mini'app'les

Newsletter $2.00

the Minnesota Apple Computer Users' Group, Inc.

June Events

Sun	Mon	Tue	Wed	Thr	Fri	Sat
		1	2	3 MINI AP LES 7:00	4	5
6	7	8	9	10 🖥 7:00	11	12
13	14 🍎 7:00 📷 7:00	15 II 7:00	16	17 📁 7:00	18	19
20	21 4D 7:00	22 🖨 7:00	23	24 🍎 7:00	25	26 📚 N/A
27	28 ? 7:00	29	30			

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

Macintosh Main – *Roger Dodger Musical Macs* – St. Louis Park Lib., 3240 Library Lane, St. Louis Park – Mike Carlson, 377-6553

Apple II/GS Main – *Internet: Pat Sonnek & Kevin Trainer* – Highland Park Lib., 1974 Ford Pkwy, St.Paul – Tom Ostertag, 488-9979

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

Apple II Novice SIG – *Running Your Apple II: DOS 3.3* – Murray Jr. High, 2200 Buford, St. Paul – Tom Gates, 789-1713

Programmer's Workshop – No Meeting; Restarts in September – Keven Kasulker, 535-2968

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

Fourth Dimension SIG – Metro II, 1300 Mendota Heights Rd, Mendota Heights – Ian Abel, 920-5520

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

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

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

Macintosh DTP SIG – Call for day & location – Bob Grant, 827-6294

Inside:

ClarisWorks

The Complete History of the Apple II (part 2)

And...

***Are you
Computer "Green?"***

mini'app'les

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

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.

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Mac Computer Art. & Design SIG	Joy Kopp	440-5436
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MicroSoft Works SIG	Ken Edd	631-3679
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Apple II DTP		
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Apple eDOMs:	Bill Job, Randy Peterson & Tom Gates
eDOM Sales:	Mac – Allen Mackler & Mary Kosowski
	Apple – Les Anderson

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

Medical	Stewart Haight	644-1838
CP/M	Jim Rosenow	(414) 261-2536
PACER Center	Karen Samuels	827-2966
TC/PC	Gervaise Kimm	379-1836

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Make checks payable to: Mini'app'les
Mail to Mini'app'les: Attention: eDOM Sales
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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 –

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Calendar Updates	Erik Knopp	636-3244
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CONTENTS

IN THIS ISSUE

ADVERTISERS

The Fine Print

IF YOU ARE MOVING. . .

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

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

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Name: _____

Street: _____

City, St., Zip: _____

PRINT YOUR NEW ADDRESS HERE. ✔

Street: _____

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Please accept my

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Please Print or Type:

1. Name _____

   _____

   Address _____

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   Res. phone _____ Bus. _____

   Renew ID# _____ Exp. Date _____

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

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☐ Student*	$15.00	☐ Educational	$50.00
☐ Sustaining	$40.00	☐ Corporate	$100.00

   *(must be a full-time student at an accredited institution)

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☐ Apple III	☐ Macintosh Powerbook
☐ Apple IIe	☐ Macintosh Quadra
☐ Apple IIc	☐ IBM or IBM clone
☐ Apple IIc+	
☐ Apple IIGS	**Areas of Interest:**
☐ Laser - Other _____	☐ Business Application
☐ Macintosh Plus	☐ Home Application
☐ Macintosh SE	☐ Educational Application
☐ Macintosh Classic	☐ Desktop Publishing
☐ Macintosh LC	☐ Other _____
☐ Macintosh II	**Do you own or use:**
☐ Macintosh SE/30	☐ Printer
☐ Macintosh si	☐ Laser Printer
☐ Macintosh fx	☐ Modem
☐ Macintosh IIcx/IIci	☐ 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

JULY 1993

Board of Directors	7:00 Thurs, July 1	—location pending—	1
FileMaker Pro SIG	7:00 Thurs, July 15	Highland Pk Lib, 1974 Ford Pkwy, St. Paul	20
Apple II/GS Main	7:00 Mon, July 19	Highland Pk Lib, 1974 Ford Pkwy, St. Paul	11
Fourth Dimension SIG	7:00 Mond, July 19	Metro II, 1300 Mendota Heights Rd, Mendota Hts	2
Apple II Novice SIG	7:00 Tues, July 20	Murray Jr High, 2200 Buford, St. Paul	22
Appleworks SIG	7:00 Thurs, July 22	Murray Jr High, 2200 Buford, St. Paul	10
Macintosh Novice SIG	7:00 Mon, July 26	Highland Pk Lib, 1974 Ford Pkwy, St. Paul	9
Mac Programmers SIG	7:00 Tues, July 27	Murray Jr High, 2200 Buford, St. Paul	18
HyperCard SIG	—pending—	—location pending—	5
Macintosh DTP SIG	—pending—	—location pending—	3
Macintosh Main	No Meeting	Restarts in August	4
Programmer's Workshop	No Meeting	Restarts in September	21

1. Dave Laden	488-6774	6. Melvyn Magree	559-1108	11. Tom Ostertag	488-9979	18. Gervaise Kimm	379-1836
2. Ian Abel	920-5520	7. Joy Kopp	440-5436	12. Mark Evans	377-9000	19. Daron Applequist	938-7001
3. Bob Grant	827-6294	8. Bill Langer	937-9240	15. Jim Ringquist	(218) 387-2234	20. SteveWilmes	450-7448
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. Les Anderson	735-3953	17. John Hackbarth	(715) 246-6561	22. TomGates	789-1713

Coordinators – Please contact Erik Knopp (on our BBS or at 636-3244) by the 1st of the month to have your meeting listed correctly.

Members Helping Members

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

Macintosh	**Key**	PostScript	8	Quicken	25	Prosel	2
Adobe Illustrator	21	Power Point	5	Talk Is Cheap	3	TML Basic	3, 10
Beginners	13, 14	QuickBasic	5, 6	TimeOut	2	TML Pascal	3, 10
Canvas	5	XPress	21	TO Graph	2	Writer's Choice	15
FileMaker II, Pro	1, 17						
Freehand	22	**Apple II**	**Key**	**Apple IIGS**	**Key**	**Apple ///**	**Key**
General	14, 17, 18	AppleWriter	2	AppleWorksGS	15	General	12
Helix	16	AppleWorks	2, 23, 25	APW	20, 23		
HyperCard	6, 9	Ascii Express	3	Complete Pascal	10		
MacDraft	5	BASIC	5	Delux Paint II	25		
MacDraw	5	Beagle Buddy	23	General Information	3, 10		
MacPaint	5	Dazzle Draw	25	Graphic Writer II/III	15		
Mac OS	4	DB Master	7	GS/OS	3, 10		
Microsoft Excel	5, 6, 17, 18	Educational Software	25	HyperStudio GS	3		
Microsoft Word	4, 5, 6, 14, 17	General Information	25	Merlin 16+	15		
Microsoft Works	11, 17	Home Acc'n't	20	Mousetalk	15		
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.

The Saga Continues

Take a good look at this edition of the newsletter. It may be the last of its kind. Notice how unstructured it is, with stories of varying length and subject thrown together, almost willy-nilly, and made to fit like a jiigsaw puzzle that changes every month. This, I believe, is more or less the same format that the publication has had from the beginning. There have been alterations – certainly you're aware of the ongoing alterations – but on the whole it has always been free-form. This sort of amorphous layout does have its strengths. It's very forgiving of people who promise to contribute material and then don't make good. It doesn't rely on regular columnists, who have been very hard to find and retain. But the problem is, it's a lot of work for the single person who has to do the final assembly – too much work for an unpaid job. Too many layout people have suffered 'burnout,' and have left, sometimes embittered by the general lack of respect for their efforts. The time has come to try something drastically different. With any luck, next month's issue will be entirely different.

Before I describe what's coming, let me put in a word for my own alterations, and for the direction I would have taken if an older, wiser, more professional guru hadn't stepped in. Basically, my ambition was to get back on the newsstands through sheer eye-appeal (probably a big mistake; I'm sick of Palatino bold italic already!), and to increase story and graphic submissions by courting contributers over the phone and running a *"Submit it!"* campaign (I've had some success here – a thousand thanks to Roy Sorenson for the exquisite " *Tree*" and the perfectly impish swordsman!). I would have worked toward a more structured newsletter format, too, but I would have done it gradually, adding regular template features only when others requested them (albeit with a lot of give-and-take ideas from me). It would have been a long row to hoe, though. Probably too long. I never really was in a position to make a long commitment and inspire much confidence, so I'm only too glad to take a back seat and continue working – and *learning* – in another capacity.

Things have worked out well.

Next month, with any luck at all, you'll see an entirely different publication (although I'll lobby to keep my calendar design – it's really *not* hard to do, you guys!). We'll have a few more 'boilerplate' pages, admittedly, but they'll do a better job of explaining our purpose and getting people to join up. We'll have more co-editors and columnists. We'll have more input from more people. We'll *need* more input! It will take a concerted effort from every involved club member – a team short on players can't allow too many bench-warmers. It *can* be done, with a modicum of discipline and heaps of begging. I don't know if a general-public *"Submit it!"* campaign is as appropriate as I had hitherto intended, but I'm sure it's still appropriate enough to run. *We want your input! We'll love your prose! Come and get published! Submit! Please!*

— *Hugh Johnson,*
 *acting Editor.*

Submit!..

"Talent imitates; genius steals."
— *Igor Stravinsky*

Your Newsletter needs submissions! We need stories you write yourself (don't be afraid if you think it's not 'original' enough), and we need articles scrounged up from anywhere you can get them (usual copyright restrictions apply). If you find something overly long, write a 'report' on it, and boil it down! We need artwork and graphics, too. Help us avoid the 'clip-art' look!

How to submit:

We prefer plain-text files. Hard copy will be accepted in the future, but for now the best route is to upload to the club bulletin board at 892-3317. Type two carriage-returns to log on. A first-time user will be prompted for info, and will see several screens of 'Read-me'-type instructions. Don't be intimidated. You'll learn the interface quickly enough. Next time you call in, type "x" at the main menu. Type "5" in the transfers section. Type "?" for further instructions to upload.

We will make things easier in the future, and offer more channels of communication, but we beg your forbearance for now. *Thank you!*
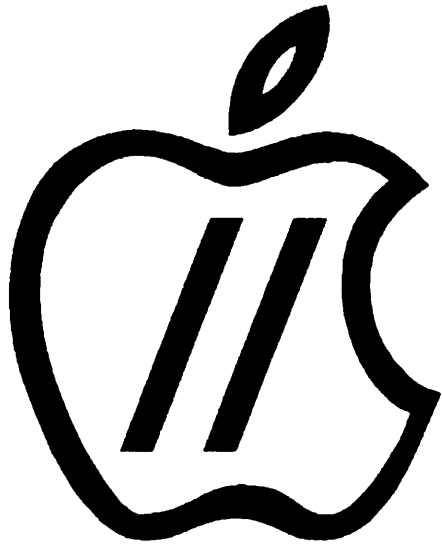
Apple

Enhancement of Printer Output

by Daryl Baxter

(Part One of a Three Part Series)

Choosing a Printer for your Apple II

by Gareth Jones,
Apples BC Computer Society

Introduction

A computer system first shows its age in its printouts. Faded and jagged characters or splotchy illustrations may make you want to dump your Apple II for a new computer. Don't do it! All it takes is a new printer to bring a fresh look to your computer's public face. You can use the newest printer technologies with Apple II's for results that are indistinguishable from other computers'. This article shows you how.

Choosing a new printer for an Apple II is a complicated process, though. You already have the software that you intend to use, and that software may have been written before PostScript, TrueType, or QuickDraw were ever heard of.

This article looks at printers from the point of view of people who own an Apple II with at least 128K (sorry,][Plus people) and a software collection. It discusses how to print files from, or with, the most popular programs. These specifically include AppleWorks, Print

Although I would not trade my ImageWriter II printer for another printer (because the color capability and speed of continuous feed printing of the IWII are great), I have found myself on many occasions wishing that I could produce higher quality printed output with my Apple II computer when typing letters and other documents so that they would have that laser like printing quality we see when we read books and also letters to us from companies which obviously produced their output with laser printers. Well, I do believe I have found the way and made my wish come true.

