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mini'app'les newsletter

the minnesota apple computer users' group, inc.

May, 1995

Volume 18, Issue 5

MAY 1995

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4	5	6:30 	6	7	8	9
						10 SWAP MEET 10:00 AM



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Mini'app'les members welcome.
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Greg Carlson, 544-8252



Apple II/GS Main

Augsberg Park Library,
7100 Nicollet Ave., Richfield
Tom Gates, 789-1713



ClarisWorks SIG

Southdale Library
7001 York Ave. So., Edina
Denis Diekhoff, 920-2437



Macintosh Main

Location Pending
Mike Carlson, 377-6553

Swap Meet

Apache Plaza
3800 Silver Lake Road, New Brighton
For tables, call voice mail number at
229-6952



Filemaker Pro SIG

Southdale Library
7001 York Ave. So., Edina
Steve Wilmes, 458-1513



Fourth Dimension SIG

Metro II
1300 Mendota Heights Rd.
Mendota Heights
Bob Demeules, 559-1124



Apple II Novice SIG

Ramsey County Library
2180 Hamline Ave. N.,
Roseville "Open Forum"
Tom Gates, 789-1713



AppleWorks SIG

Murray Junior High,
2200 Buford, St. Paul, "New Features"
Les Anderson, 735-3953



HyperCard SIG

American National Bank
101 E. 5th. St., 19th Floor, St. Paul
"General Scripting Discussion"
Peter Fleck, 370-0017



Macintosh Novice SIG

Merriam Park Library
1831 Marshall Ave., St. Paul
"Open Forum"
Tom Lufkin, 698-6523



Macintosh Consultants SIG

Byerly's
3777 Park Center Blvd, St. Louis Park
Mike Carlson, 377-6553



Mac Programmers SIG

Murray Junior High,
2200 Buford, St. Paul
Gervaise Kimm, 379-1836



Photoshop SIG

First Meeting!!!
1410 Energy Park Drive
Suite 17, St. Paul
Eric Jacobson, 645-6264



mini'app'les

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Deadline for material for the next newsletter is the 9th 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.

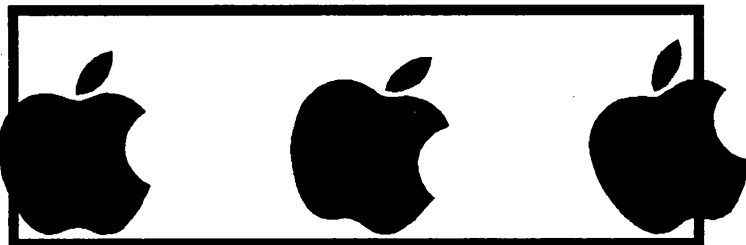
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New Apple II Novice Meeting Location!

by Tom Gates

The Apple II Novice meeting will be moving to new quarters beginning with the May meeting. Murrury Jr High School will be closed during the summer months, so we're moving to the Roseville Library - May through September.

The ROSEVILLE LIBRARY is at Hamline and County Rd B. This is just South of Hwy 36 and maybe 1/2 mile east of Snelling. We'll be meeting in their Main Meeting room just inside the main doors and to the left. If nothing else, you've got to stop by the meeting just to see this first rate meeting room. AWESOME! This facility is also totally handicap accessible.

Pie SIG's following the Novice Meeting will be held at the Baker's Square, (west of Rosedale).

New PhotoShop SIG

by Eric Jacobson

PhotoShop SIG Is Starting! Tuesday, May 23

We are holding our first SIG meeting on Adobe PhotoShop, the leading image manipulation program. If you are interested give me a call, Eric Jacobson at 645.6264. The meeting will be at 7:00 PM, 1410 Energy Park Drive - Suite 17, St. Paul. If you have any PhotoShop projects you are working on bring them along. See you there!

May HC SIG Announcement

by Peter Fleck

Monday, May 8, 1995, 7:00-9:00. TOPIC: General Scripting Discussion

Bring problem stacks or scripts or bring your current project and show off your scripting skills. We have a NEW LOCATION in downtown St. Paul (but the same as last month). The Science Museum of Minnesota moved its computer education labs and the HyperCard SIG moved with the labs. The new address is: American National Bank Building, 101 E. 5th St., 19th Floor, St. Paul, MN

DIRECTIONS & DETAILS

The building is at the corner of 5th and Minnesota in downtown St. Paul. There is a ramp under the building with an entrance on Minnesota. (Minnesota is one-way going north. Fifth Street is one-way going east.) Parking will cost you \$3 to \$4. If you use the ramp, park on the 4th level and enter through the south door to the elevators. (This is important! Doors on other levels will be locked!)

You can also try onstreet parking as meters are free. To enter the building, go to the 6th Street side, near the Buttery Restaurant, and use the entrance under the skyway. Find the elevator and go to floor 19.

For directions on how to get to this building from various points in the Twin Cities, call 221-4722. You'll get a recording listing various options. You want option 2. (You can also request a Science Museum Computer Ed catalog, if you're interested.)

For more info, contact Peter Fleck, 370-0017, Internet, <fleck@ast1.spa.umn.edu>, or AOL <PeteFleck>.

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 (or e-mail) away. Please call only during appropriate times, if you are a Member, and own the software in question.

Macintosh	Key	If you would like to be a "Members Helping Members" volunteer, please e-mail Nick Ludwig with your name & phone number on our BBS, or leave a voice-mail message at 229-6952, or use the MultiForm mailer near the back of this issue.			
Claris Draw	3				
Claris Resolve	2				
Claris Works	2,8,9				
Cross-Platform File Trnsfr	6				
FileMaker Pro	2				
First Class	2	AppleII	Key	AppleII GS	Key
MacWrite Pro	2				
Microsoft Excel	3,6,7	Appleworks	1,6,9	Hypercard GS	1
Microsoft Word	6	Applewriter	6	Smartmoney GS	1
MYOB	7	Publish It!	1		
Photoshop	4	To. Superfonts	1		
Quicken	3	To. Superform	1		
System 7	9				
Word Perfect	5				

1. Les Anderson	735-3753	DEW	
2. Brian Bantz	835-3696	DEW	
3. Mike Carlson	377-6553	D	D-days (generally 9 a.m. to 5 p.m.)
4. Eric Jacobson	645-6264	D	E-evenings (generally 5 p.m. to 9 p.m.)
5. Nick Ludwig	349-0206	E	W-weekends (generally 1 p.m. to 9 p.m.)
6. Tom Ostertag	488-6713	EW	In any case, call at reasonable hours and ask if this is a convenient time for them. By the way, these volunteers can also be reached on our BBS! We appreciate your cooperation.
7. Ardie Predweshny	823-6713	DEW	
8. Owen Strand	427-2868	D	
9. Bruce Thompson	546-1088	D	

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Apple II History

Part 18 — Software V1.0 :: 04 Sep 92

Compiled And Written By Steven
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Software

"WILL SOMEONE PLEASE TELL
ME WHAT AN APPLE CAN DO?"

One of the most important features to a customer considering any computer is, "What can I do with it?" It might be an attractive-looking box, with incredible features and potential, but if all it can do is run demonstration programs, it won't be very useful. In the early years of the microcomputer era, most users had to either write their own software or use programs written by some other amateur. "Commercial" software written by "professionals" was unavailable, except possibly from the company that produced the computer. And unless the user knew assembly language AND the internals of the computer intimately (which depended on the willingness of the manufacturer to divulge those secrets), the only application software available was likely to be written in BASIC. Anyone who has used the versions of BASIC available at that time are well aware of the quirks and limits placed on the programmer by that language and by the small memory sizes available (see discussion in Parts 16 and 17).

As we have already seen, the Apple II came with few intentional secrets; the primary limitation on information distributed with it was the time required for Apple to produce a printed manual. When the first manual finally did arrive, it included a commented source code listing for the entire Monitor and all its supporting routines. This openness had a lot to do with the early success of the Apple II. Other manufacturers, such as Atari (with their models 400 and 800, based on the same 6502 as the Apple II) and Texas Instruments (who made a 16-bit machine called the TI 99/4), kept

everything very secret and thus tried to maintain some control over distribution of software. This MAY have been done to ensure that only high quality programs were released, but more likely they were concerned about controlling who received royalties on sales of the software. Unfortunately for them, it choked the development of amateur software authors (who may have later become professional authors).

