mackler, Les Anderson, and most of all Jacque Gay for the wonderful help that they have given me. If you see any of these folks, please let them know how good a job they are doing.

For those of you who ordered eDOMs, please be patient – I've sent out a bunch of mail orders, and some of them seem to have gotten lost. If you haven't gotten your order, please let me know, and I'll re-send to you.

As you know, this club is a non-profit organization, and we are trying to do as much as we can. However, for me, my paying job takes precedence, and if your eDOMs are somewhat late, or non-functional, please don't take it out on me, just chalk it up to me being too busy to check all of the disks personally. Let

me know, and I'll be happy to check out your disk and replace it.

If you need to call me, please be polite to both me and my wife. I've gotten a few callers that have been very demanding that they get hold of me immediately. This is not always possible, so if you need to call me, please do so at night, and if I am not available, leave a message, and I will get back to you.

GLC

AppleSauce
from page 16

If you own Dollars & Sense and would like to continue using it, you might want to call Business Sense and encourage them to fix the bugs or add the features that you've always been wanting in the program.

Do any of your control panel icons looked washed out?

Have you installed control panels but they don't appear when you activate the Control Panel NDA? Delete the file named CDev.Data in the *:Systems:CDevs folder, and then reboot the computer. The file will be recreated with correct information.

Looking for software for your Apple computer?

Well, here is something that might aid you in your search. A publication by Apple titled: "Apple II Software: Opportunities for Apple II users." To get your copy just call Apple at (800) 776-2333. Ask for part #L0052LL/B. It lists over a hundred companies that support the Apple II and gives their phone numbers and addresses as well. But the best thing of all – its FREE!

ROM 3 IIGS users

ROM 3 IIGS users that are running System 6 software can delete the following tools from the System/Tools folder to save a little room – Tool014,

Tool015, Tool016, and Tool021. These are now ran from ROM. It will save about 80K of room.

Econ's upcoming SoundMeister stereo sound board for the Apple IIGS will also have the capability to direct non-Ensoniq sounds through the board, according to D. Proni. Several IIGS owners had asked for this feature, and Proni had previously told them that he did not think it would be feasible to do this. After talking to the designer of the board, Proni learned that this feature had already been added to the board. The advantage of this change will be that it will be possible to disconnect the internal speaker when using the SoundMeister, and use external stereo speakers for all IIGS sound, from the old-fashioned Apple][beep to a new stereo music piece.

===>ACES<===

Uploaded by Rand Sibet from ACES Volume #15 Issue #1

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For 24-hour
 mini'app'les user
group and meeting
information call
229-6952

AppleWorks Tip

Ever try to delete a subdirectory from within AppleWorks and found you could not do it? If you attempt to select a subdirectory with the right arrow, an error will sound; if you press return with the subdirectory highlighted, you merely advance to that directory. Instead of selecting the subdirectory for deletion, press Open-Apple and the right arrow, which marks all files; then deselect all the other files in the directory; the empty subdirectory will then be deleted.

===>ACES<===

Submitted by Rand Sibet

Editor

Well, here's the page-filler, folks. I suppose I've earned my right to it, having slaved over this project for a good 50 hours already (including boilerplate graphic creation, template redesign, and other things that hopefully won't need to be done again next time), and having helped Dave Undlin in past months.

To be blunt: no matter how we organize newsletter 'workgroups' or contrive paper-cutout 'shells', this club lacks the resources necessary to reliably produce a regular, decent-looking newsletter – and we lack it because membership is falling, because we fail to appeal to the public, because we're in a catch-22 of presenting a shoddy image, because it's all we claim to be able to afford. Too often, I hear the managerial-types in this club speak about making do with the resources we now have. They speak of 'pulling together' and getting more participation from the current members. I don't hear anyone talking about *reaching out* and getting *more* members – members of all kinds – in the confident hope that just a few newcomers will be more participative, and will put more resources at our disposal. But that's what it will take to turn this organization around. For every twenty new members we attract, there might be one who has just the right combination of hardware and software and volunteer spirit to help us get the job done. We might get lucky and find an idle millionaire with a spare Linotronic in his basement – but most likely, we'll just get more common folk, more lowly LaserWriters, more old Mac II's with PageMaker installed... That will be enough to make things immensely easier. If just one or two new members is both able and willing to help, that could make a world of difference.

We've got to change the name of this club. Not "we *ought* to" – we've *got* to. As trivial as this sounds, it's among the issues at the very core of our problems. When the club was founded, "Mini'app'les" was a just fun, jaunty name for an Minneapolis Apple user group. Nothing serious. No one thought to file a trademark registry on it. But then a private company sprang up with a similar name, and took out a trademark, and threatened suit. An agreement was signed, allowing the club to continue using the name so long as we never capitalized it, or changed the font, or moved the symbol to a different place – or this, or that, or the other thing... Ever since, we've been hog-tied and hamstrung, restricted to using Helvetica Bold without modification. If it wasn't ugly from the start, it certainly has grown dreary over the years...

I know, I know, I'm starting to sound like a flakey *artiste* with delicate sensibilities – and I suppose there's a grain of truth to that. The standard mini'app'les logo does offend my eye. When Dave Undlin resigned this post, I would have taken over right then, but I understood that I wouldn't be allowed to modify the ugly logo, so largely on that basis I declined to step in. I only became interested in this job after Kevin broke the mold and produced a newsletter which seemed to shout, *"Anything goes!"* That's when I came up with the new logo for him. Nothing radical; just more to my liking. But yesterday someone made it plain that we are legally prevented from making changes. I made a few inquiries – that's how I learned this club history lesson. I even called a corporate-lawyer friend of mine with experience in tort. It's absolutely true: *we cannot change the logo so long as our name is "Mini'app'les"!*

According to the same legal agreement:

We cannot sell T-shirts with the club name on them.