The Hewlett-Packard DeskJet 500 printer ("DJ") is the answer for producing laser like printer output quality and I purchased it for $368.00 plus tax from a discount store in December of 1991. I currently have the DJ connected to an A/B switch box with a RS-232-C serial cable. The switch box is also connected to my ImageWriter II and to my Apple IIGS so that I can literally "switch" my printing output to whichever printer I want to print with depending on the data and the desired quality.

For your benefit I will attempt in the following paragraphs to describe how I am able to access the DJ and use the dual printer setup successfully and it does work with any Apple computer capable of using the software AppleWorks Classic, AppleWorks GS or any IIgs application via GS/OS. Let me clarify that last sentence by stating that the very best and most versatile printing output is accomplished with the IIgs because of the Harmonie v2.0 printer driver software package (includes printer drivers for the IWII and DJ) that unleashes the power of the IIgs for top-quality text and graphic printing and the Pointless software font management utility that incorporates TrueType font technology into the GS/OS system software. However, very acceptable improvement of print quality can be accomplished with the DJ over the IWII using an Apple IIc, IIe or a IIgs computer with AppleWorks Classic versions 2.0, 2.1 or 3.0 that has been patched with SuperPatch v8.0 that installs DeskJet 500 printer

Are You Computer "Green?"

by Don Rittner

More than 75 million Americans own a personal computer, and this number is rapidly climbing as computers become more affordable. Many more use computers in their workplace (more than 40 million Intel-based PCs and seven million laser printers use 18.2 billion kilowatt/hours of electricity per year).

Most people think of computers as relatively pollution-free, but the art of computing is not. Here are a few tips to help make your computing a bit more environmentally gentle.

The Computer. If you work in an office where there are many terminals with monitors turned on, turn down (or even off) your heat in the room during winter months. Enough heat comes from the monitors to keep the room warm. If you work at home or with one computer at a time, turn off the monitor if you can when not using it, which will save a fair amount of power. This is also a good idea for servers and other machines which stay on all the time.

Electronic Mail. If your office does not have your computers networked together, do it! The use of electronic mail for inter-office correspondence can save a tremendous amount of paper. American offices last year generated more than 775 billion pages of paper – that equals 14 million tons of paper a year, or 238 million trees.

Computer Magazines. Don't throw away old computer magazines. You can recycle them by donating them to your local public library, user groups, doctor's office, health clubs, or even Laundromats. Think of it as educating the masses.

Floppy disks. Do you have 3.5" floppies that just don't hold data any more? Well, don't throw them away. They make great coasters for your morning coffee! [Several years ago the staff at American Demographics Magazine in Ithaca, New York had a permanent exhibit of fancifully decorated floppy disks whose days as data carriers were long over. –Adam]

Disk Storage. Don't buy disk storage boxes. If you or a friend has a newborn child (or know someone who has), the rectangular "baby wipes" boxes make great disk storage containers. You can fit about 50 disks in a box. Soak off the labels, and you can write on the box using a magic marker.

Printers. If you use a dot matrix or laser printer there are a few things you can do. Be sure to use recycled paper (and envelopes and labels) in both types of printers, and remember to use the blank back side of sheets that you print as drafts. There is nothing wrong with using the second side of the sheet, and this can cut your consumption of paper by as much as half. Proofread your work before you print. Most wasted paper is from stupid typographical errors.

If you use cloth ribbons in your dot matrix printer, you can usually re-ink those ribbons. In fact, you can get up to 15-20 re-inks per ribbon and the quality of the print is usually darker than newer ribbons. This also reduces the cost per ribbon. Many computer user groups have re-inkers and charge about $1 to re-ink (versus $5-$15 per new ribbon). Many people have had luck refilling ink cartridges for ink-jet printers, but the manufacturers of those printers don't generally recommend that you do that.

For laser printer users, many toner cartridge manufacturers now recycle used cartridges and donate money to environmental organizations. Some even pay you, and most pay for the UPS shipping as well. Also, there are companies that will recharge your toner cartridge for considerably less than the cost of a new one ($40 compared to $90). Considering that more than 98% of the 15 million cartridges sold in 1991 ended up in landfills, and only a fraction recycled, you can see how important it is to recycle those toner cartridges.

Toner Cartridge Recycling

[This is probably not an exhaustive list, but it's a good start.]

Apple Clean Earth Campaign – 800/776-2333 Donates $0.50 to National Wildlife Federation and Nature Conservancy per cartridge. Call them and they send you a prepaid UPS shipping label.

Canon Clean Earth Campaign – 800/962-2708 Canon has the same deal as Apple.

Dataproducts Imaging Supplies Division – 800/423-5095 Dataproducts will pay you $10 for each Canon SX cartridge plus the shipping if you send 28 or more cartridges at a time.

Lexmark Operation Resource – 800/848-9894 Recycles cartridges for the six IBM Laser Printer models in its 4019 and 4029 series. Lexmark will send you a postage paid container. They give the returned cartridges to a workshop for the handicapped which makes money by selling the parts to recycling companies.

Qume Corp. – 800/421-4326 Large organizations can designate an employee fund or charity to receive the money from their recycling effort.

Recycleneur Institute – 305/539-0701 For every used cartridge collected from local organization, they donate $2 to a scholarship fund to help entrepreneurs break into the recycling business. The institute will mail you a list of cartridge recycling companies in your area.
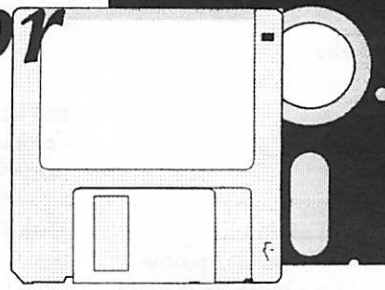
Don Rittner (afldonr@aol.com) is the author of "EcoLinking – Everyone's Guide to Online Environmental Information," published by Peachpit Press.

from TidBITS, Copyright© 1990-1993 Adam and Tonya Engst.

Submitted by Roy Sorenson, who also sketched the tree seen here and on the front cover. ●

News *from the* Software Director

submitted by
Gregory L. Carlson

MACINTOSH

It's here! **Disinfectant 3.2** is now available on Mac eDOM #815, along with Compact Pro 1.33 and UnStuffit Deluxe 2.0. Bring in your old #815 disks and exchange for the new one. Since there have been three new virus introduced lately, this is a MUST for your system.

Mac eDOM #878 – Conquering Games

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MAY 1993

Mac eDOM #878 was submitted by Roy Sorenson and contains two good games.

Humanitarian 1.2

Humanitarian is that rarity, a non-violent computer game. In fact in this game you control a non-profit peace organization. You decide how to do your fundraising, budget your funds into medical teams, negotiators, food, or housing; then you provide aid to trouble spots that develop around the globe. Like SimCity, it doesn't have an "ending", so you play until you've had enough. It is simple, straightforward, and socially progressive; I'll bet it's just the thing lots of teachers and parents have been looking for. It is a HyperCard stack, friendly to System 7, black and white, and is pretty self-explanatory. Requested shareware fee $25.

Movod II

MOVOD II is a shareware (only $10) game by Tony Small that offers color, sound, and the option to play against the computer or another player (at the same Mac.) It runs fine with System 7 and requires 8 bit color and 2.3 Megs to run. Instructions are in the help section of the game: basically you are trying to out-gun your opponent while both you and your opponent are constantly moving on a track. You control direction, aiming, and armament for your piece. Good graphics, sound and basic game play (with one or two person play) add up to an exceptional game value!

Mac eDOM #879 – Crosswords&Poker

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MAY 1993

Mac eDOM #879 was submitted and reviewed by Roy Sorenson and contains the following two games.

CrossMaster 1.1 Demo

This is a demonstration version of a commercial crossword puzzle game (as a demo, you are not able to save changes). In CrossMaster, you can play puzzles (20 are provided in categories such as Literature, Football, World Capitals, etc.), or create your own. It supports color, and has many configurable controls: colors, font, size, and printing. If you have ever enjoyed a crossword puzzle, this program will entertain you and give you a feel for the full commercial version (available for $69 from the publisher, Focus Development Corp.).

Hoyle's Poker

Hoyle's Draw Poker is a freeware version of an under-development commercial game. Game play is simple and intuitive. Choice of draw poker varients is exhaustive; I counted 14 versions to choose from, including Jacks or Better, Low Card Wild, California Draw, New York Draw, and Canadian Draw. And it has betting; as my card-shark brother told me, "if it doesn't have betting, it might be fun but it ain't poker!" The documentation (which includes complete rules) states it will run on any 512 k or better Mac, yet supports balloon help for those running System 7. It boasts the full version will support color, ability to save games, and Stud Poker.

Mac eDOM #880 – Office Desk 1

Copyright © 1993 Mini'app'les
MAY 1993

Mac eDOM #880 is the first of two disks containing handy items you might need around your office, or anywhere you want to track time and data. This eDOM was compiled and reviewed by your Mac eDOM director, Jacque Gay.

Calculator II 1.1

Calculator II is a pleasant looking color multi-function calculator that runs as an application under system 6.x or System 7. The calculator was written to be run under MultiFinder or System 7 alongside other applications. It improves on Apple's original calculator by adding trigonometric functions, functions for base 10 and natural logorithms and their inverses, hex-to-decimal and decimal-to-hex conversion, a memory function for storing values across uses of the program, and all of these functions can be invoked by using the F-Keys on the Apple Extended keyboard (F5 – F15). The calculator also allows users to correct trailing digits of values entered on the display of the calculator through the use of a backspace key. Balloon help and general information about the program is available under either the Help menu under System 6.x or the Balloon Help menu under System 7. Free from Joe Cicinelli.

TimeBook 2.0

TimeBook allows you to keep a log on the amount of time you spend for each client you have. TimeBook maintains a list of your clients, billing categories, jobs in progress, and comments. Four simple pop-up menus let you pick a job, "punch-in", "punch-out" and pick a billing category. And you have the option of entering a comment as you finish each job. When you start your next job, TimeBook remembers the stop time of your last job and offers that time as your default start time. This lets you keep track of all your time during each work day. $19.95 shareware from Ronald Ladouceur.

To Do! 3.2.1

ToDo allows you to keep a more detailed To Do list than the Notepad DA or many other systems. Lists may contain categories of items and can be listed by order of importance. Items can be checked off when done, printed, and alphabetized. $15.00 shareware from Andrew Welch.

TransData

TransData translates data from one format to another, including fixed-length. It will change all upper case to upper and lower and eliminate duplicate records, among other things. The simplest way to learn it is to use it. TransData™ only reads and writes ASCII data files which most database applications have the ability to read. This is a handy application to use for transferring data from one application to another. It contains many filters for common formats; if you need to, you can create your own custom filter for the application you need to work with. $20 shareware from William Modesitt.

APPLE IIGS DISKS

GS #63 – AppleWriter & Games

This eDOM consists of 6 programs (plus one graphic):

AppleWriter // V2.1

Copyright 1984 by Paul Lutus
FreeWare

At long last, Tom Ostertag's "main" word processing program. AppleWriter is ProDOS based, and has no manuals with it, so you'll have to come to the AppleWorks SIG to learn about it. Maybe we can get Les to do a special on it. On-line help is provided in the program. To start, just double-click (BRUN) on AW.SYSTEM.

Oversampler v1.0

by Andre' Horstmann, Switzerland
FreeWare

The Oversampler isn't anything special at all. It's just a small program demonstrating the oversampling technique on the Apple IIGS. The other major feature is the ability to play digitized sound directly from disk without loading them into memory. Oversampler requires only 16K of free space! To use, open first a sound file by selecting "open" from the FILE menu. You can select files of any type but Oversampler treats every file as raw data. You can play Macintosh sounds as well. Adjustments are provided for volume, frequency, echo delay, output, and oversampling.

Oversampler was written in 100% assembly language on Merlin 16+. Resources were created on Genesys.

Change A File

by Harold D. Portnoy
FreeWare (5 utilities) + ShareWare (6 utilities – $10)

Change-A-File is a batch file utility that reads AppleWorks Word Processor (AWP) and text (TXT) files; converts AWP to TXT, TXT to AWP, AWP 3.0 to 2.x, restores damages AWP and ADB (database) files, changes file or auxiliary type codes, strip or insert line feeds. Up to 88 files in a directory or subdirectory can be altered. This program uses the ProSel format. Change-A-File is particularly useful to the AppleWorks user and to prepare files for uploading or to alter files after downloading.