As an example of this corporate secrecy, one early programmer named John Harris wanted to write games for the Atari, but could not get the company to release any information on how certain effects were achieved in their commercially released games. He was bright enough to eventually figure out the secrets himself, and became one of the wealthy software "stars" of the late 1970's and early 1980's.<1> Computer producers of the time did not yet grasp the principal of the software/hardware loop: Available software stimulates sales of hardware (computers and peripherals), which further enlarges the software market, which sells more computers, and so on. The industry was too new to know how to do much more than make and sell new computers.

SOFTWARE ON THE APPLE II

In the Apple II part of the computer world, the first distribution of software came from home authors. These people were usually first-time computer buyers who were captivated by the excitement of owning their OWN computer, and then had to sit down to actually find something useful or fun to DO with it. They often brought their first programming efforts to show off at the computer store where they had bought their machine. Since the store owners had very little software to offer to their potential customers,

some of these authors ended up with the opportunity of having their programs duplicated and made available for sale. Ken and Roberta Williams started their company "On-Line Systems" (later Sierra On-Line) this way with a game called Mystery House, one of the first adventure games featuring hi-res graphics pictures.<2>

Other early software came from the first user groups. These usually developed out of the gatherings that inevitably took place at the computer stores, as mentioned above. Since the people who actually used these computers day in and day out at home had a better grasp of how they worked and what could be done to work around problems, the store owners often ended up referring their new customers to these groups for the detailed help they needed. Not only were there the older groups (like the Homebrew Computer Club), but many newer, more machine-specific groups developed. Names like A.P.P.L.E. (Apple PugetSound Program Library Exchange) and International Apple Core became known well beyond their local beginnings as they began to distribute their newsletters and magazines to a national audience. Later, they became major sources of informational articles, utilities, and application programs that were as yet unavailable anywhere else.

Many of the programs sold by A.P.P.L.E. were popular with Apple II owners. A.P.P.L.E. was designed as a club with dues to pay for the collection of programs, all considered to be public domain, but sold to members at a nominal price to cover the costs of duplication. A.P.P.L.E.'s programs were written by amateur home users who had a unique idea, were able to make it work, and found that they had a product that was useful to others as well.

Originally collected on cassettes, and later on disks, some of the programs were eventually made available as commercial products by authors that knew they had something unique that would be in demand by Apple owners hungry for something to use on their computer. A.P.P.L.E. sold many of these as GamePaks, which contained several games on the same tape.<3>

Understanding that a large variety of available programs would help encourage more sales for the Apple II, Apple took some steps to help software authors get their programs on the market. In 1980 Apple employee Mike Kane suggested that Apple help distribute programs that were good, but whose authors couldn't get a publisher to distribute them or didn't have access to computer stores that were willing to sell it for them. Kane formed a division within Apple, called it "Special Delivery Software", and promoted both third-party and Apple-sponsored programs under that label. Between 1979 and 1981 a number of different programs were sold through Special Delivery Software, sporting the Apple logo and displaying a standardized appearance (packages, manuals, etc.), all listed in a catalog that could be used by dealers for orders. Apple Writer was originally distributed in this fashion, as were other less well-known programs such as Tax Planner, Plan 80, Script II (for Pascal), and MBA (a spreadsheet). Apple also established the Apple Software Bank and used it for special programs through 1980. It was more clearly a set of Apple-sponsored programs than were those sold through Special Delivery Software, and some of them programs, such as Quick File and Apple Plot, achieved strong popularity and were moved more into the mainstream of sales for Apple.<4>,<5>

SOFTWARE EVOLUTION: THE COMMAND LINE INTERFACE

Some of the earliest programs available for the Apple II had a user interface that was quite similar to

the ones available for use with time-sharing terminals on mainframe computers: A command was typed on a line, and the computer would execute that command and return with a prompt for the next command. This method was the necessary way of doing things, because video displays were expensive and not in common use. This was particularly true for those who used remote terminals, which usually consisted of a paper-based glorified typewriter connected by a phone line to a mainframe. This device was physically limited to allowing commands to be entered one line at a time. The concept of displaying things on the screen in any order desired, not necessarily going from top to bottom (as would be necessary if it was being typed on a piece of paper in a teletype) was difficult for many programmers of the time to grasp. Moreover, for design purposes, the software code built-in to a computer (like the Apple II) that handled a command line style of interface was much simpler (and shorter) than what would be needed for a more complex interface. With memory at a premium price, simple would have to do. Thus, the Apple II used the command line interface in both the Monitor and in Integer BASIC. These could be used as building blocks to create more complicated software, once people figured out how to do it.

The command line interface, though simple to implement in a program, had the disadvantage of requiring the user to know (and correctly type) the names of the commands. For example, a word processing program might use the command "LOAD" to get a text file into memory, the command "EDIT" to begin to make changes to that file, and then the command "SAVE" to put a copy of the completed work back onto tape or disk. "SORT", with various pieces of modifying information called "parameters", might be the necessary command to arrange the information in a database file into the desired order. Other commands might be needed to search for

a specific word, replace a word, and move lines around. In fact, early word processors were often quite similar to writing a program in BASIC: Each line had its own line number, and inserting new lines often meant having to renumber the lines to make a new line available between two existing ones. If extra text had to be added to a line in the process of editing, making it too long, the end of that line might have to be re-typed into the following line and deleted from the current one.

More sophisticated text editing programs eventually began to appear that took advantage of the fact that the user was not working with a typewriter and paper, but with a video screen. These "full-screen editors" would allow use of the arrow keys (or the IJKM "diamond" on the keyboard) to move the cursor around on the entire screen, and it made text entry and later editing easier. As they were further refined, these newer word processors even allowed what had previously been impossible: Text could be typed in the middle of a line, and the text to the right of the cursor would be magically pushed to the right (even "wrapping around" to the next line if needed) as things were typed. Deletions were just as easy. What was still cumbersome was the need to have specialized commands, often entered as combinations of the Control key and another letter, to carry out some of the functions of search and replace, copy, and so on. Moreover, these command keys were often different from one program to another, with Ctrl-F in one program being used to begin a "find" process, and in another program as a command to jump to the "first" line of the file. As the full-screen method of text editing became more standard, the command-line type of interface became less commonly used.

SOFTWARE EVOLUTION: MENUS

As mentioned above, one of the problems with the command-line method was the requirement for the user to have a good memory for the

names of the various commands necessary for the program to function. If the command name was typed incorrectly, or if a specific parameter was omitted or given in the wrong order, an error message would appear, causing great anxiety and hand-wringing to those who were still trying to overcome their fear of using a computer. As an alternative for certain functions in a program, the concept of "menus" became more popular (and was actually used as early as the Apple Color Demo program that came on cassette with the first Apple II's). A menu was simply a list of possible functions a program could carry out. It still often used a command style prompt ("Type choice") to allow entry of the desired item on the menu, but gave a little more ease-of-use since a specific command name did not have to be memorized. A further enhancement of this style of program construction was called a "magic menu", after a sample program written in BASIC and distributed by Apple. In this type of menu, the user had the option of typing the number of the desired menu entry at the prompt, OR he could use the arrow keys to move a large inverse bar up and down the menu to that item. After selecting the item with the arrow key, it was executed by pressing the RETURN key. This came to be known as the "point and shoot" method of command selection.