We cannot sell mugs with the club name on them.

We couldn't sell icewater in Hell under the banner of "Mini'app'les"!

Now are you taking me seriously???

So, what we have here is a seriously crippled organization, with an ugly newsletter unbecoming of a Macintosh user group. The IBM user group newsletters look better than ours! *Who* would want to join *us?* Is this a *user's* group, or a *loser's* group, for cryin' out loud!

A new look, that's what we need. A better image to attract people. A reaching-out to the community instead of a turning-inward and circling the wagons. We can do it – but only under a new name.

Well, I don't think I'll be able to quite fill up the page, even though this is blazing fast writing by my standards. I've gotta high-tail it to the printshop.

Oh, I guess I need to explain one more thing: Why am I using the new logo on this issue if I fully understand that it's illegal?

Well, one reason is, with circulation sinking toward the 500-mark, who's going to know, and who's going to care? I'll even risk a lawsuit from Paramount over the Star Trek picture (although I'm fairly certain that's p.d.). I might be a tad too bold for some of you (I'm sure I'll hear), but I don't think I'm being reckless.

Another reason is, "nuthin' could be finer than a crisis that is minor" when it comes to precipitating change. If people get up-in-arms over this, it's probably more likely to result in good than in ill. Because I won't cave in. I won't go back to the old logo.

— *Hugh Johnson,*
acting Mac editor, layout designer,
calendarmaker, copyfitter, graphics
artist, and gadfly.

This publication was almost entirely designed and layed out on an SE/30 with a crummy 9-inch screen (my big monitor is STILL in the @%# shop!!!), and was played out to an Apple StyleWriter® printer*

Thanks Chuck. Thanks Linda. Thanks Dave!

HEY! I DID IT AFTER ALL! — A WHOLE PAGE!

It's been centuries since working with numbers was this easy.
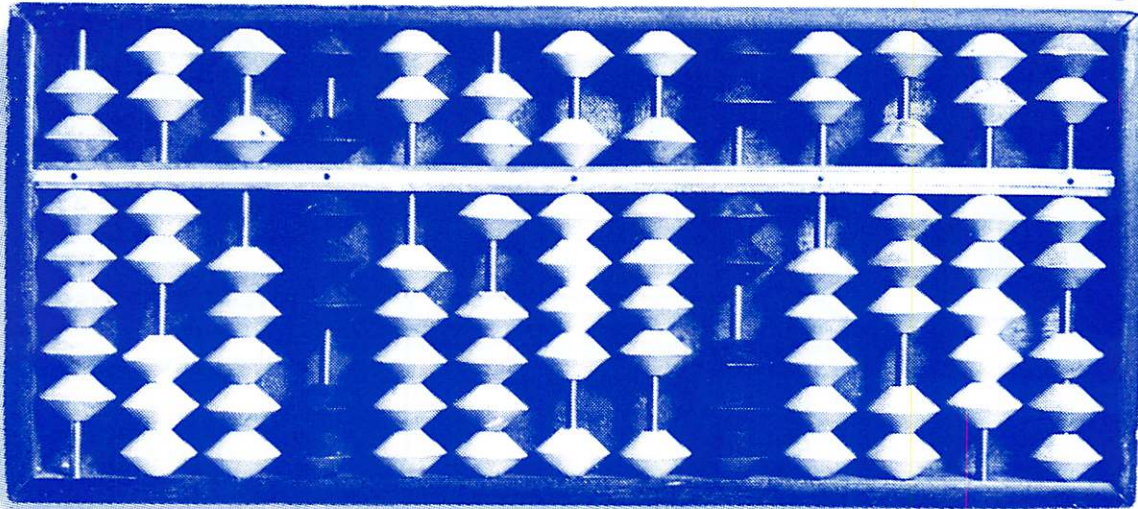
Like the abacus, 1-2-3' for Macintosh' was inspired by simplicity, and the new Release 1.1 is even simpler to use. Now you can drag-and-drop data between worksheets. And with new SmartSum, you can simultaneously sum multiple ranges. Plus only 1-2-3 for Macintosh is fully compatible with other versions of 1-2-3.

The easiest graphing of any Mac' spreadsheet.

The remarkable graphing and charting capabilities of 1-2-3 make it the best Macintosh spreadsheet for presenting data. Because unlike Microsoft' Excel, 1-2-3 lets you store your graphs and charts in the same file as your worksheets. So you can manipulate data, text and graphics all in the same file with *one* set of menus and only *one* set of tools.

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,

New graphing enhancements in Release 1.1 let you turn your numbers into graphic presentations faster and easier than ever.

and view your graph source data by scrolling up the bottom edge of your graph.

True 3D makes organizing and analyzing data fast and easy.

Only with the true 3D capabilities of 1-2-3 can you easily consolidate multiple spreadsheets into *one* file without having to link the files. 3D allows all spreadsheet functions to be performed *through* multiple worksheets just as they are performed down rows and across columns.

1-2-3 for Macintosh—the easiest way to work with numbers to come along in centuries. To see for yourself, buy a copy from your Lotus Authorized Reseller,* and try it for 60 days with a full money-back guarantee direct from Lotus." Or call **1-800-TRADEUP, ext. 7710**** for a free working model. (Excel users be sure to ask about our special upgrade price.***)

Lotus 1-2-3 for Macintosh

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mini'app'les
Box 796
Hopkins, MN 55343

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