Change-A-File is distributed partly as

Free (5 utilities) and partly as ShareWare (6 utilities). The following utilities are ShareWare and require a password: Convert AWP to TXT, convert TXT to AWP, convert AWP3.0 to 2.x, AWP file doctor, Exhume AWP file, restore ADB file. The following utilities are FreeWare, and are active on this version (no password required): View file, change file information, line-feed stripper, strip control character, and insert line feed after carriage return.

Computix V1.0

by Pépé GS, music by E. Kon

Computix, a little reflexion game. Programmed in TML Pascal 1.5. The beginning screen is an 8x8 board with numbers on it. The object of the game is to get the maximum number of points! You play on the cursor's line. The computer plays in the cursor's column. The selected number adds to (or even subtracts from) your score. The game is finished when neither player can play.

Space Whiskey GS v.103

Copyright 1992 by Lane Roathe
ShareWare $10

Space Whiskey requires GS/OS 5.0.4 or higher and 1 megabyte of RAM. Ship control can use either mouse or joystick.

Space Whiskey's story:

Space exploration has always been treacherous. During your journey, you've lost most of your companion ships to the alien who rampage through this sector of space. Now, after waking from your cryogenic sleep, you find yourself alone in your ship. The controls of your ship are on automatic, and the smell of whiskey is strong. It seems that your companions have all gotten drunk and are off gallivanting around with those pesky aliens! It's your job to rescue the poor suckers!

New Mac Usage – the graphic you have to see to believe! This is one of the many uses for your older MAC!

GS #64 – Potpourri

eDOM #GS64 contains a potpourri of various and sundries:

FS3 Flight Simulator

by Michael Gillette

FS3 is a flight simulator program written entirely in AppleSoft Basic on an Apple / /c. It is actually comprised of three separate programs which are chained together when FS3 is run.

When you first start FS3 you will see a brief startup screen with credits, and a message to read the accompanying documentation before starting a flight. You will then see a view through the front window of the aircraft. The view out of the front window is rather limited. You see the horizon, and that's about it except for the airfield. This program is pretty good, especially considering that it is written in AppleSoft!

Fox and Geese

This is a board game written in BASIC. I haven't figured out all the particulars, but the object of the game is to have the fox escape from the geese, or have the geese trap the fox. You'll have to figure out this one for yourselves.

Galaxy Pinball

Galaxy Pinball is a pinball game from Pinball Construction Set. By Clayton Rivas. Galaxy Pinball is a binary program (ProDOS 8), so you need to enter Basic, and then BRUN the game.

Quintette V1.01

Copyright 1990, AFA, France
by Kwisartz & Ticks
FreeWare

This program is two board games, Quintette and GoMoku.

Quintette – to win you must either align 5 stones or win 5 pairs of your opponents stones. To win your opponent's stones, you must surround a pair of your opponent's stones.

Go Moku – to win you simply align 5 stones (5 in a row).

Deathmaze 5000

Location is constantly displayed via 3-D graphics. You can move forward, left, right, or turn. Words such as CHARGE may be helpful in movement. At any time, one and two word commands may be entered. There are five levels to this game. Good Luck!

Deathmaze 5000 is a binary program (ProDOS 8), so you need to enter Basic, and then BRUN the game.

Miami Ice

Miami Ice is a one-player car race game. The car is on ice, so be careful how you move. Uses the joystick. Miami Ice is a binary program (ProDOS 8), so you need to enter Basic, and then BRUN the game.

GS Term

GS Term consists of a couple of terminal (modem) programs:

Unsinglist – AppleSingle file unpacker v1.0, Copyright 1990 Snow Software.

Z.Link – communications program (modem) Copyright 1989 by David Whitney, ShareWare $25.

SnowTerm – a desktop terminal emulator for the Apple IIGS. by Snow Software, ShareWare $20.

GS Comm (GenericComm v2.03

Copyright 1990 by Matthew Montano "BeerWare" (send cash to purchase some!)

This is a fast (quick and dirty) terminal program for general usage. In this version it doesn't support things like terminal emulations, protocol transfers, GS/OS interaction and file control, and fancy text editors. GenericComm contains 65,536 line scroll back, 65,536 line buffer ability, 255 item dialing list, support of 300, 1200, 2400, 9600 and 19200 bps operation.

The program requires 768K and GS/OS.

Encryptor II V2.0

ShareWare $5 by Karl Bunker

Encryptor allow you to encrypt and decrypt all types of ProDOS files. A four-character password acts as the key to the encrypted file. You enter the password when using Encryptor to encrypt or decrypt a file. Encryptor can be used to make a self-decrypting file for whatever purposes you wish.

Animated watch

FreeeWare by Jason Blockhowiak

Animated Watch is a program, when installed, will animate the hands on the "wristwatch" mouse cursor when it comes on the screen (in either 320 or 640 mode) without the application you're running even knowing. Just copy it to the */SYSTEM/SYSTEM.SETUP folder of your boot volume and then reboot.

Dr. Daily v1.0

Copyright 1988 by Guy T. Rice
ShareWare $5

Dr. Daily is a program for detecting virus infections or other alterations in your system. Dr. Daily is installed as a SYSTEM.SETUP file, and once per day, it checks files on your hard drive to make sure none have been altered. If they have, it warns you about it.

Desktop Mod

by C.K. Haun, RavenWare Software

DeskTop mod lets you change the desktop pattern that the Finder uses. Personalize your desktop; get away from that silly pale blue to what you want.

RSounder

Copyright 1992 by Paul Benson, BaJa Software
ShareWare $3

This program is a "raw sound" player. Settings available are for sound name, channel and frequency. There is no documentation with this program, so your guess is as good as mine as to how well it works.

Ham Macros

ULTRAMACROs Macro for ham radio.

APPLE II DISKS

eDOM #93 – AppleWriter

AppleWriter // V2.1

Copyright 1984 by Paul Lutus
FreeWare

At long last, Tom Ostertag's "main" word processing program. AppleWriter is ProDOS based, and has no manuals with it, so you'll have to come to the AppleWorks SIG to learn about it. Maybe we can get Les to do a special on it. On-line help is provided in the program. To start, just double-click (BRUN) on AW.SYSTEM.

eDOM #94 – Games

This disk contains 4 games for your enjoyment:

FS3 Flight Simulator

by Michael Gillette

FS3 is a flight simulator program written entirely in AppleSoft Basic on an Apple / /c. It is actually comprised of three separate programs which are chained together when FS3 is run.

When you first start FS3 you will see a brief startup screen with credits, and a message to read the accompanying documentation before starting a flight. You will then see a view through the front window of the aircraft. The view out of the front window is rather limited. You see the horizon, and that's about it except for the airfield. This program is pretty good, especially considering that it is written in AppleSoft!

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Galaxy Pinball is a pinball game from Pinball Construction Set. By Clayton Rivas. Galaxy Pinball is a binary program (ProDOS 8), so you need to enter Basic, and then BRUN the game.

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time, one and two word commands may be entered. There are five levels to this game. Good Luck!

Deathmaze 5000 is a binary program (ProDOS 8), so you need to enter Basic, and then BRUN the game.

Miami Ice

Miami Ice is a one-player car race game. The car is on ice, so be careful how you move. Uses the joystick. Miami Ice is a binary program (ProDOS 8), so you need to enter Basic, and then BRUN the game.

eDOM #95 – Utilities

This eDOM contains 7 various utilities, and menus.

Change A File

by Harold D. Portnoy
FreeWare (5 utilities) + ShareWare (6 utilities – $10)

Change-A-File is a batch file utility that reads AppleWorks Word Processor (AWP) and text (TXT) files; converts AWP to TXT, TXT to AWP, AWP 3.0 to 2.x, restores damages AWP and ADB (database) files, changes file or auxiliary type codes, strip or insert line feeds. Up to 88 files in a directory or subdirectory can be altered. This program uses the ProSel format. Change-A-File is particularly useful to the AppleWorks user and to prepare files for uploading or to alter files after downloading.

Change-A-File is distributed partly as Free (5 utilities) and partly as ShareWare (6 utilities). The following utilities are ShareWare and require a password: Convert AWP to TXT, convert TXT to AWP, convert AWP3.0 to 2.x, AWP file doctor, Exhume AWP file, restore ADB file. The following utilities are FreeWare, and are active on this version (no password required): View file, change file information, line-feed stripper, strip control character, and insert line feed after carriage return.

Better Bye 80 by David D. Ely

This is a selector program called from memory whenever a ProDOS QUIT or BASIC BYE is given. This program is

based on Alan Birds Better Bye but works only in 80 columns and give the user the added ability to choose from 32 system programs and/or directories.

Super Hello V4.2.1

October 1988
ShareWare $6 by Eric A. Seiden.

This is written for ProDOS 8 1.1.1 or later running on an Apple //e, //c, or // gs. The program is a simple program launcher written in BASIC.

New Promenu

Another program launcher for your Apple //x computer. This one allows up to 30 programs to be selected, as well as updating date and time. If more than 30 files are in a given subdirectory, you can "page" through to the next. This program is written in BASIC.

Launch 2Plus V1.4.11

Copyright 1987

Yet another program launcher for your use. This one uses the alphabet to figure out which to run. This program is written in BASIC.

II Plus Menu

This program launcher is an 80 column program selector for Videx compatible cards on II+. For //e or //c, delete line 54 and substitute 'INVERSE' and 'NORMAL' where 'PRINT UNVERSE$' or 'PRINT NURMAL$' appear. Programs must be locked to appear in the menu. This program is also written in BASIC.

Startup Pro

by Dave Beazley, 1985

This is yet another program launcher written in BASIC. Here, to change drives, you must enter the ProDOS prefix of the subdirectory that you wish to view. It also tells you what type of computer you have and what is in the slot. My //gs with a SCSI hard drive in slot 7 is told that it is a //e? with a joystick in slot 4, and a unifile/duofile in my hard drive slot! Anyway, this is a pretty decent launcher for you //e, //c, // + users out there. $

The *History* of the *Apple II*

Part 2: The Apple I

Compiled and written by Steven Weyhrich

The Apple I: Development

At the Homebrew Computer club in Palo Alto, California (in Silicon Valley), Steve Wozniak, a 26 year old employee of Hewlett-Packard and a long-time digital electronics hacker, had been wanting to build a computer of his own for a long time. For years he had designed many on paper, and even written FORTRAN compilers and BASIC interpreters for these theoretical machines, but a lack of money kept him from carrying out his desire. He looked at the Intel 8080 chip (the heart of the Altair), but at $179 decided he couldn't afford it. A decision to NOT use the 8080 was considered foolhardy by other members of the club. Consider this description of the microcomputer "world" as it was in the summer of 1975:

"That summer at the Homebrew Club the Intel 8080 formed the center of the universe. The Altair was built around the 8080 and its early popularity spawned a cottage industry of small companies that either made machines that would run programs written for the Altair or made attachments that would plug into the computer. The private peculiarities of microprocessors meant that a program or device designed for one would not work on another. The junction of these peripheral devices for the Altair was known as the S-100 bus because it used one hundred signal lines. Disciples of the 8080 formed religious attachments to the 8080 and S-100 even though they readily admitted that the latter was poorly designed. The people who wrote programs or built peripherals for 8080 computers thought that later, competing microprocessors were doomed. The sheer weight of the programs and the choice of peripherals, so the argument went, would make it more useful to more users and more profitable for more companies. The 8080, they liked to say, had critical mass which was sufficient to consign anything else to oblivion."[1]

Another chip, the Motorola 6800, interested Wozniak because it resembled his favorite minicomputers (such as the Data General Nova) more than the 8080. However, cost was still a problem for him until he and his friend Allen Baum discovered a chip that was almost identical to the 6800, while considerably cheaper. MOS Technology sold their 6502 chip for $25, as opposed to the $175 Motorola 6800. Wozniak decided to change his choice of processor to the 6502 and began writing a version of BASIC that would run on it. A friend over at Hewlett-Packard programmed a computer to simulate the function of the 6502, and Wozniak used it to test some of his early routines. When his BASIC interpreter was finished, he turned his attention to designing the computer he could run it on. Except for some small timing differences, he was able to use the hardware design he had earlier done on paper for the 6800.[2]

To make the computer easier to use, Wozniak favored a keyboard over the front panel switches that came on the Altair. He also made it simple to use a television for a video terminal. (Recall that at this time the most common mechanism used for input/output was a teletype, which consisted of a keyboard, typewriter, and if you were lucky, a paper tape reader/puncher). Functionally, it was a television terminal attached to a computer, all on one printed circuit board (another enhancement over the Altair). Wozniak used two 256 x 4 PROM (programmable read-only memory) chips to create a 256 byte program (called a "monitor") that looked at the keyboard when the computer was turned on. This monitor program could not do much more than allow entry of hex bytes, examine a range of memory, and run a program at a specific address.[3] (The Altair needed these "bootstrapping" instructions to be entered by hand each time the computer was turned on).