AppleWorks (which will be discussed in detail later) took the "magic menu" interface to its highest form, adding the metaphor of "file cards". One menu appeared on the screen enclosed in a box, with a "tab" on the top left of that box. This box resembled a 3x5 file card. When a selection was made from the menu, another file card would appear on top of the previous one, slightly down and to the right, leaving the tab on the lower box still visible. This allowed stacking of menus, with a clear path identifying which menu led to the current menu. The ESC (escape) key was used to "back up" one level, erasing the menu card

on top and re-drawing the menu card underneath it. Also, prompts were displayed on the top line of the screen that told where ESC would take you, and what function was currently being executed. Part of the success of AppleWorks stemmed from its ease of use in this respect. Not only were there no cryptic commands that had to be remembered and typed, but the use of special command keys was reserved for advanced use of the program. And when such special keys were needed, a standard "help" screen was available for quick reference. It was possible to do quite a bit in AppleWorks without the need of even opening the instruction manual.

SOFTWARE EVOLUTION: GRAPHIC USER INTERFACES

One thing necessary to make computers easier for people to use was to overcome both the fear problem and the frustration problem. Those who were inexperienced in the use of computers were often afraid that they would press a button that would cause something terrible to happen. If they overcame the fear problem, they still had to face the frustration of trying to decipher cryptic error messages ("*** TOO MANY PARENS" or "\$27 Error"), or lack of success in getting the computer program to do what they wanted it to do.

Adding familiar things to the screen, like the file card menus in AppleWorks, made the fear factor diminish. Making the keys that controlled certain features of that program work consistently from the word processor to the database to the spreadsheet decreased the frustration factor even further. But there were still barriers to overcome in making computers easier to use.

When Lisa appeared on the scene in 1983, and Macintosh in 1984, computer users were exposed to a radically new concept in computer software. These computers lacked the previous standard of typed command input to control programs. Instead, they used a bit-mapped

graphics screen to represent a desktop, with pictures (called "icons") that represented a program to run or a file to load. It took the "point and shoot" interface to the limit; you used the mouse to move a pointer on the screen onto an icon representing that program, and then "click" on it to start the program! For more complex control, the Mac used a variation on the "magic menu" system: A "menu bar" at the top of the screen gave a list of command words, arranged horizontally on the same line. Pointing to one of the words and holding down the mouse button would cause a menu to "pull down" like a window shade, displaying several further options available. The desired choice on the menu could be highlighted by moving the mouse to that item (such as "Delete") and the command would be executed. This approach made use of the Lisa and Macintosh considerably easier for the novice computer user, although some commands were also given keyboard equivalents similar to the old "Ctrl" key commands, so a more experienced user could execute some of them without having to take his hands off the keyboard. If AppleWorks could be considered easy enough to use without opening the reference book, this graphic user interface (GUI) was even more so. It also provided a standard environment that all programs written for the Mac could use, making it easier to learn how to use a new program.

Although the 6502 processor did not have the horsepower of the 68000 in the Mac, some programs began to appear for the Apple II that tried to make use of the same concept of overlapping windows, pull-down menus, and a mouse (or joystick) driven pointer. Quark released a program selector called Catalyst that used a similar graphics-based desktop, icons for files, and the point-and-click method of file execution. It was included with some of the early UniDisk 3.5 drives, and on Quark's hard drives. Another company, VersionSoft (from France)

had a program called MouseDesk, which was distributed in America by International Solutions. MouseDesk worked just a bit better than Catalyst, but did not do very well as a standalone product, especially with Catalyst being given away free with the new UniDisk. Eventually, International Solutions made MouseDesk available for only ten dollars via mail-order, hoping to get it into general enough use that their other graphic- and mouse-based products would sell better. Although that did not happen, International Solutions did eventually sell the rights to distribution of MouseDesk over to Apple Computer. Apple then modified the program and included it with as a rudimentary desktop (modeled after the Macintosh Finder) for their first versions of ProDOS 16 System software for the Apple IIGS.

With the release of the IIGS, it became possible for better GUI software to be produced for the Apple II. The 65816 processor had a bit more power, and the IIGS provided a better quality graphics environment (via its super hi-res mode) and more available memory than was possible on the older 8-bit Apple II's.

SOFTWARE: APPLE'S GREATEST HITS

It is beyond the scope of this writing to go into much detail about the many programs released over the years, as the sheer volume of them since 1977 is enormous. Even a brief mention of them all could become a book in its own right, but Appendix A contains a listing (in moderate detail) of popular software released over the years. In this segment here I will address in a little more detail three programs that have been particularly influential in the Apple II world: VisiCalc, Apple Writer, and AppleWorks.

By 1980, the Apple II software market had fairly well established itself. This allowed users of the computer to no longer have to write their own programs, but instead move on to simply being able to USE them. Softalk magazine, which

began in that year, had started nearly from the beginning with an analysis of top selling software of the day. In their second issue (October 1980) their bestseller list first appeared, with the top thirty software programs ranked based on actual sales information obtained by polling retailers across the country. In that first list the top selling program was VisiCalc.

SOFTWARE: VISICALC

A major part of the answer to the question, "What can I do with this computer?" lies in whether or not the software program in question is so important or useful that it literally sells the computer. Robert X. Cringely, in his book "Accidental Empires", put it this way: "VisiCalc was a compelling application — an application so important that it, alone justified the computer purchase. Such an application was the last element required to turn the microcomputer from a hobbyist's toy into a business machine. No matter how powerful and brilliantly designed, no computer can be successful without a compelling application. To the people who bought them, mainframes were really inventory machines or accounting machines, and minicomputers were office automation machines. The Apple II was a VisiCalc machine."<6>

Visicalc was a way of using a computer that no one had ever thought of before, especially at the time when most computers were mainframes with limited access to the "average" user. VisiCalc was written by Dan Bricklin, a programmer that had decided to enter Harvard Business School in the fall of 1977 and learn a second profession. Because of his programming background, he saw ways in which some of his class work could be simplified through the use of computers. He wrote programs in BASIC on the college time-sharing system to do his financial calculations, but found it tedious to have to re-write the program to deal with each new type of

problem.

In a class that dealt with business production, Bricklin learned that some companies used long blackboards (sometimes stretching across several rooms) that were divided into a matrix of rows and columns. Each row and column had a specific definition, and calculations were made based on the contents of each cell (the intersection of a row and a column). If the value of one cell changed, the values of any cell that made use of the first cell's value also had to be changed. Because this was all written on a blackboard, the results had to be checked and rechecked to make sure that something hadn't been missed when changes were made during a planning session. Bricklin conceived of a computerized approach to this production and planning matrix. Even though the computer could not display the entire matrix at once, the video screen could be used as a window on a part of the matrix, and this window could be moved at will to view any part of it. Best of all, the computer could keep track of all the calculations between the various cells, making sure that a change made in one place would be properly reflected in the result of a calculation in another place.

Over a single weekend he wrote a program in BASIC that demonstrated this concept. This demo program was rather slow and could only display a single screen of cells, but it was enough to illustrate the concept. Bricklin teamed up with a friend from MIT, Bob Frankston, and together they looked for a publisher for the program. They found Dan Fylstra, who had graduated from Harvard Business School a couple of years earlier and had started a small software company called Personal Software, which he ran out of his apartment. Fylstra's primary product at the time was a chess program for the Apple II, and he was preparing to release the first commercial version of the adventure game Zork. After he heard what Bricklin and Frankston had in mind, he agreed to help them

out. Fylstra loaned an Apple II to them as a platform on which to develop a more full-featured (and faster) machine language version of Bricklin's program. During 1978 and 1979 they worked together, as time permitted, with Bricklin doing the program design and Frankston writing the code. (One design contribution made by Frankston was the idea of using "lookup" tables, which he wanted so he could use the program to calculate his taxes). They did most of their development work on an Apple II emulator running on a minicomputer (much as Apple itself had used a local time-sharing computer for development of the original Apple II Monitor program). They named their program "VisiCalc", and by October 1979 it was ready for release.

At first, VisiCalc was not a big hit. When most customers at computer stores were shown what the program could do, they didn't really grasp the concept behind it well enough to appreciate its possibilities. When business customers who had some computer knowledge came in and saw the program, however, they immediately saw that it could simplify much of what they did. VisiCalc actually SOLD Apple II's to many customers, and these businessmen managed to sneak the new computers onto their desks (despite company policies that discouraged use of anything but the company's mainframe). The combination of the Apple II's ability to expand its memory up to 48K, and the new Disk II drive to use for quick and easy data storage and retrieval, made VisiCalc an ideal program to sell potential users on this new computer.

Although executives at Apple Computer had been shown a pre-release version of VisiCalc, they also did not really understand the potential of the program. Trip Hawkins, an Apple employee responsible for developing plans to help sell computers to small businesses, could see that this could become a major selling point for getting Apple II's into those businesses. He negotiated with

Dan Fylstra about the possibility of Apple purchasing from Personal Software all rights to VisiCalc (thus locking up the market in Apple's favor). However, Apple's president, Mike Markkula, felt that the \$1 million in Apple stock offered by Hawkins was too expensive and canceled the deal. If his decision had been otherwise, the future of the microcomputer industry might have been quite different; however, Apple was headlong in their push to create their next product, the Apple III, and a million dollar investment in an untried program for this "aging" Apple II was not in their agenda at the time.

Bricklin and Frankston had themselves formed a company called Software Arts, and it was this company that had contracted with Fylstra's Personal Software. As part of their arrangement, they were obligated to create versions of VisiCalc for many other microcomputers, from the TRS-80 to the Commodore PET and eventually to the IBM PC. As sales of VisiCalc grew by leaps and bounds, Personal Software (and Software Arts) became quite wealthy. To more closely identify his company with his flagship product, Fylstra changed its name from Personal Software to VisiCorp. He also hired other programmers to write companion software to extend the usefulness of VisiCalc. These included VisiFile (a database system), VisiSchedule (capable of creating critical path PERT schedules), VisiCalc Business Forecasting Model (a set of business templates for VisiCalc), and VisiTrend/VisiPlot (graphs, trend forecasting, and descriptive statistics).

But despite these additional products, VisiCalc continued to be VisiCorp's cash cow. This, ironically, led to the company's biggest problem, centering around a disagreement about money. VisiCorp's contract with Software Arts guaranteed Bricklin and Frankston a hefty 37.5 percent royalty on each copy of the program that VisiCorp sold. VisiCorp was responsible for

marketing and distribution of the program, but it was Software Arts who owned the rights to it, and they had no motivation to change their contract to decrease the royalty percent to a number that was more typical for programmers.

The problem escalated when VisiCorp filed a lawsuit seeking damages because Software Arts was supposedly late in providing them upgrades to VisiCalc. Software Arts countersued, and demanded back the rights to distribute the product themselves. Further complicating matters was the fact that the name "VisiCalc" was a copyright of Software Arts, but a TRADEMARK of VisiCorp.<7>

By early 1985, things had worn on to the point where Bricklin decided to end the battle by selling the rights to VisiCalc — but NOT to VisiCorp. Instead, Mitch Kapor, who ran the Lotus Development Corporation, purchased the program. Kapor had previously worked for VisiCorp, and had helped write VisiTrend/VisiPlot. After he sold the rights for those programs to VisiCorp, he began design on a spreadsheet program that would run specifically on the IBM PC, with the additional features of limited word processing and the ability to create graphs. His program, Lotus 1-2-3, worked as well on the IBM PC as the original VisiCalc had on the Apple II (the ports of VisiCalc to other machines had never been quite as good as the original), and Lotus eventually captured the spreadsheet market on the IBM. In fact, it became the "compelling application" that helped push that computer platform into prominence. It had, however, made a significant contribution to decreased sales of VisiCalc, and after Lotus succeeded in purchasing it from Software Arts, VisiCalc quietly disappeared from software store shelves.

SOFTWARE: APPLE WRITER

This was certainly not the first word processor for the Apple II, but it was one of the most popular.

During the four years that Softalk magazine was in print, Apple Writer rarely (if ever) disappeared from their best selling software list. Even if it was not in the Top Thirty, it usually held some spot on their list of top Word Processors.

The original version was released in 1979. Apple Writer 1.0 had to deal with the limitations of the Apple II in the form of its uppercase-only keyboard and 40-column display. Clearly, a document produced on a computer COULD be uppercase only, but it was more valuable if it could look more like that produced on a typewriter. To achieve entry of upper AND lowercase characters, Apple Writer used inverse text to display uppercase, and normal text to display lowercase. When entering text, an uppercase letter was entered by pressing the ESC key once. This changed the usual cursor box to an inverse caret (^), and the next letter entered would be uppercase (displayed in inverse). If the ESC key were pressed twice in a row, the cursor changed into an inverse plus sign (+), and was now an editing cursor that could be moved through the text.<8> The IJKM diamond on the keyboard was used to move the cursor, just as it was used for moving the cursor for editing lines of BASIC programs. Although the box cursor used in Apple Writer looked just like the flashing box also used in Apple BASIC, this cursor "floated" through the text instead of sitting on top of a character. If you moved it through the word "AND", it would look like this as it went from left to right:
*AND A*ND AN*D AND*.

This original version of Apple Writer actually consisted of two separate binary programs: TEDITOR and PRINTER. The first program was used to actually edit the text, and the second one would print the files created by the TEDITOR. In its first release, Apple Writer had two problems that bothered some early users of the program. One was that the files created by the program were Binary files (instead of Text files), apparently as a means to speed saving and loading

files under Apple DOS. Although it worked fine for Apple Writer, the files could not be used by any other program. The other problem had to do with the way in which it used (or misused) the ASCII character set. The Apple II, you may recall, used the upper half (\$80-\$FF) of the ASCII set for its screen display of "normal" characters (much of the rest of the microcomputer world tended to use the lower half), and used the lower half (\$00-\$7F) for flashing and inverse characters. In the upper half, the characters from \$80-\$9F were designated as control characters (generated by pressing the "Ctrl" key with a letter key), \$A0-\$BF were special characters and numbers, \$C0-\$DF contained the uppercase alphabet and a few more special characters, and \$E0-\$FF repeated the characters from \$A0-\$BF (this is where the lowercase letters should have been, according to the ASCII standards). Since the lowercase ASCII characters were unavailable, the Apple II video routines translated any characters in the \$E0-\$FF range into characters in the \$C0-\$DF range, making them displayable on the uppercase-only screen. Apple Writer, for some reason, used the \$C0-\$DF range internally for display of uppercase letters (which WAS standard) and the \$E0-\$FF range for special characters and numbers (instead of using the \$A0-\$BF range). When some users began plugging different ROM characters chips (like the Paymar chip) into their Apple II Plus computer, they found that Apple Writer wouldn't display text properly. The number "3" appeared as a lowercase "s", and "%" as an "e". A special patch was soon developed to intercept Apple Writer's text output to the screen and make the correct translation to display lowercase AS lowercase, and numbers and special characters where THEY were supposed to be.<9>

Apple Writer 1.0 ran from 13-sector DOS 3.2 disks, and the binary files it produced had names that began with the prefix "TEXT." (a file named "LETTER" would appear on

disk as "TEXT.LETTER"). Apple Writer 1.1 was released in 1980 when DOS 3.3 became available. It ran under the newer 16 sector format, and contained some minor bug fixes. This version also had available a companion spell checker called Goodspell.