Because there were no cheap RAMs available, Woz used shift registers to send text to the TV screen. Consequently, his video terminal was somewhat slow, displaying characters at about 60 characters per second, one character per scan of the TV screen. (This speed would be similar to watching a computer communicate via a modem at 1200 baud). It was slow by 1991 standards, but an advancement over the teletypes that could only type 10 characters per second. The computer had 8K of dynamic RAM. You could load BASIC into 4K of memory and have 4K left over for your own programs. It had a video connector, but you had to connect a monitor on your own. You also had to buy the keyboard separately and wire it into a 16-pin DIP connector. The power supply had to be connected to two transformers to get 5 volts and 12 volts for the motherboard. There was no speaker, no graphics, and no color. There was a single peripheral slot, and when it was first released there was nothing available to plug into this slot. It was entirely contained on a single printed circuit board, about six by eight inches in size (most hobby computers of that time needed at least two boards), used only 30 or 40 chips, and because it could run BASIC programs it got people's attention.[4]

The Apple I: Marketing

Let's adjust our time circuits for 1976, and jump forward in time. By now, Steve Wozniak had completed his 6502-based computer and would display enhancements or modifications at the bi-weekly Homebrew Computer Club meetings. Steve Jobs was a 21 year old friend of Wozniak's and also a visitor at the Homebrew club. He had worked with Wozniak in the past (together they designed the arcade game "Breakout" for Atari) and was very interested in his computer. During the design process Jobs made suggestions that helped shape the final product, such as the use of the newer dynamic RAMs instead of older, more expensive static RAMs. He suggested to Wozniak that they get some printed circuit boards made for the com-

puter and sell it at the club for people to assemble themselves. They pooled their financial resources together to have PC boards made, and on April 1st, 1976 they officially formed the Apple Computer Company. Jobs had recently worked at an organic apple orchard, and liked the name because "he thought of the apple as the perfect fruit – it has a high nutritional content, it comes in a nice package, it doesn't damage easily – and he wanted Apple to be the perfect company. Besides, they couldn't come up with a better name."[5]

Jobs approached the owner of a new computer store in the bay area called "The Byte Shop." This businessman, Paul Terrell, expressed an interest in the Apple Computer (to be known later as the "Apple I"), but wanted only fully assembled computers to sell. If they could provide this, Terrell told them he would order fifty Apples, and pay cash on delivery. Suddenly, the cost of making (and selling) this computer was considerably more than they expected. Jobs and Wozniak managed to get the parts on "net 30 days" (30 days credit without interest), and set themselves up in Job's garage for assembly and testing of the Apple I. After marathon sessions of stuffing and soldering PC boards, Jobs delivered the computers to the Byte Shop. Although these "fully assembled" computers lacked a power supply, keyboard, or monitor, Terrell bought them as promised. In July of 1976 the Apple I was released and sold for $666.66, which was about twice the cost of the parts plus a 33% dealer markup.[6] Two hundred Apple I computers were manufactured, and all except twenty-five of them sold over a period of ten months.[7]

Although the Apple I was easier to begin using than the Altair (thanks to its built-in ROM code), it was still a time consuming process to set it up to do something useful. Steve Wozniak would have to type in about 3K of hexadecimal bytes before BASIC was ready to use. He could do it in about 20 to 30 minutes, but he almost knew the code by heart. The typical user was more limited in ability to use BASIC on the Apple I. To broaden the appeal of the Apple I (and at the insistence of Paul Terrell), Wozniak designed a cassette interface. It was mounted on a small two-inch-high printed circuit board and

plugged into the single slot on the motherboard. The card sold for $75 and a cassette tape of Woz's BASIC was included with it. The advertisement Apple included with the card stated, "Our philosophy is to provide software for our machines free or at minimal cost." The interface worked, but worked well only with cassettes running on expensive tape recorders. To further try to enhance sales, the Byte Shop stores found a local cabinetmaker that made some koa-wood cases for the Apple computer (so it would no longer be just a "naked" circuit board).[8]

Interestingly, although most of the action in the micro world was going on in Silicon Valley, news of the Apple I made its way east. Stan Veit, owner of the east coast's first computer store, bought an Apple I and took it to a meeting of the Association of Computer Machinery. Those attending were quite skeptical that a REAL computer could fit into a small briefcase; they were sure that the machine was just a portable terminal, attached by a hidden phone line to a mainframe somewhere![9]

NOTES

[1] Michael Moritz, THE LITTLE KINGDOM, p. 123.
[2] Moritz, pp. 124-127.
[3] Williams & Moore, p. A69.
[4] Gregg Williams and Rob Moore, "The Apple Story, Part 1: Early History", BYTE, Dec 1984, pp. A68-A69.
[5] Frank Rose, WEST OF EDEN: THE END OF INNOCENCE AT APPLE COMPUTER, p. 33.
[6] Moritz, pp. 138-144.
[7] Williams & Moore, pp. A69.
[8] Moritz, pp. 147-149.
[9] Chien, Philip, "Apple's First Decade: A Look Back", THE APPLE II REVIEW, Fall/Winter 1986, p. 12.

Next Installment: The Apple II

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Printer Quality,
from page 4

drivers (portrait and landscape) and that can install some 150 plus other patches of your choosing.

The patch that installs the DJ printer drivers on AppleWorks Classic eliminates all previous printers stored in the Seg.Er file, but the ImageWriter II printer driver can be reinstalled as the third printer using the "other activities" feature of AppleWorks. Now when you press Oa-P to print a document, you have three choices being DJ portrait, DJ landscape

and ImageWriter II. Depending on whether you choose the IWII or the DJ, you would make sure the appropriately chosen printer is turned on and ready and the selection at the switch box made correctly before pressing the return key to commence printing the document.

The DJ printer drivers installed on AppleWorks Classic support just about everything the DJ can do with its ROM based built in fonts of Courier, CG Times (proportional) and Letter Gothic. These fonts feature Times in both 6 and 12 point, Courier 5, 10, 16.7 and 20 cpi in 6 and 12 points and Gothic 12 and 24 cpi

in 6 and 12 points. Also featured by the DJ and accessible with the installed drivers are italics, underline and double underline, boldface, superscript, subscript and 6 point typeface. In landscape mode you should change the page length to 8.0 inches, but it is very nice to be able to print sideways (landscape) without having to use another application to cause the printer to type sideways.

The DJ will work well with most types of paper but high-quality single sheet photocopy paper (like Xerox) yields good results. You can load envelopes easily and the printer cartridge (which is the printer

head), costing about $16.00, is a snap to load and replace. The printer keypad performs various printer functions, is easy to read and the built-in ROM fonts can be selected from this pad. The Owner's Manual that comes with the DJ is one of the best prepared and easy to read manuals I have read and illustrates clearly the functions of the printer and font terminology.

As mentioned above, the Harmonie printer driver software package contains several printer drivers (to include a driver for the ImageWriter II printer which greatly increases printing speed and adds some extra Print Menu controls and a driver for the DJ with detailed printing adjustments) that are easily installed in the System/Drivers folder of any GS/OS 5.0+ system disk. Installation is easy with the Installer program supplied on the Harmonie 3.5 disk. When you install several printers, you simply choose which printer driver you desire to use through the control panel function. Some of the detailed printer adjustments that Harmonie provides are shading, contrast, rendering and compression. Although these adjustments sound complicated, they really are not and are explained in the documentation well enough to allow you to quickly experiment until you find the right combination that suits you best.

The newly released font management INIT/CDev utility for the IIgs called Pointless incorporates TrueType font technology and the use of this application creates smooth, crisp and clean text, instead of the ragged text you sometimes get with your current bit-mapped fonts, at any point size both on the monitor screen and on the printed page. All standard GS/OS application programs use bit-mapped fonts. It is important to know that printers have a greater resolution than the IIgs screen, so printed text requires fonts with more detail than the fonts used on the screen. If you are printing with an IWII, the GS Print Manager will try to find a font that is twice as big as the one intended. And since the IWII has twice the resolution of the GS screen, the font is printed at the proper size, but with a higher resolution (twice as many dots per inch) providing you have in your font folder a bit-mapped font that is twice the size as the font point size you chose to print in. As the resolution of a printer increases, so does its need for larger sized

fonts. An IWLQ requires fonts 3 times larger than the screen fonts and the DJ requires fonts that are 4 times larger than the screen fonts.

With Pointless, one does not have to be concerned with having all the different sizes of bit-mapped fonts to produce good quality printing, as Pointless will internally generate any point size required to produce high quality printing from a single TrueType font. TrueType fonts can be referred to as scalable or outline fonts and can be shrunk or enlarged to the selected size while accurately retaining its shape or outline. One other great feature of Pointless is that you can change any TrueType font to any particular size you desire (such as Courier to a 24 point size and a 48 point size) and then save those newly formed fonts as bit-mapped fonts to your font folder containing your bit-mapped fonts that you use with your 8 bit programs such as AppleWorks Classic using Superfonts or Publish It!. Then when you select Courier 12 and print with the IWII, you get good printer output with the 24 point font being used to create a higher resolution. If you print with the DJ you get good printing resolution with the 48 point Courier font being used.

The best print resolution for a DJ is 300 dpi (dots per inch) and for the IWII is 160 dpi. The DJ is capable of printing graphics at variable resolutions of 300, 150, 100 and 75 dpi. Resolution can be selected through software or printer commands or from the keypad. You can also expand your ROM internally based fonts by installing optional font cartridges into one or both of the two font cartridge slots on the DJ printer.

For comparative purposes the Draft quality mode is 250 cps for the IWII and 240 cps for the DJ. Letter quality mode is 45 cps for the IWII and 120 cps for the DJ. The maximum character point size allowed on the IIgs is 255 points. When printing with the IWII at best quality, the maximum printable point size is 127 since the printer driver uses fonts that are 2 times the size of the fonts you are using in the document (127 x 2 = 254). When printing with the DJ at best quality, the maximum printable point size is 63 (63 x 4 = 252). Remember however that many GS programs impose restrictions on the maximum point size allowed by that

program and those will vary:
AppleWorksGS – 48, HyperStudio – 125, Platinum Paint – 100, etc.

I would like to mention that there is a file in HAAUG's BBS library regarding the DJ which is freeware by Ray Merlin and describes how to set up a custom printer with AppleWorks 3.0 for use with the DJ. The file also includes documentation and a Timeout Help Screen defining the special codes to use for italics, ASCII Character Set and Legal Character Set, Times font and Courier font. This is a helpful file for anyone desiring to know about the DJ and also may be all that someone would want to acquire to access the DJ with AppleWorks Classic. Although I prefer the printer drivers provided with SuperPatch 8.0, I did use some of the information provided by Ray Merlin to change some of the special codes provided by SuperPatch.

A listing is probably an excellent way to summarize some of the above points:

1. Adding an A/B switch box to your hardware setup with the IWII and DJ connected to your computer is a great way to provide versatility "with a flip of the switch" depending on the type of printer output desired. The DJ can not take the place of the IWII when it comes to printing out several pages of documentation on continuous feed paper in draft mode for review or for the color output. However after your review of the material and choosing the part you want to print out in the best quality possible with an Apple II, select the DJ and print it out in the "best mode".

2. AppleWorks Classic versions 2.0, 2.1 and 3.0 can be patched with SuperPatch 8.0 (Quality Computers – $34.95) to install portrait and landscape printer drivers to access the DJ 500 printer with an Apple IIc, IIe or IIgs.