The next version released was called Apple Writer II. This one came out in 1981, was copy-protected, and still ran on an Apple II Plus under DOS 3.3, but now produced standard Text files instead of the older Binary files, and could properly display 40-column lowercase characters when the character generator ROM was replaced. It also supported 80-column text if a Sup-R-Term card was plugged into slot 3. In 40-column mode, words would now "wrap" to the next line if they were too long to display on the current line (the older versions of Apple Writer appeared to split the word and continue it on the next line). The ESC key was still used as a pseudo shift key (one press) and to enter editing mode (two presses, displayed as an inverse "@" instead of the "+" in previous versions), but the keyboard SHIFT key could be used to enter uppercase characters if the "shift key mod" was performed (recall that this connected the shift key to the input for button 3 on the game paddles). Other new features included a glossary and the Word Processing Language (WPL). In modern terminology, WPL was a macro or scripting language, making it possible to automate nearly everything the program was capable of. A WPL program could create templates like form letters, or could be used for entry of repetitive text (such as your return name and address for correspondence).<8>

Apple Writer IIe, also copy-protected, came next in 1982. This took advantage of the features of the new IIe (such as the built-in 80 column display and full keyboard). It also included improvements in tabbing (since a TAB key was now available on the keyboard), could create larger text files (these could be larger than the size of memory, by loading just a

segment of the file into memory at one time), could "print" text files to the disk, could directly connect the keyboard to the printer (to use like a typewriter), and had improvements in the WPL language. When the Apple IIc came out, users of this version of Apple Writer had some problems, as the inverse status line at the top of the screen displayed uppercase characters as MouseText; however, patches quickly appeared to remedy this situation.<10>

The first version to run under the ProDOS operating system was called Apple Writer 2.0. It came out around 1984, was not copy-protected, and it fixed the MouseText problem. It also allowed the user to set right and left screen margins, giving a closer approximation of the final appearance of the printed text. This version also had the capability of connecting the keyboard directly to the printer OR to a modem, allowing it to be used as a rudimentary terminal program. This version had some problems with properly printing to certain third-party parallel printer cards (such as the Grappler).<11>

One annoying "feature" that was added to this version (and was also present in a couple of other Apple-distributed programs, AppleWorks 1.3 and Instant Pascal) was that it did NOT follow Apple's published protocols in properly handling slot 3 RAMdisks (or other disks). Since some programs used all 128K memory that could be present in a IIe or IIc, Apple had given guidelines in one of their Technotes on how to properly "disconnect" the 64K RAMdisk (which was designated as slot 3, drive 2) so all 128K would be available to the program. Apple Writer and the other two programs mentioned above had been written so that they disconnected ANY slot 3 disk device, whether a RAMdisk, hard disk, or a genuine Apple disk. It is not clear as to WHY this had been done, although it was suspected in publications at the time that someone at Apple had done this so memory cards not made by Apple would fail to work. Some of these memory

cards had been made to also work in slot 3 but to not interfere with the official 128K of program memory. Their manufacturers had worked to follow Apple's published standards, and then had been bypassed by what appeared to be programming arrogance. Patches to make these programs work properly appeared when the problem was identified.<12>

Apple Writer 2.1 appeared in late 1985. It contained some minor bug fixes, including the above-mentioned problem with some parallel printer cards. The 2.0 version had printed characters as low-ASCII (values \$00-\$7F), which caused a problem with some kinds of interface cards and printers. Version 2.1 changed this so characters were printed as high-ASCII (\$80-\$FF), although files printed to a disk file were saved in the original low-ASCII format.<13> This version also was not copy-protected, making it possible to easily install on a 3.5 disk or hard disk.

When AppleWorks appeared on the scene, Apple Writer began to decrease in popularity; however, old time users did not like AppleWorks as well as Apple Writer, primarily because it put a layer of "protection" between the user and the program. This made it easier for the computer novice to immediately put the program to use, and less likely to do something that would "mess up" his printer or interface card internal settings. That same protection also made it harder to do specialized jobs. For example, where Apple Writer would allow entry of control characters (which allowed very specific control of printers and their interface cards), AppleWorks was much more restrictive in this sense, handling more of the details of printer control internally. Apple Writer's power made it possible to even create documents on Postscript laser printers (as demonstrated by Don Lancaster in his Computer Shopper column, "Ask The Guru"), something that all the computer experts claimed was not possible on an Apple II. Where Apple Writer

allowed an experienced user to use all features on a printer and interface card to the maximum, AppleWorks was more dependent on the printer and card already knowing how to be cooperative with it. The same thing that gave Apple Writer its power also made it harder to user for less skilled users, who probably found intimidating its nearly-blank screen with no prompts or instructions visible.

For several years, from around 1988 through 1992, Apple Writer was not very available except as a used program. The exact reason for this is not clear. One reason probably had to do with the better-selling AppleWorks, which had the additional features of a spreadsheet and database. But with its Word Processing Language, Apple Writer was still more suitable for certain jobs than was AppleWorks; and yet, Apple simply stopped upgrading, distributing, and supporting it. But in the summer of 1992, one of the Sysops on GENIE's Apple (A2) Roundtable, Tim Tobin, was successful in contacting Paul Lutus. Tobin was coordinating a project that A2 had started to try to locate and revive the availability of "Lost Classics", programs that had ceased publication (often because their distributor had gone out of business), and recovering Apple Writer was high on his list. Lutus agreed to make his program available on a "freeware" basis: It could be copied freely and given away, but could not be sold for a profit. (This arrangement was quite similar to an earlier program Lutus had written, FreeWriter. He had released this program as freeware in 1984. FreeWriter was very much like Apple Writer, except it did not have a built-in ability to print the documents it created, and it did not have WPL). This new, free distribution was possible because although Apple Computer held the copyright on the Apple Writer documentation, Lutus had retained the copyright on the program itself (Apple had held the copyright on versions 1.0 and 1.1 of the program). Although the program is based on

older technology, and does not take advantage of the larger memory sizes frequently available in the Apple II's of today, it still is powerful and is a welcome addition to any software library.

NEXT INSTALLMENT: AppleWorks

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April Mac eDOMs

compiled by Bruce Thompson

Mac eDOM #924 - Games

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APR 1995

eDOM #924 contains a couple of classic games.

Patriot Command

"A modern interpretation of the classic"

Patriot Command is an implementation of a (once) popular arcade classic. The object of the game is to protect world cities from an onslaught of ICBMs and other 'nasties' that an unnamed whimsical fascist dictator decided to launch against the world. The world's only defenses are three Patriot missile silos which you command. Each Patriot missile is capable of creating an explosion large and powerful enough to destroy any enemy objects that are engulfed by it.

System Requirements

Patriot Command requires a Mac II or better (020, 030, or 040 Mac) with a 640x400 or larger 256-color/grayscale monitor and 32-bit Color Quickdraw. It runs on System versions 6.0.7 and later as well as A/UX 3.0. It may be run in either 24-bit or 32-bit memory manager mode. Patriot Command has been tested and verified to work on the IICx, IIsi, IICI, LCIII, IIfx, Quadra 700, and Quadra 800. Sorry, but at this time, Patriot Command will not run on Macs with the Apple 12" color

monitor or the Color Classic.

UltraDice 1.1.5

This is a very good implementation of the dice game known as "Yahtzee". It allows up to four players, with complete control of the dice and scoring options. Graphics are quite nice and the game is easy to play for anyone familiar with the rules of the game. Online help is limited, but not real necessary. The only thing that would be nice to see is the ability to save the game in progress.

Mac eDOM #925 -

GraphicConverter

Copyright © 1995 Mini'app'les
APR 1995

GraphicConverter

This disk is a self-extracting file, since the expanded size is larger than will fit on an 800k disk.

GraphicConverter is shareware.

It converts pictures to different formats. Also it contains many useful features for picture manipulation.

GraphicConverter imports PICT, Startup-Screen, MacPaint, TIFF (uncompressed, packbits, CCITT3/4 and lzw), RIFF, PICS, 8BIM, 8BPS/PSD, JPEG/JFIF, GIF, PCX/SCR, GEM-IMG/-XIMG, BMP (RLE compressed BMP's also), ICO/ICN, PIC (16 bit), FLI/FLC, TGA, MSP, PIC (PC Paint), SCX (ColorIX), SHP, WPG, PBM/PGM/PPM, CGM (only binary), SUN (uncompressed), RLE, XBM, PM, IFF/LBM, PAC, Degas, TINY,

NeoChrome, PIC (ATARI), SPU/SPC, GEM-Metafile, Animated NeoChrome, Imagic, ImageLab/Print Technic, HP-GL/2, FITS, SGI, DL, XWD, WMF, Scitex-CT, DCX, KONTRON, Lotus-PIC, Dr. Halo, GRP and VFF.