3. Installing Harmonie 2.0 (Vitesse – $32.95) printer drivers for the IWII and DJ in the */System/Drivers folder of your GS/OS 5.0+ system (to include 6.0) on the IIgs will provide excellent GS/OS text and graphics output on either printer.

4. Pointless (WestCode – $49.95)

improves output with most printers including the IWII and DJ and the INIT/CDev font management utility for the IIgs generates laser-sharp text transparently from the GS/OS System folder (System 6.0-OK).

5. Although not discussed specifically above, it is worth noting that choosing External rendering in the print window using Harmonie's DJ printer, rather than Internal rendering, will cause the document to be printed out using the ROM based fonts of the DJ. This of course produces much faster printer output (about 3 times) due to less communication needed between computer and printer, but does limit you to the ROM fonts (Courier, CGTimes, Letter Gothic) built into the printer or available through

additional option font cartridges. However for short two and three page letters, I prefer using internal rendering so that my choice of fonts is limited only by the number of TrueType fonts I desire to acquire for use with Pointless. As you probably know, such fonts are available for downloading from several sources and even TrueType fonts from a Macintosh disk can be used by Pointless.

In conclusion, let me leave you with an idea that is worth your consideration. The wonderful printing quality of the DeskJet 500 printer can be accessed with various software, as mentioned above, for the Apple II computer and with software for the PC such as Display Write, Lotus 1-2-3, Microsoft Word, Microsoft Windows, WordPerfect and others. Why not

consider acquiring the DJ as a great addition to your Apple II hardware configuration, but be in a position to use the DJ printer with any PC hardware you might purchase in the future. That idea is not being a turncoat to the Apple II, but is being sensible and realistic to the possibilities of potential growth and change in this ever evolving world of computer technology. Besides, like I said in the beginning, the dual printer hardware set up is great and I continue to use the IWII for color and speed of continuous feed printing in draft mode and use the DJ for Enhancement of Printer Quality Output to produce documents that will definitely pass as laser printer generated.

Our apologies for losing the name of the submitter 🍎

Correction:

Last month's Apple II Meeting Minutes by Tom Ostertag were wrongly attributed to another author. The editor regrets the error.

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

Printer Choices,
from page 4

Shop (all versions), Blazing Paddles, Dazzle Draw, Publish It! 4 and GS-only software.

Printing with GS Programs

If you use only GS/OS and ProDOS 16 programs you have an easy job selecting a new printer. Look at the list of printer drivers available through the system software and through third-party packages, and make your choice based on the printer's price, speed, and resolution. Whatever printer driver you install, it will work equally well with all your software.

System 6 supports several Apple printers and many nine-pin Epson and Epson-compatible printers. The LaserWriter printer driver should support any PostScript printer to the limit of its resolution. This is usually 300 dpi ("dots per inch"), but 600 dpi printers are coming down in price.

Other printers are supported by drivers in "Independence" (from Seven Hills Software) and "Harmonie" (Vitesse).

Independence supports:

Hewlett-Packard (HP) DeskJet
DeskWriter
LaserJet IIP
LaserJet III

Harmonie supports the same printers as well as:

HP PaintWriter
PaintJet
QuadJet
LaserJet compatibles such as the Okidata OL400 and TI MicroLaser and a selection of 9- and 24-pin dot matrix printers.

Printing with the Classics

Every eight bit program poses problems to the printer hunter because it supports an idiosyncratic list of printers. These lists do not match between programs, even when they are from the same company. Even worse, many programs have not been updated to support modern printers. Even the recently-released New Print Shop does not work with any inkjet or laser printers.

If you want to keep printing with eight bit software, make a "master table" of supported printers. Take a sheet of lined paper and write the word "Printer" and the names of the programs you use along the top. Boot up one of the programs and select its "Configuration" or "Set-Up" option. Write down all the printers that it supports in the first column, then place checkmarks against them in the appropriate column for that software. Do the same for each program, checking off the printers that were already on the list and adding new ones as necessary. The printers you will want to consider buying will have a checkmark in every column. These printers will probably be ImageWriters or nine-pin Epson dot matrix printers.

If you would like more choices than the master list gives you, read on. I will describe your alternatives. First, I will discuss why and how to use a new application program to print all of your old files. Second, I will show how PostScript printers are chameleons which work with the newest software for high-quality results but emulate an ImageWriter to work with older software. Third, I will discuss the commercial software drivers that let all of your GS-specific software use some models of laser and inkjet printers.

Using Applications as Printing Utilities

The cheapest way to use a new printer with old software is to do all your printing with software that supports the printer. Some of these programs are probably in your software collection already.

If you only need to print text, don't give up on AppleWorks. This program lets users create custom printer drivers. Hewlett-Packard LaserJet drivers are available in the public domain. In addition, Resource Central sells a book called Using AppleWorks With a DeskJet 500.

If you own a GS, you can continue word-processing with your favorite program, but save the documents as text files. These text files can be loaded into AppleWorks GS or Teach (a simple word processor

that comes free with System 6) for touching up with GS fonts and printing with GS/OS printer drivers.

I have similar advise for GS owners who create masterpieces with Blazing Paddles, Dazzle Draw, or another drawing and painting program. Create them, save them as usual, then convert them to Super hi-res and print them with a GS paint program. SuperConvert (from Seven Hills Software) or Graphics Exchange (Roger Wagner Publishing) will do the conversion for you.

Desktop publishing programs are the best printing "utilities" for graphics or text from almost any source. GraphicWriter III, for example, will import formatted AppleWorks, AppleWriter, FrEdWriter, MouseWrite, Bank Street Writer, Teach, and text files. It also imports Print Shop, Print Shop IIgs, MacPaint, and single, double, and super hi-res graphics. These files can be combined, arranged, enhanced with color and GS fonts, and then printed to any printer for which you have a driver.

Publish It! 4 provides just as much flexibility for owners of any 128K Apple II. It lets you load, manipulate, and print word processing files from AppleWorks and Bank Street Writer, text files, and all sorts of graphics: hi-res, double hi-res, super hi-res, Print Shop, New Print Shop, Print Shop IIgs, Newsroom, and Encapsulated PostScript. It uses GS fonts, even if you don't have a GS.

Publish It! 4 supports many dot-matrix printers, all PostScript printers, and the HP DeskJet and LaserJet series. Publish It! 4 prints to about the same resolution on the HP printers as on a dot-matrix printer, so the results are not the best that the HP printer is can do. On the other hand, the software supports PostScript printers to the limit of their resolution, usually 300 dpi.

Recommended Laser Printers

Moving on to a slick, modern printer is going to cause some incompatibilities with your current software. Depend on it. The problems will be minimized if you spend $2000 to buy a PostScript laser printer. These are fast, quiet, clear, and

will let you keep printing with your old

programs, by using Apple's ImageWriter Emulator software.

If you would like a laser printer for half the cost, I recommend the HP LaserJet or one of its many imitators. This printer is supported by all GS/OS programs if the appropriate printer driver is installed from either "Independence" or "Harmonie." It is also supported on eight-bit Apples by Publish It! 4.

LaserJets are not supported by Print Shop (in any of its variations). If you buy a LaserJet you will have to create your letterheads, posters, and cards in Publish It! 4 or GraphicWriter III. This is not as easy, but think of it as a challenge to your creativity!

Fortunately, you can save your pennies ($400 to $500 worth) to make your LaserJet into a PostScript printer. Some LaserJet compatibles, such as the Okidata OL400, cannot be upgraded to PostScript. Make sure that your printer can be upgraded.

Recommended Inkjet Printers

For between $500 and $600 you can buy an HP DeskJet 500. [In the local Twin Cities area, this printer can be purchased for between $350 and $400. ed.] The DeskJet's printouts are almost as good as a LaserJet's. The most serious drawback is that DeskJets (like other inkjet printers) cannot be upgraded to PostScript. You can use a DeskJet with GS/OS applications if you buy either Harmonie or Independence. You can also use it with Publish It! 4.

The StyleWriter printer is a bit less expensive than the DeskJet and its driver comes free with System 6, but you'll only be able to use it with GS/OS programs. A phone call to TimeWorks' Technical Department verified that there are no plans to have Publish It! 4 support the StyleWriter. Given this, I personally recommend the DeskJet over the StyleWriter.

Recommended Color Printers

At this moment, the only color printer supported by a GS/OS driver is Apple's ancient ImageWriter II. However, Vitesse, the publisher of Harmonie, is working on a driver for HP's excellent color inkjet printer, the DeskWriter C. (For a review, see inCider, March 1992). Quality Computers informs me that the color driver should be available in early 1993. The DeskWriter C sells locally for about $1000.

[Will hope this driver also works with the newer HP DeskJet 550C color printer. It has "true black" instead of combining three colors to make black as the HP DeskJet 500C does. The HP DeskJet 550C is available in the Twin Cities area for approximately $750 to $800. ed.]

Recommendations for Impoverished Users

Even if you can't afford to buy a printer that matches your refined tastes in typography, you can still produce beautiful printouts. Publish It! 4 allows you to save files in EPS ("Encapsulated PostScript") format so that they can be uploaded to a printer service bureau.

GS owners have the same capability in all of their software, thanks to a wonderful hidden feature ("Easter Egg") in the LaserWriter printer driver. Just select the LaserWriter printer from the "DC Printer" Control Panel. Give the command that brings up the "Print" dialogue box. Hold down the Apple and "f" keys as you click "OK." An EPS file called "PostScript.GSxx" will be created in the Drivers folder. (The "xx" in the filename means numbers).

One additional note: if you want to print graphics from AppleWorks GS v. 1.1 to a PostScript printer, or to "print" them to disk as EPS files, import them into the Page Layout module and print them from there. The Graphics module will print "draw objects" like circles and squares as bit maps, but Page Layout prints them as draw objects. If you don't understand what they means, don't worry. Just remember that the Page Layout module produces better results when you work with PostScript printers or EPS files.

Once the EPS file has been created, you must find a way to transfer it to the computer that will print it. A modem is one way. An even easier way, thanks to the HFS (Macintosh) file system translator that comes with System 6 for the GS, is to copy the EPS file onto a Macintosh-formatted disk.

In theory, any big-name desktop publishing software for MS-DOS or the Mac should be able to open and print a PostScript file generated on your Apple II. My experience with Aldus PageMaker (running under Windows) suggests that you may have to alter Apple II PostScript files to make them acceptable. Experiment, but be prepared to get quicker and easier results from service bureaus than from your friends with a Mac or an MS-DOS machine.

Conclusions

The Apple II is capable of making beautiful printouts with modern inkjet and laser printers. The secret is to develop a printer strategy before you choose a printer. Think carefully about your desires, your funds, and your current software.
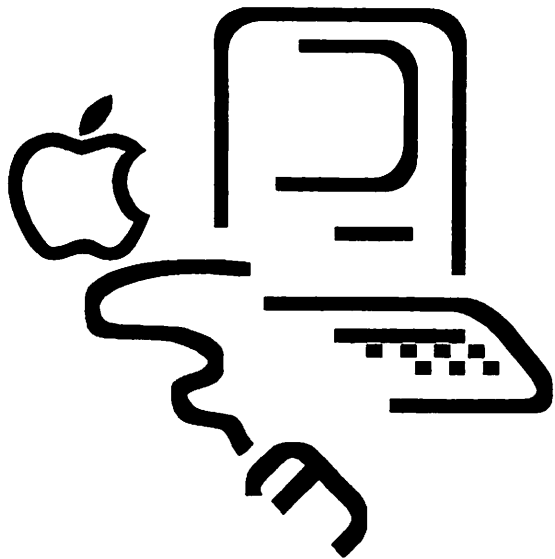
If you buy a LaserWriter or other PostScript printer, you will be able to produce beautiful documents with any software that supports PostScript. In addition, you will still be able to use your old software by pretending that the new printer is an old-fashioned ImageWriter. Clearly, this is the easiest route to follow.

If you buy a non-PostScript laser or an inkjet printer, you will probably have to do a little work to see the results. If you use AppleWorks, then make or borrow a customized driver for your printer. This will suffice for printing plain text with no fancy fonts or graphics. To print those desirable luxuries from an eight bit Apple II, do all your printing with Publish It! 4.