GraphicConverter exports PICT, Startup-Screen, MacPaint, TIFF (uncompressed, packbits and lzw), GIF, PCX, GEM-IMG/-XIMG, BMP, IFF/LBM, TGA, PSD, JPEG/JFIF, HP-GL/2, EPSF, Movie (QuickTime), SUN, PICS, PICT in Resource and PBM/PGM/PPM.

And last but not least GraphicConverter has the special feature to convert complete folders or a set of pictures from one format to another format.

Mac eDOM #926 - Claris Does It!

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eDOM #926 is a collection of Claris-related items, mostly for ClarisWorks.

Claris Organizer/Index

Claris Organizer users perhaps have noticed that there is no index provided. This short text file rectifies that situation.

Clip_Art

Here is a collection of images big and small. You can use these to make your ClarisWorks (or perhaps other) projects more lively and fun.

College_Newsletter

This is a template/example of a newsletter geared towards the college population. You can use it as an example of things that can be done, or with the usual modifications, as a template for your own newsletter production.

Course_Syllabus

This document shows you the possibilities with setting up headers. Also some other good ideas about layout and using variable rulers.

Elementary_Newsletter

Another newsletter example which gives you some additional ideas about layouts, including flowing text from one column to another.

GradeBook

There is \$5 shareware fee for the use of CW GradeBook.

To use:

Open CW GradeBook then input student names and grades in the appropriate rows. Final average and letter grade will appear and update automatically after an initial daily grade and test grade are entered.

Daily grades ("D" columns) and test grades ("T" columns) are averaged independently and rounded to the nearest whole number.

Mortgage Calc

A multi-purpose spreadsheet file that calculates not only the monthly payments, but also can calculate how much you qualify for in a mortgage.

MovieManager

A custom database targeted at movie goers and movie collectors. Allows you to select by any of twenty(!) categories. Nicely laid out.

PostalCoder v2.1

PostalCoder CW is intended to give your mail the ability to use the latest United States Postal Service technology. It prints the Postal Bar Code, called PostNet on your envelopes or labels using Address

Block Coding and the 11 field Zip Code called Delivery Point Bar Code. PostalCoder CW uses the last two digits of the street address in conjunction with the Zip+4 to produce the Delivery Point Bar Code.

Presentation Outline

A demo presentation using the ClarisWorks Draw environment. It shows you some tips and techniques to make your presentation easier to produce, as well as easier to follow.

Presentation Tool

A short demo of the presentation tools using a database.

Presentation_DataBase

A database used for presentation. It shows how to set up a database to create a presentation slide show. There are many good ideas and a few tricks contained in this one.

Student_Portfolio

An innovative use of the database to record similar information about a group of individuals, in this case students.

Telecom_Info

Some basic information on using ClarisWorks as your tele-comm tool. Also includes a couple of nifty graphics.

Mac eDOM #927 - A-10 Attack! Demo

Copyright © 1995 Mini'app'les
APR 1995

The files on these disks were submitted by Roy Sorenson. Thanks, Roy.

Because of the size, this eDOM is distributed on two high-density disks.

A-10 Attack! DEMO

A-10 Attack is a simulation of the A-10 fighter plane. This simulation is timed; you will only have 5 minutes per mission. (plenty of time to crash - Ed.) The full version of A-10 Attack! will be available at the end of March, 1995.

A-10 Attack! runs on any 68030

or faster, meaning a Macintosh IIcx or an LCIII-class machine, with System 7.0 or later, 3000k free memory, and 256 colors. If you only have a 4Mb Ram configuration, we recommend that before you start playing "A-10 Attack!", you remove all non-essential System Inits.

We Recommend a 25Mhz 68040 Macintosh or faster, with 3Mb of free RAM and System 7.5. This will allow you to play the Simulator, without compromising on speed.

Important Note: This Demo is not a "Fat Binary" application; it will run on the Power PC Macintoshes, but in emulation mode only.

It is suggested that you print out the "flight commands" so you can familiarize yourself with them while using the simulator.

A-10 Attack! Demo Time Patch (From the author)

This is not a product from Parsoft and is not supported by them! Any questions should be directed to the name and address at the bottom of this document.

I did, however, get Parsoft's blessing to upload this patch. They may even come out with one of their own.

(A-10)IMG 10/94

Inside Mac Games is a free demo of this Mac-azine dedicated to the revue and testing of Macintosh games. This demo version is from October, 1994 and contains a revue of A-10 Attack as well as several other games.

A-10 FAQ v1.0

Welcome to the FAQ sheet for the USAF A-10A 'Warthog'! Although most FAQ (Frequently Asked Questions) sheets provide the answers to commonly asked questions about using a piece of software, this document is meant to serve as a ready source of background material for the A-10A aircraft itself. This document is truly a labor of love; we've collectively spent a lot of time on this documenting sources of information, and trying to present it so

that you can not only look up something on the run, but also so you can take time to learn in depth just why the A-10 is such a special plane.

Our goal in this document is to help you, the reader, understand that this is a real plane, in which,

men in uniform have died in the service of their nation. These men left behind people who grieve for them, and families that are no longer whole. It is in the memory of these individuals that we wish to dedicate this document.

A10 Demo Doc

This document contains information on how to access and understand the various features available in the Demo, including Basic Operation and Quick Start, and A-10 Information

April ClarisWorks Meeting Minutes

by Pamela K. Lienke

Once again I came away from the ClarisWorks SIG realizing that what I know about the application is a small portion. Just when I think I have a handle on some aspects, I discover more of the wealth within it. Bruce Thompson had done his homework and delighted the rest of us with a slide show. He walked us through how he prepared it. It's something any of us can do with a little time and the tips provided. His basic piece of advice was to work backwards. If you want the slide show to run by itself but want some of the slides to be on screen longer than the others, just duplicate that screen as many times as necessary to give it the length of time necessary. Now why didn't I think of that? Thanks, Bruce.

Bruce also pointed out that one of the new eDOMs has a number of templates that we might find useful. I don't believe it was available at the meeting, but if others are as interested as I am, I'm sure it will be a big seller.

We had both a spreadsheet and a database question. One problem was with two spreadsheets within a word processing document. For some reason they were not printing out in the same format. One had solid lines separating the cells and the other had broken lines. We won't know if we solved the problem until the next

meeting since we didn't have a printer available. We suggested going to options menu and selecting



The ClarisWorks Gang

'Display.' Here we checked 'Solid lines.' Hopefully this will help so the worksheet will be consistent.

The data base question involved translating information from an IBM into a ClarisWorks data base. It was suggested that if the file is tab delimited there should be no problem. We had no disk with the problem, so we will have to wait until next month for this answer too. (Really, you just can't be absent. There is just too much going on.)

On to another question. If I have three documents, but I want to print them as one, how can I get auto page numbering to be accurate? The answer we found to be quite simple after cheating and looking in the manual. Under 'Format' select 'Document.' Here is the box that

allows you to indicate the beginning page number. Thus you can start one section at page one (or whatever)

and the next section with the number where the first leaves off.

Some of us are a bit impatient and don't want to have to answer questions on the screen or open folders to get where we are going when we always begin with the same thing. The suggestion was made that we develop a stationery document with the format that we like. Then put an alias of that document in the Apple Menu or on the Launcher (System 7.5). The next time we want to begin all we need to do is select the alias from the Apple Menu or

the Launcher, and we're all set.

WOW! I guess I could figure some of this out on my own, but I don't think I'd even think of some of these things. Thanks to all the great ideas and expertise available the first Tuesday of the month, I'm not alone.

Pam Lienke

PS: At the end of the meeting, Denis Diekhoff took a picture (actually two...) of the attendees which is included here. (The Editor)

Apple Novice Meeting Minutes

by Harry Lienke

I can't say that there were no vices present at the Apple // Novice meeting on March 21 because, if the truth be known, there was one relative newcomer present. In spite of the poor turnout, we managed to stay busy and learn a few things. The Operations and Resource Director tore the club's Apple II GS apart to find out why the hard drive wasn't functioning properly. The Software Director (this really sounds strange) brought along a spare power supply

and a floppy controller card; a little experimentation showed that the problem (apparently too a long path for the power to flow) could be overcome by hooking a drive to the controller instead of to the GS's Smartport. We discussed repair of hard drives that are having problems with SCSI addresses. Even though we weren't holding the AppleWorks SIG meeting, the novice was allowed to ask some AppleWorks questions and we all learned a thing or two. We adjourned a little early to a smoke-

less Pie SIG at Baker's Square where we found that the pies were round.

It's really too bad that more of the novice members of the mini'app'les don't take advantage of these meetings at Murray Junior High School to learn from the experts. If you have some Apple // questions, please bring them to the Apple Novice meeting on the third Tuesday of each month; the next meeting will be held on April 18. Give us a try!

Why Attend the April FileMaker Pro SIG

by Steve P. Wilmes

As usual we will be talking about general FileMaker Pro issues and looking at problems members bring in. Unbeknownst to those of you who haven't attended we also cover a lot of non FileMaker specific ground.

- QuickCam-See how to integrate pictures and movies into databases in FileMaker Pro
- Pro Phone-See how to search

the 80 million telephone listings in the country and import that data into FileMaker Pro (Genealogy, Business, Lost Friends, etc.). Time permitting I will do some searches for you.

- Once you find the address see how to search Street Atlas which contains maps of every street in the country

I have the updater to go from system 7.5 to system 7.5.1, if interested

bring 4 disks. (This could be distributed through E-DOMS or via this BBS)

- I have the FileMaker 2.x to 2.1v3 updater, 1 disk
- If there is interest we can look at how to get FM to graph or "Speak" through AppleScript

The meeting is Thursday, April 20th from 7-9pm at the Southdale library. If you need more info give me a call at 458-1513.

May eDOM Descriptions

by Harry Lienke

IIGS EDOM 75: Games

Cogito is like a two-dimensional Rubik's cube. A pattern on sliding tongue suppressers is mixed up at the beginning of each round. Your mission is to reverse the shifting of the sliding tongue suppressers and restore the patterns.

Minesweeper is a logic game played on a grid of squares. Each square contains either a mine or a number indicating how many mines are in adjoining squares. Your mission is to uncover all the 'safe' squares and flag all the mines. The game has three levels of difficulty.

Rogue is a dungeons and dragons fantasy game. You set up a character and then go wandering around gathering treasure.

ShoveIt is a logic game similar to

Sokoban. ShoveIt has you pushing apples around within a maze; to win a round you have to figure out a way to push all the apples into their crates.

Some of these programs are shareware. If you decide to use a shareware program, you MUST send the fee to the author. There aren't many people still writing new software for the Apple II GS so it's important that we support them whenever we can.

IIGS EDOM 76: Utilities

This is a collection of Desk Accessories, Finder Extras, and so forth, that can perform a wide variety of tasks for you. Some of them are very practical and you will probably put them into every day use. Some of them are simply fun and you may decide to trash them after

executing them a few times. Some of them are useful under very limited circumstances and you may not even execute them once.

Desktop Doctor fixes up those desk top files that keep track of which icon belongs to what program; it minimizes the space devoted to that task.

Disk Witch is a file utility which performs catalogs, file copying, file deleting, disk formatting, and so forth.

Doctor.Daily automatically scans a disk for files which may have been altered by a virus.

DOCVu allows you to examine the operation of the Ensoniq sound chip that is inside your IIGS.

EditMenuIcon adds icons to the items that you see on the Edit pull down menu.

FastBoot 3.4 is a small, fast pro-

gram launcher.

Find File is an improved file finder; it works much better than the file finder that comes with the system software and it's more flexible.

Minimizer reduces the size of a window so that you can have multiple windows open on your desktop without cluttering the desktop.

ProBOOT lets you control the slot from which your GS is booting and, if you have an accelerator, automatically sets the correct system speed.

Purple Death shows Barney's

demise each time you load the system software.

ShadowWrite is an NDA word processor with many features usually found only in stand alone word processors.

ShowMe displays super high resolution (SHR) graphics without entering a graphics program. It shows unpacked, Apple Preferred Format, PaintWorks, PrintShop GS, GIF, and MacPaint pictures.

Sonobox enables you to play Amiga music MODules.

StartPic loads a little anti-Big Blue message at start up time.

WinFlate deflates and inflates windows to enable you to maintain a tidy desktop.

Some of these programs are shareware. If you decide to use a shareware program, you MUST send the fee to the author. There aren't many people still writing new software for the Apple II GS so it's important that we support them whenever we can.

Mac eDOM Updater

by Bruce Thompson

The latest version of the HyperCard stack update for Mac eDOMs 921-927 is now available for download in the Mac file area.

As a reminder, the club tries to have the Mac eDOM case at each Mac oriented SIG. If the eDOM you want is not in stock, it will be mailed to you if you wish.

Also, if there is something you want and are unable to make it to a meeting, you can order it by mail using the form near the back of the newsletter.

Modem Multi-Tech prices

by Brian D. Bantz

John Peters and Sid Jerson, Net Tech, 2817 Anthony Lane So., Minneapolis, MN 55418, (788-8828)

Net Tech is offering 40% off the MT2834ZDX priced at \$349 WHICH IS = \$209.40 PLUS \$50 IF YOU NEED THE SOFTWARE, INCLUDING THE FAX capability. OR ONLY \$5 if you need the Serial Cable. These are good prices! I have had Bob and Harold tell me there are other prices which are close but these are the best locally, including the University book store.

These are manufactured locally and have a 10 year warranty.

We need to support our local vendors! They do support our meetings. Clayton Baxley did an excellent job at the Annual Meeting.

The office is located at old 8 and Co. RD C. Go around the back and then up stairs. I challenge you try for better prices with Net Tech.

Time again for the Swap Meet!

When:

Saturday - May 6, 1995
10am to 4pm

Where:

Apache Plaza Shopping Center
3800 Silver Lake Road

Cost:

Slight change in pricing over the past years...

Members:.....\$5 for 1/2 table
.....\$10 for full table

Non members:.....\$10 for 1/2 table
.....\$20 for full table

Non member

business:.....\$25 for full table

Yes, members from that other computer user group, TC/PC, will be joining us for our Spring Swap Meet.

Members reserving tables before April 21th have the option of 1/2 or full tables. After April 21th, only a full table at \$10 may be available. Please call for a table reservation as early as possible to allow us to make our arrangements with Apache Plaza in advance. Thank you!

If all goes as planned at the shopping center, we may have to dodge some bobcats and back hoes. There will be some other doings at Apache, but should be no problem in getting us in. May just be in a different area than the center stage area that we've used several times.

See Shows & Expo's on the Club Bulletin Board for additional information. Or if you would like to save your table or got other questions, please leave Tom Gate a message on the Mini'app'les Voice Mail line at 229-6952. (If you would like to skip the greeting, press 1 on your touch tone phone to immediately begin recording your message. Hang up to send your message). See you on May 6th!

GOOD DEALS #20

by Ken Slingsby

This is another installment in a series of articles which list good deals and press releases that have been brought to our attention via a news source established by Apple Computer Co, AppleLink. Due to the constraints of space in our newsletter and time available, the articles have been greatly condensed. All were posted in their entirety on the Club's BBS. To read the full articles, plead or beg a friend who has access to the BBS to copy it for you.

As an aid in your review of the articles, I have divided them somewhat arbitrarily into DEALS and PRESS RELEASES. The DEALS include price, dates available, and the address of the vendor. Most of the DEALS are special limited time offers with a significant price reduction. They are presented here as a service of Mini'app'les. The PRESS RELEASES are to make you aware of the new products. You may have to hunt to find a dealer that supports the product.

Mini'app'les makes no claim as to the usefulness or quality of the products offered herein. The User Group does not endorse the products and is not supporting the products. The following is not paid advertisement. There may be other products mentioned on AppleLink not appearing here. If so, that is an omission, not a refusal of the product. As in all purchases, buyer beware!

Please remember that the Good Deals bargains may be limited in quantity. The seller may not have any product in stock by the time this article is printed.