If you have a GS, buy printer drivers to work with a DeskJet or LaserJet. Or just print PostScript files to disk with the LaserWriter driver and develop a relationship with a local service bureau. One way or another, your Apple II will help you look good.

(This article first appeared in the January 1993 issue of Apples BC News. It may be reprinted provided that it and this notice remain intact. It is requested that a copy of any publication containing the article be mailed to Apples BC Computer Society, Box 80569, Burnaby BC Canada, V5H 3X9, care of the author.)

Our apologies for losing the name of the submitter ●

Mac

A Tale of Two Cities

by Roz Ault — roza@aol.com

The world's largest Macintosh user group, Berkeley-based BMUG, recently set up a second bulletin board system across the country in Boston. Boston, of course, is home to the other big Mac user group, the Macintosh arm of the Boston Computer Society (BCS). BMUG's Boston BBS arose because of internal political problems within BCS that caused the resignation of the volunteer sysops on the BCS Mac BBS. We thought a brief look at this story might shed light on problems that can affect volunteer user groups and suggest ways of avoiding similar problems.

The Boston sysop team left BCS because of frustrations over BCS internal politics and lack of BCS support for online services. The BCS team had cooperated with BMUG on joint promotions that directly benefited the BCS Mac BBS to the tune of several thousand dollars. Nevertheless, the Mac group as a whole was running a serious deficit. The recently-appointed BCS president, Robert Grenoble, wasn't pleased and labeled the sysops' activities an "embarrassment" to the BCS. It's unclear whether he felt the relaxed style of BMUG was unbefitting the BCS image, or whether his objection was to some violation of administrative protocol within the BCS hierarchy.

At any rate, the sysops' resignations set off a chain of events that raised a furor in the Boston online community. The BCS employee sent to take over management of the DOS-based Mac bulletin board soon began deleting messages critical of the BCS, including private email messages. He reduced the access of many remaining Mac activists, then when some of those volunteers resigned in protest, he deleted their resignation messages, which set off yet another round of resignations.

BCS President Grenoble, when questioned by a local newspa-

2 New Viruses

New INIT 17 Virus Busted

by Mark H. Anbinder,
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Technical Support Coordinator, BAKA Computers

[April 12, 1993] In a joint bulletin released today by Gene Spafford of Purdue University, the various Macintosh antiviral developers announced the discovery of a new virus earlier along with new utility versions to combat it.

The new virus, dubbed INIT 17, infects the System file and most applications as they run, and is likely to spread quickly once a machine is exposed to the virus. The virus infects programs by modifying existing code, which can in some cases cause irreparable damage to the applications or the System file. On some low-end Macs (such as the Plus, SE, and Classic) the virus can cause the computer to crash while executing infected applications.

The only overt action by the virus is to

System 7 FAQ's

(Frequently Asked Questions)

System 7 has been out for several years now, and although some people have yet to switch to it (mostly for incorrect reasons or because it's too much trouble), System 7 is probably the most common System version in use. Apple released System 7.1 last fall, but the modules that make 7.1 a compelling upgrade have only begun to appear. In the meantime, here are some frequently asked questions (and answers) about Apple and System 7 that we did not cover way back in *TidBITS#104/System 7*. If you use System 7 and have questions beyond these, please check that issue because it answers a ton of common questions.

Errors and Solutions

Q My System is taking up way too much RAM. What is wrong?

A You need to turn on 32-bit addressing. Under 24-bit addressing (this is what you are in when 32-bit addressing is off) all RAM above 8 MB is mapped to the System but not used (nice interface!). Warning: first make sure hard disk drivers, NuBus cards, Control Panels, extensions and all applications are 32-bit compatible!

Q What should I do if I come across really weird system errors like "Bad F-Line," "Bus Error," or "Error of type 25?"

A If 32-bit addressing and/or Virtual Memory are on, try turning them off, restarting, and testing your system. If the problems go away, you may have an extension or application that is incompatible with 32-bit addressing or Virtual Memory. If strange problems persist, try disconnecting your SCSI chain. If strange problems persist, try a clean install (boot with Disk Tools, put your System and Finder in the Trash, empty the Trash, and then boot again with your first Install Disk [usually Install 1]. If you

run System 7.1, remove your Fonts folder from the System Folder as well when you are booted under Disk Tools.). If strange problems still persist, backup your files, reformat the hard disk, and restore your files. If strange problems still persist, as a last resort try other disks, try other SIMMs, re-seat your NuBus cards in different slots, or have diagnostics run on the hardware. Also, do call the appropriate technical support line (or send email to companies that do online tech support) before you go to a great deal of trouble re-installing things. Sometimes support can't help at all; sometimes support can save you a great deal of time.

Q When I add fonts to my System I get an error message saying the System file is damaged. Sometimes when I double click a suitcase of bitmaps I get the same message. What is wrong?

A The bitmaps in the system or in the suitcase have been compressed with Suitcase's Font Valet or are "damaged" according to System 7. If the System file is damaged and you have another source for the fonts installed in the System, boot from a floppy, trash the System file, empty the trash, reinstall with the installer to build a new System file, and then reinstall the fonts. If the fonts are bad, System 7 will not let you install them. If you have no backup of fonts INSIDE a damaged suitcase or damaged System file, put Font/DA Mover 4.1 on your hard disk, boot from a floppy with System 6.0.x, open the Font/DA Mover, then hold down the option key, click open, and you will be able to open the "damaged" System or suitcase and copy the fonts to another suitcase. Split up the suspect fonts into smaller suitcases, reboot under System 7 and try opening the suitcases. By trial and error you can determine which fonts the Mac is

choking on.

Q What should I do if Get Info windows and some other windows display the wrong font?

A Your system font is messed up. The setting for the system font is stored in PRAM (Parameter RAM). To fix the problem zap your PRAM by holding down command-option-p-r (be sure Caps Lock is off!) at boot time, and then let go at the second startup chime.

Q My desktop patterns are black and white or messed up. What do I do?

A Use ResEdit and copy an unmodified ppat resource from the System 7 disks to your System file OR boot from a floppy, trash the System file, and reinstall.

Q With File Sharing on, why can't I eject removable media even when it is not shared?

A Actually, it is shared for the owner. As owner you can log in and have access to all volumes. To eject removable media, turn off File Sharing or mount it after File Sharing has already started. AppleShare 3.0 does support unmounting removable media. Also look for a free utility from Apple called UnMountlt, which I haven't seen on the Internet yet, but which was uploaded to CompuServe's MACDEV libraries.

Q File Sharing cannot be enabled. What could be wrong?

A There has to be some free space on each volume (to be safe, have 1 MB free), the hard disk driver may need to be updated, the Users & Groups Data File may be corrupt (trash it and

A Review of Clarisworks

by Ken Slingsby

I bought an LCII after many years of owning Apple IIs. The first II I purchased was produced just before disk drives started shipping – floppy disks, that is. (If you ever think that saving a file to a floppy is slow compared to a hard drive, you should try saving to cassette tape. That's a whole other story.) Then I upgraded to a II+ and later traded for a IIe. I used Visicalc and tried some of the look-alikes, but several years ago, started using AppleWorks and added to it several of the Time Out extensions. It was this positive experience with AppleWorks that led me to purchase an integrated package for the Mac.

After briefly looking at the available integrated software I settled on ClarisWorks. As you may be aware, CW has many of the desirable features built in: spreadsheet, word processor, database, communications, and graphics. The spell checker and thesaurus are available to all but the communications module. It is easy to cut and paste between any of the modules. The integration is so smooth that sometimes it is difficult to tell which module you are really using at the time.
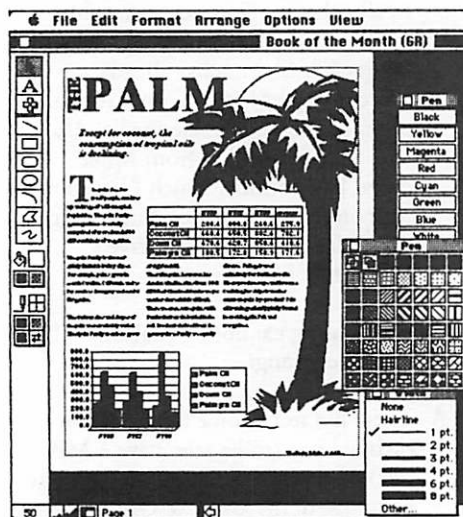
The draw module

Since my boss gave me a 486 clone to use at work and wouldn't let me have a Mac, I needed a means to take work home. At work I extensively use WordPerfect 5.1, some WP 5.1-Windows, as well as Excel for Windows. ClarisWorks and Apple File Exchange (AFE) team up to allow me to exchange disks with the Mac... to an extent. Actually, the process of exchanging a file from the PC to the Mac or vice versa is a two step process using the software I have. First, you spin up AFE and insert the DOS floppy in the superdrive. This step converts the data storage format from MS-DOS to Mac-ese. The next step in the conversion process happens within the application on the Mac, in this case CW. {I might add that I would hope there are smoother, easier paths to use, but I have not yet discovered them. I have had the LCII for about six months at the time of this writing (Early January 93), but it seems that there is so little time to use it...} To transfer files to the clone is just the reverse. Save As to a WordPerfect or SYLK file then use AFE to convert the file format to MS-DOS.

AFE will display the directory of the floppy and one other drive (supposedly the Mac's hard drive directory, but if you had two floppy drives...). Based on the file type AFE will attempt to convert the file to either a word processor or text format on the target drive. The tendency is toward the word processor format, however. To get the text translation, one must explicitly tell AFE to use text conversion. CW translates from several other word processor formats to its own format. Some of the translations take a fair amount of time. For a 20 page document, there is time to get your favorite beverage.

As an aside, when I was attempting to move data from my IIe to the Mac, it is not necessary to use AFE as ClarisWorks has built in translators to

do all the conversion. You can still use AFE if you want, it just moves the file from one volume or directory to another.

My first attempts at file exchanges between the clone and the LCII were not all that successful. I then called ClarisWorks and found out that a revision to the file translators had just been released. If you have troubles make sure you have CW V1.0r3 or later. The upgrade was free, by the way.

I have not had an opportunity to use all the translations, but according to the manual, you can import the following into CW:

- MacWrite, MacWrite II, MacWrite Stationery
- Microsoft Word, Write, and Word PC.
- AppleWorks (WP, SS, and DB)
- AppleWorks GS(WP only)
- Acta
- Microsoft Works (WP, SS, and DB)
- WriteNow, WriteNow Next
- Word Perfect, Word Perfect PC (but see below)
- ASCII text (tab delimited)
- PICT and Encapsulated PostScript (EPS), TIFF
- DIF and SYLK. (This allows MS Excel file transfers)

Also according to the manual, you can export the following formats from CW:

- MacWrite 5.0, MacWrite II (text)
- AppleWorks 2.0, AppleWorks GS (text)
- WriteNow 2.0-2.2, WriteNow Next
- WordPerfect 1.0.2, WordPerfect PC (text)
- Text (text-only ASCII)

My experiences haven't been all that rewarding. I have found that the WordPerfect translator converts all the text but misses most of the formatting

commands. The basic paragraphs and headings are there but attributes like indents, changes of margins, bolding, font changes, etc. are missed. This seems to be the case either from the Mac to WordPerfect or from WordPerfect to the Mac and CW.

Using SYLK, Excel documents convert quite well, only a few formulas (formulae?) do not convert. Those are the ones that are not supported by the particular package.

Graphics are another problem. TIFF is not a standard in the PC world. There are many PC programs that save in TIFF but cannot read one another's TIFF files. I have not been able to read a TIFF file translated from the PC with the Mac or vice versa. I have successfully saved GIF files on the Mac, used the Mac to convert them to MS-DOS format and loaded them on the MS-DOS computer. The other way isn't always successful, probably because of AFE's tendency to save into word processing formats. I have several GIF files on the Mac that I converted from the PC but are unrecognizable with GIF Watcher. Looking at the files with only the native tools, I can see no differences between them and 'good' GIF files.

I was disappointed with the translation to AppleWorks. How long has AW 3.0 been around and CW supports transfers only to 2.0 ???!!

The translators in ClarisWorks are serviceable for word processing, but they are far from 100%. When I called the support number, the fellow on the other end was most helpful in explaining the problems although I'm sure he would have liked to recommend other software to do the conversions. No matter how you might wish for better translators, the AFE and CW combination is a lot more than is available in the Messy-DOS world.

There is no capability in the word processor to create an index or table of contents automatically. The word processor module can handle multiple paragraph styles – one at a time by

copying essentially a tab ruler to a secondary clipboard, if you will. This ruler can be then applied to highlighted paragraph(s) throughout the document.

The database is super easy to set up and use. The fields are positioned like graphic objects – much easier than counting spaces or trying to guess at coordinates. It reminds me of the labels format set up in AW. Although it is a flat file, it is useful for most applications at home, and in my opinion, most uses at work as well.
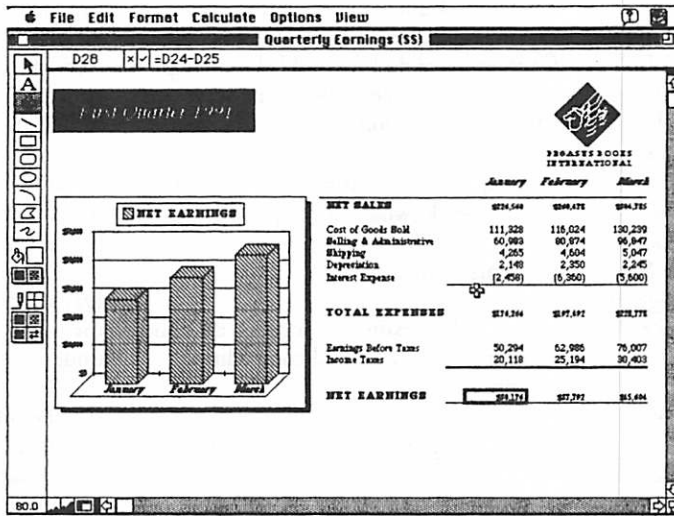
The spreadsheet is very much like a trimmed down version of Excel. Column widths and row heights are adjustable by moving the marker to the desired size. It takes a short time to remember to begin formulas with an equal (=) sign rather than the plus (+) sign as in AppleWorks. Similarly, the at (@) sign is not used for functions. Most of the often-used functions are available. Text flows much easier in the CW spreadsheet than in AppleWorks. If you want to make indented subheadings, just overlap the columns and start typing. One shortcoming of CW verses Excel I found was that the user cannot select multiple columns (or rows) that are not adjacent for the same operation such as format of the cells. The graphing capability is easy to use, although I have not found a way to annotate the x-axis.

The graphics module is a functional drawing program. I would like to see a lasso tool, but the included features are otherwise adequate to create line art. Again, color may be added via tear off pallets. Once a graphic is created, it may

be copied into any of the other modules (except the communications module) and resized to fit the document. The earlier comments about importing graphics from other computer systems apply here.

The communications module also has all the features of the Apple // terminal emulator Talk Is Cheap (TIC) and then some. You select the modem brand, number(s) to call, speed, and the like once. Then just click on Open Session and watch. I was a little disturbed at first with all the gyrations the program goes through to set up the modem. All the modem commands are sent twice even though I specified half duplex. The module will emulate a VT-100 (monochrome text terminal) and one or two generic equivalents. The keyboard equivalents are displayed on demand for the function keys. Data may be captured into a text file if desired. File transfers can be set up before logging on and thus saving some on-line time. Of course, file transfers do not end up in the capture buffer.

The integration is a big plus for CW. For instance, a mini-spreadsheet can be inserted in a word processor document by just clicking on the tool bar and any spot in the document. All SS functions are available then. Graphics may be originated in the WP document as well. The WP and DB can work together in mail merge. Some of the above are also available in the 'high end' word processors, but CW is available for less than $200. For a while, they were offering CW for $100 if you upgraded from other Claris products. That offer may have expired as I haven't seen it advertised in the latest mags.

Color adds a lot to the capabilities and makes the finished documents more enjoyable if not easier to read. All in all, ClarisWorks is a very useful package. I have compared it to dedicated single function packages that each cost much more than the single integrated package. I feel that it is a very good investment, especially for the home office.

Screenshots courtesy of Greg Carlson

Crash DTP Survival Course

by Bill Dickson – wrd@halcyon.com

Before, I couldn't even kern "Desktop Publisher." Now I are one.

So there I was, in a mild state of panic, babbling semi-coherently at Adam over the phone. The manager of the Kinko's at which I work had decided to make the desktop publishing position official, which meant I could apply for it and try to escape boredom, bad hours, and poverty in a single stroke. Sadly, the extent of my desktop publishing ability was a general competency with the Mac combined with a working knowledge of Microsoft Word 4.0. Not exactly the foundation of an empire.

"So what's the problem?" Adam asked me. I explained that I had to learn PageMaker, FreeHand, and The Rules in approximately four days. "Don't worry about it," he said. "Come over tomorrow night and I'll help you out."

What sort of help could he give me, I wondered? A crash course without pause for sleep? Self-hypnosis tapes? Incriminating photographs of the interviewers? I arrived, curious, and he handed me... a book.

"This'll tell you everything you have to know," he told me. I looked skeptical. It was quite small, and a fairly sickly shade of green to boot. "Not everything you'll ever want to know to be a desktop publisher," he explained, noticing my expression. "Everything you absolutely must know if you plan to be one. No more, no less."

Damned if he wasn't right.

David Blatner, author of the "Desktop Publisher's Survival Kit," (Peachpit Press, ISBN# 0-938151-76-2, $22.95) has successfully compacted a wealth of vital information into a short, quick-reading volume. Despite the density of information, it is easy, often entertaining, to read, and David explains the concepts clearly and simply. The book is well-organized, covering a single major topic in each chapter and breaking down concepts within each topic into easily digestible chunks. One could say that David is the intestinal enzyme of choice for the novice desktop publisher, except that he might take it the wrong way. Major topics include:

- Graphic files – different types, how they work, what they're good for

- Fonts – similar issues

- Word Processing – concepts, do's and don'ts, how-to's, and copy editing concepts

- Typography – how to make it look good, and why you should make it look good

- Styles and Codes – how to make your life a whole lot easier

- Scans and Halftones – how they work, how to work with them

- Color – different kinds, how it displays, how it prints

- Printing – different output devices, setting up, dealing with service bureaus, and much, much more

- When Things Go Wrong – what can go wrong, why it might, how to try to fix it, and The Strangest Bug He's Ever Seen (which you must see to believe)

- Software – the book also comes with a disk full of handy utilities, and David explains what they are and why they're useful to you.

Note that the book does not give you instruction in any particular software package. It's not meant as a software tutorial or a manual. It explains the concepts that apply to the entire field, regardless of what software you use.

As far as I'm concerned, the Typography and Styles & Codes chapters are sufficient reason for you to buy David a lot of beer if you run across him. They were all I needed for my immediate concerns. I found a wealth of useful information in the other chapters of the book as well, with the exceptions of the Scans & Halftones and Color chapters, which I didn't read past their first pages. To me, at least, those subjects are far more complex than the others, and even David was unable to simplify them to the point where a total novice could understand them.

On the other hand, after three months on the job, I'm ready to go back and read those chapters. Not only will I now understand what they're talking about, but it's getting to the point where I need to understand that information. Yes, that's right; I got the job, and I can honestly say that I don't think it would have happened if not for the "Desktop Publisher's Survival Kit." Before, I was a measly weekend shift supervisor with no night life, no money, an old Apple IIgs, vast debt, and a cupboard full of Mission Macaroni and Cheese dinners. Now, I'm a desktop publisher with a Duo 210, lots of friends, a good social life, and enough money to brew a little beer on the side. I think I may be losing weight and gaining a deeper understanding of the cosmic truths as well.

Will the "Desktop Publisher's Survival Kit" do all this for you, too? There's only one way to find out.

Peachpit Press – 800/283-9444 – 510/ 548-4393   510/548-5991 (fax)

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submitted by Peter Fleck

Using Rules Above and Below

by Terry Wilson

Why make life tough by ignoring one of the better features of page layout software? I'm referring to Rules Above and Below.

Even a small four-line chart becomes a nuisance if you use the line tool to draw lines. If you have to adjust your leading, or change the width, you have to move your lines, one at a time, drag out some sticky guides, adjust, eyeball, then select everything as a group if you want to move it. Who needs that nonsense?

Setting Rules Above or Below takes no longer than drawing lines. But when it comes to making changes, there's no contest. Not only that, but a page full of drawn lines is a more complicated document and taxes the software, slowing down screen redraws. Use the Rules feature, and you simplify your construction and speed things up. And of course, if a chart is within a column of text, the whole thing rides along when copy reflows.

Let's walk through the Quark procedure, and iron out a few misunderstandings.

Rules...

Under the Style menu, choose Rules... or type Command-shift-N. Click the box indicating whether you want the rules above or below the paragraph. When you click the box, the dialog expands.

Above or Below?

I choose Rules Below for charts, because often the header doesn't need a rule above it, but the last line always needs a line after it. If you chose Rule Above, you would have to make a special case out of the last line and add a Rule Below. This would make this line not identical to the other lines in the body. This is not pure. (You wouldn't want to have to throw in a blank line just to get a rule at the end of your chart, either. That's really unpure.)

Rather, use Rules Below and if necessary make the header a special case if it needs a Rule Above, since it's a unique line already.

Length

The first choice you have to make is Length. Choosing Indents makes the Rule as wide as the Left and Right paragraph indents. If your indents are set to zero and your text box has a zero text inset (bottom left field in the Modify box), then the rules will be as wide as the text box. Adjusting the width is as easy as resizing the text box. The other choice here is Text, used often for subheads. The rule will be as long as the actual type in the adjacent (first or last) line of text.

The next choice is 'From Left:' and 'From Right:'. These controls are to the rule's Length as paragraph indents are to their text box. If you type 1p into these fields, the rule will start a pica late, and stop a pica early. This applies to either Indents or Text lengths, as covered above. Usually
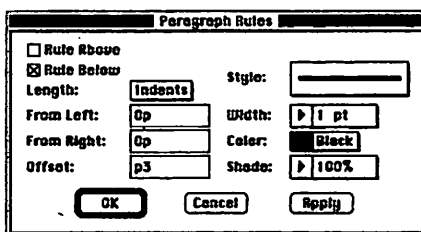
these fields stay at 0, but there's an important discussion on this later.

Offset can be confusing

Offset is the next field, and is probably the biggest reason people throw up their hands and say "Forget it!" In Quark, the default value is 0%. If you type a number, Quark assumes %, and you get an offset value that's vague, and only works when there's a paragraph on the other side of your rule. (If your paragraphs break between columns, you don't get your rule then, either.) A 30% value would place

the rule so that 30% of the space between paragraphs, from descender to ascender, is on the object paragraph's side of the rule. Good luck, if you choose this method.

But you don't have to work that way. Simply specify a unit to define an absolute offset. Most people are used to typing just the number, since in other dialogs Quark assumes the unit. It never occurs to many people to type the unit here, and they never even know you can work in absolute offset values (unless they read the manual).

Once you enter a unit, Quark learns it, and you can just enter plain numbers afterward (for that particular paragraph) for fine tuning.

An absolute offset measures from the baseline (in both above and below) to the rule. If you're using particularly thick rules, you should know that it measures to the nearest (top or bottom) edge of the rule, not the center. Use the Apply button to see how you're doing.

The rest is cake

Once you've gotten this far, you can coast the rest of the way. Style, width, color and shade are all self evident. You can type in any width up to 7 inches in Quark (although I can't imagine why you'd go so wide).

Tips and things to know

Reversed heads. By using Rule Above and setting a negative offset value, you can get the rule to lay behind the type. This only works on a one line paragraph, of course, and there's a limit to how negative you can go (half of the rule width value). For more than one line of type, be unpure and use hard returns between lines. You'll have to play with different rule widths and offsets, and maybe leading, to get it right, but just use the Apply button with trial and error technique. (This doesn't work with Rules Below, because you can't raise

the rule high enough.)

Charts in boxes. If you make a chart in a box with a frame, you need to approach things a little differently.

Normally when you put a frame on a text box, you also specify a text inset in the Modify dialog so there's breathing space between the text and the box border. When you do this, Rules will not encroach on that text inset, so there's no way for them to reach the sides of the box.

But there is a way. Set the text inset to 0. Set you paragraph margins (Left and Right Indents) to whatever your inset would have been, say 6 points (expressed as p6). Now in the Rules dialog, set the Width to Indents, and the From Left and From Right to –6 points.

Make sure the top line doesn't jam into the box by either starting out with a tiny 2 point return, or be a real purist and go into the Modify box again and set the First Baseline to a value that works. Try the same size as the type size of the first line; this will give you a little space. (This feature is most definitely Quark's vaguest.)

Remember shift-return. Sometimes a line in a chart has to take up two lines because the text in the first column is too long. Use shift-return to make a line break, retaining the paragraph's integrity. If you hit return instead, besides not being pure, you have to deal with an unwanted rule.

Further paragraph adjustments. The Rules dialog is separate from the Paragraph Format dialog in Quark. It's a little inconvenient, but if you need more space

between paragraphs to accommodate your rules, you have to jump into the Paragraph Format dialog.

If you turn off a previously set Rule Above or Below, Quark remembers the settings in case you want to get it back.

The next time you're tempted to draw lines all over the place, take a few seconds to figure out Rules – it's not as hard as you think.

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Sys.7 FAQ's,
from page 17

restart), the PDS files may be bad (trash them, they are in the File Sharing folder inside Preferences), the invisible AppleShare PDS file may be corrupted (make it visible with DiskTop or ResEdit and then trash it), or there may be a bad block, which means you'll have to backup your files, reformat the hard disk, and restore your files.

General Questions

Q Why don't I get 8-bit icons for floppies and CD-ROMs?

A Because of the way the drivers are written. Then why is there an 8-bit icon for floppies? For dialogs like the one used in the Installer. Look for a freeware extension from Andrew Welch called Discolour – it will give you nice icons for floppies.

Q How do I avoid rebuilding the desktop files when switching between System 6 and System 7?

A Get the Desktop Manager extension and load it in your System 6.0.x System Folder. It's part of AppleShare 2.0.1, part of the Oscar package at ftp.apple.com, and part of the Eudora mail package. If you don't have FTP access, get someone that has FTP access to get it for you or get AppleShare 2 (which is no longer sold).

Q What's the email address for Apple?

A There is no general email address. For bug reporting you can send email to <apple.bugs@applelink.apple.com>. For

complaints and information, but NOT technical support call the Apple Assistance Center at 800/776-2333.

Q What are files in the image format?

A They are files in the DiskCopy format. Get DiskCopy or MountImage to work with them.

Q How do I do a network install?

A Make a "Network Install" folder on your hard disk. Then insert each disk necessary for the install, and drag the floppy icon on top of the "Network Install" folder. This will create folders inside the "Network Install" folder. Move the Installer and install script out of the "Install 1" folder to the top level of the "Network Install" folder. Then share the "Network Install" folder and launch the installer over the network.

Q What printer driver do I use with my LaserWriter IISC under System 7?

A The 7.0 Personal LaserWriter SC driver on the Printing Tools disk.

Q Why does Virtual Memory create a file the same size as total memory? Why not a file the size of the difference between physical RAM and total RAM?

A Because it's a gazillion times faster. [Connectix does not agree and Virtual 3.0 has a Disk Saver mode that uses only the space you request.]

Q Is there a System 7 compatible spooler for the ImageWriter?

A Yes, SuperLaserSpool 3.0 from 5th Generation Systems. 800/873-4384. This works with all four flavors of the ImageWriter (serial or AppleTalk with the regular ImageWriter or the ImageWriter LQ).

Q Where can I get ResEdit?

A ftp.apple.com, some user groups or APDA (800/282-2732 from the US, 800/637-0029 from Canada, or 408/562-3910 for international). APDA = Apple Programmers & Developers Association.

Q I've heard there is unused space on my Apple HD? How can I use it? Why is there unused space?

A With Apple HD SC Setup you can see some information about the hard disk. Click Partitions, click Custom, and then click Details. There is usually unused space on Apple hard drives; you will see gray space in the bottom of your partition map with the size to the left. If you reformat your hard drive you can use this unused space. Backup your entire disk then boot from a floppy containing Apple HD SC Setup, click Partition, select your main Macintosh volume and delete it, click Custom, click and drag from just below the top partition all the way to the bottom, select Macintosh volume in the resulting dialog and then you will not be wasting any space on your hard drive. There is unused space because Apple gets hard disks from various vendors (various sizes) and wants them to look the same after the default formatting. So all 40 MB hard disks are formatted at a certain size; if the drive happens to really be 42 MB, there is 2 MB of unused space.

Q Sometimes I see a folder named Move&Rename at the top level of my hard disk. What is that?

A It is a folder created and used by System 7 File Sharing. If you turn off File Sharing the Macintosh will delete it. Just ignore it and do not save anything into it as the folder is invisible!

Q When I press my shift key five times in a row my machine whistles at me and a funny little bracket shows up in the menu bar. Do I have a virus?

A It's a feature of Easy Access, a Control Panel that allows people allergic to mice to use the keyboard instead.

Q I have System 7, should I upgrade to 7.0.1?

A For 98% of people – don't bother. The changes are minor and the new SANE routines which speed up a very few math-intensive applications only help people with IIci's or better and only help applications that use the SANE routines rather than using the FPU directly. If you really want it, it's available through ftp.apple.com, dealers, user groups and online services. More importantly, get the System 7 Tune Up 1.1.1.

Q Should I upgrade to 7.1?

A Yes, if you like the idea of a separate folder for fonts, instead of storing them in the System file. Yes, if you don't want to worry about what version of Tune Up you have installed since 7.1 includes the various Tune-Ups built in. Yes, if you are excited about future add-ons (like OCE and AppleScript) and want to be ready now. No, if you have a 32-bit dirty Mac (like a II, IIcx, IIx, or SE/30), use more than 8 MB of RAM and don't want to worry about what software to use in order to access all of your RAM (see *TidBITS #167* for more info). No, if you don't want to pay for the upgrade. No, if your Mac works great now and you don't need any of the Yes reasons just yet.

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submitted by Peter Fleck

display an alert message saying "From the depths of Cyberspace" the first time you restart an infected machine after 6:06:06 PM, 31-Oct-93.

Users of Chris Johnson's freeware Gatekeeper package will be pleased to note that the current version, 1.2.7, catches INIT 17 already, so they need not update. John Norstad has released version 3.1 of his free Disinfectant utility. Jeff Shulman says registered owners of his shareware Virus Detective package will receive search strings in the mail (a good reason to register your copy!). All commercial antiviral publishers are sending updates to their subscribers and mailing notifications to registered users; contact the publisher of your utility for further information.

Information from: Gene Spafford – spaf@cs.purdue.edu

Malicious Virus On The Loose

by Mark H. Anbinder,
Contributing Editor – mha@baka.ithaca.ny.us
Technical Support Coordinator, BAKA Computers

Gene Spafford of Purdue University yesterday released a joint announcement for the various antiviral utility publishers, describing a newly-discovered virus (dubbed INIT-M) and a suite of new versions of the popular antiviral utilities.

INIT-M is a MALICIOUS virus and can result in irreparable damage to your files, folders, and file systems. It is different from the INIT 17 virus announced on 12-Apr-93.

INIT-M rapidly spreads to applications, system extensions, documents and preference files under System 7; it does not spread or activate on System 6 systems. The virus spreads as the application files run, and is likely to spread extensively on an infected machine. The infection is accomplished by altering existing program code. Besides this incidental damage (that may, because of bugs in the virus code, cause more severe damage), the virus also does extensive damage to systems running on any Friday the 13th – NOT just booted on that day. Files and folders will be renamed to random strings, creation and modification dates will be changed, and file creator and type information will be scrambled. In rare circumstances, a file or files may be deleted. This behavior is similar to the previously announced (Mar-92) INIT-1984 virus. Recovery from this damage will be difficult or impossible.

Note that the next three Friday the 13ths are in August 1993, May 1994, and January 1995.

The virus, when present on an infected system, may interfere with the proper display of some application window operations. It will also create a file named "FSV Prefs" in the Preferences folder.

John Norstad has released version 3.2 of his free Disinfectant utility to detect and remove this virus. It is available via anonymous FTP from ftp.acns.nwu.edu (stored as a BinHexed self-extracting archive) or rascal.ics.utexas.edu (stored as a binary self-extracting archive), and from other usual sources.

Recent versions of Chris Johnson's free Gatekeeper utility (the current version is 1.2.7) and Symantec's SAM Intercept (in advanced and custom mode) are already effective and should generate an alert if the virus tries to infect a file. Gatekeeper 1.2.7 is available from rascal.ics.utexas.edu and other FTP archives, as well as other usual sources.

The other major antiviral utilities have new versions ready. Contact your utility's vendor for update information.

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submitted by Peter Fleck

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per on this issue, was quoted as saying there was no censorship, just deletion of "disruptive" and deliberately inflammatory messages by people using the system for personal, and juvenile, grudges. However, since Grenoble himself doesn't use bulletin boards or email, he probably failed to understand what a passionate response the message deletions would evoke (or how quickly the whole issue would probably have blown over, had the so-called inflammatory messages simply been ignored).

As computers become more a business tool and less a homebrew hobby, many user groups are having a hard time defining roles and rules. Can one group meet the increasingly diverse demands of the corporate user, the home user, the novice user, the power user? How do you attract and keep volunteers, while keeping them under some semblance of organization? How do online services fit into the over-all user group mission? What is this mission anyway? User groups need to come up with good answers to convince people they're worth the price of a membership.

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submitted by Peter Fleck

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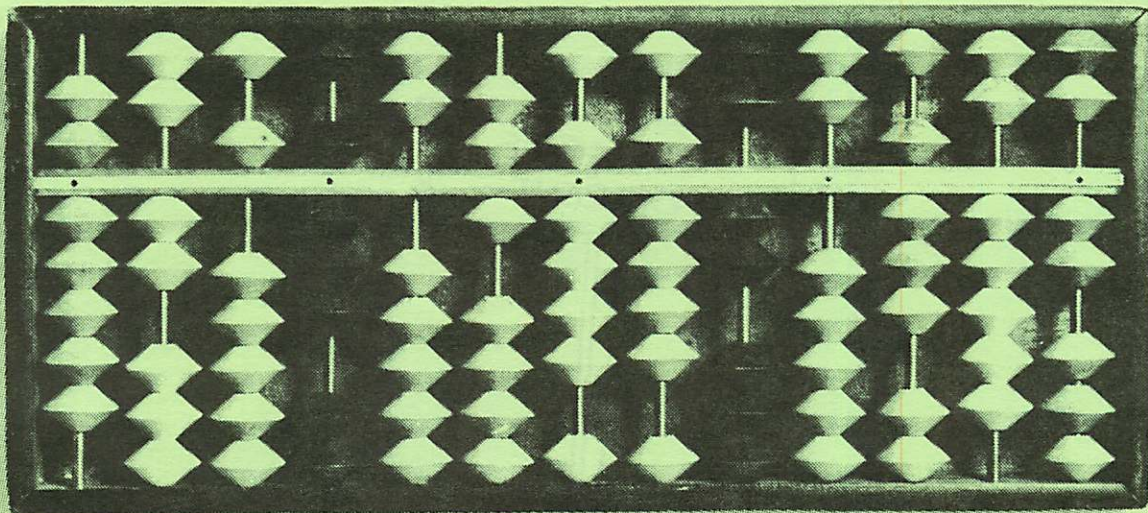
Like the abacus, 1-2-3° for Macintosh° was inspired by simplicity, and the new Release 1.1 is even simpler to use. Now you can drag-and-drop data between worksheets. And with new SmartSum, you can simultaneously sum multiple ranges. Plus only 1-2-3 for Macintosh is fully compatible with other versions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

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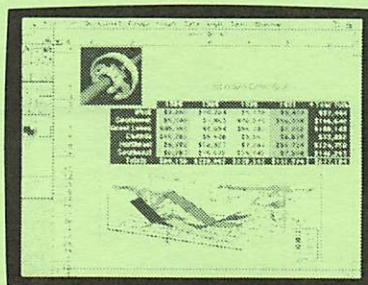

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