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DEALS

Shareware Solutions II

Effectively immediately, current subscribers can renew their SSII subscription for an additional 6 issues of the newsletter (6 issues = a Volume = approx. 1 year). For the vast majority of you, that will extend your subscription through Issue 18 (Volume 3, Issue 6).

Until May 1, 1995...you can renew your subscription for \$20 for US/Canada delivery; \$35 elsewhere. To qualify for that rate, you must:

- 1) Be a current subscriber, and
- 2) Your letter must be post-marked by May 1, 1995.

Please remember to endorse all checks payable to "Joe Kohn".

After May 1st, the one year (6 issue, 1 Volume) renewal rate will rise to \$25 for US delivery; \$40 elsewhere.

We now return you to our normal programming...

Joe Kohn

User Group Connection

User Group Member Purchase Program (UGMPP)

March, 1995 Product Listings

To order or for more information, call (800) 350-4842.

HARDWARE

Performa 6115CD

PowerPC Technology With a Big Hard Drive!

- Super Fast 60-MHz PowerPC 601 Microprocessor
- Built-in, Double-Speed CD-ROM Drive

- 8MB RAM / 350MB Hard Drive

The Macintosh Performa 6115CD is a complete high-performance multimedia computer system with the advantage of PowerPC technology. Based on the 60-MHz PowerPC 601 microprocessor, the Macintosh Performa 6115CD has built-in, floating-point math coprocessors for blazing speed and comes with a built-in CD-ROM so you'll be able to access the world of CD-ROM titles.

With speech-recognition, text-to-speech capabilities and 16-bit stereo sound, you're ready for anything. It even supports MS-DOS and Windows applications when using SoftWindows(TM) software.

You'll get plenty of room to work with 8 MBs of RAM (expandable to

72) and 350 MB hard disk.

It also provides on-board, high-speed Ethernet support.

Additionally, the Performa 6115CD is designed to grow as your needs do with eight built-in ports and one expansion slot.

> Included: 60-MHz PowerPC 601 microprocessor with floating-point processor; 8MB of RAM; 350MB hard drive; built-in 1.4MB floppy Apple SuperDrive; CD-ROM drive; ADB Mouse II; Apple Design Keyboard; ClarisWorks, At Ease and System 7.5 installed.

> Not included: monitor; faxmodem; original software bundle.

> Factory refurbished with 90-day Apple warranty

> \$1,379.00, includes ground shipping. For next-day FedEx add \$25.00. Earns 4,200 points for your Group. Available in early May

Performa 6110CD

Affordable PowerPC Technology!

- Run Native Applications 2 - 6 Times Faster Than a Quadra
- 16-bit Stereo Audio Input and Output

- Built-in Double Speed, Tray Loading CD-ROM

The Macintosh Performa 6110CD is the computer for families and individuals looking for a complete high-performance multimedia computer system at a great price!

Based on the 60-MHz PowerPC 601 microprocessor, the Macintosh Performa 6110CD has built-in, floating-point math coprocessors for outstanding speed in running your applications. It comes with a 250 MB hard disk, 8 MBs of RAM (expandable to 72), in addition to a built-in CD-ROM for access to games, clip art, and more. Additionally, the Performa 6110CD can easily be expanded as it includes eight built-in ports and one expansion slot.

If that wasn't enough, the Performa 6110CD provides on-board high-speed Ethernet support. It also supports MS-DOS and Windows applications when using SoftWindows software.

> Included: 60-MHz PowerPC 601 microprocessor with floating-point processor; 8MB of RAM; 250MB hard drive; built-in 1.4MB floppy Apple SuperDrive; tray loading CD-ROM drive; ADB Mouse II; Apple Design Keyboard; ClarisWorks, At Ease and System 7.5 installed.

> Not included: monitor; faxmodem; original software bundle.

> Factory refurbished with 90-day Apple warranty

> \$1,279.00, includes ground shipping. For next-day FedEx add \$25.00. Earns 4,000 points for your Group. Available in early May

Macintosh TV is back!

Just \$749 for this All-in-one Computer, CD Player, and Television Limited Supplies available. In stock NOW. NOW accepting orders. Call (800) 350-4842.

Specifications: Black Matte case! 33-MHz Motorola 68030 processor; double-speed internal CD-ROM drive; 14-inch Sony Trinitron color RGB monitor built-in; cable-TV and composite video input jacks; infrared remote control; standard keyboard, mouse, built-in stereo speakers; 5 MB RAM (expandable to 8 MB); 160 MB hard drive. Compatible with System

7.5 (includes System 7.1). Factory refurbished with 90-day Apple warranty.

\$749. Limited Supply. Earns 1,500 points for your User Group. Price includes UPS ground shipping. Next-day FedEx: add \$30. See the March UGMPP Catalog for other current products (including a Quicken/In Control bundle, several CD-ROM titles, and the Performa 550), and policies. Only for members of Apple-Authorized User Groups in the U.S.

Apple Multiple Scan 15 Display

A High-quality, Flexible, Color Viewing Solution!

- Front-Panel Digital Controls
 - EnergyStar Power Conservation
 - Antireflective/Antiglare Surface
- The Apple Multiple Scan 15

Display is a high-quality 15-inch monitor that's perfect for everything from games to graphic design, presentations to spreadsheets. It features the state-of-the-art Flat Square screen (to minimize distortion), stereo speakers, as well as offering a host of advanced features.

For optimal viewing comfort the Apple Multiple Scan 15 Display comes with a tilt and swivel base that allows you to position the monitor perfectly. Its conveniently located front-panel, digital controls let you adjust brightness, contrast, geometry, centering, and zoom precisely. And the anti reflection/anti glare surface treatment combined with a flicker-free refresh rate minimizes eyestrain.

With the multiple-scan technology, you can choose between several resolutions. That gives you the flexibility to adjust your display to best suit the application in which you are working. The provided mode-switching software allows you to make resolution changes without restarting.

It complies with the Environmental Protection Agency's Energy Star guidelines for power conservation by switching into low-power mode during idle periods. It also complies fully with MPR II standards for low electrical and magnetic

emissions. Compatible with Power Mac, Quadra, Centris, Performa, Mac II and PowerBook computers.

> Factory refurbished with 90-day Apple warranty

> \$389.00, includes ground shipping. For next-day FedEx add \$25.00. Earns 1,000 points for your Group. Available in late April

StyleWriter II

- Very Affordable
- Award-winning
- 360 dpi Ink-jet Printer

The Apple StyleWriter II printer is your most affordable path to quality printing. Weighing only 6.6 pounds, the Style-Writer II is a snap to move between locations. And its compact design will fit anywhere. It supports TrueType(TM) fonts to produce sharp text at any size. And with GrayShare software you can share it among multiple users and print in gray-scale. The 100-sheet multipurpose paper tray can handle multiple envelopes, legal size paper and overhead transparencies. Winner, Macworld magazine World Class Award, September, 1994.

> Factory refurbished with 90-day Apple warranty

> \$189.00, includes ground shipping. For next-day FedEx add \$15.00. Earns 500 points for your Group. Available in late April

SOFTWARE (CDs)

The Inline Game Pak CD (NEW)

Nine Great Game Titles For One Low Price!

The Inline Game Pak CD has nine award winning games on one CD-ROM. Entertain yourself for hours with fast action games and mind teaser puzzles. Titles include: **Firefall**: A classic action game where you combat ferocious fireworms and other powerful enemies.

Deliverance: Test your skills and strategy as you defend the land of the Llyn Cerrig from the evil Tnarom. **3 in Three**: Solve the puzzles in this award winning treasure hunt and sinister braintwister.

Cogito: Restore a pattern of marbles

that has been randomly mixed in each of the 120 levels of play.

Darwin's Dilemma: Position, collide, and merge icons representing increasingly complex life forms.

Mutant Beach: Help Native Nick find the Stone Idol's stolen nose before the island and its inhabitants mutate. **S.C.OUT:** Use bombs, missiles, and cannons to destroy aliens that have taken over an old moon base. **Tesseractae:** Eliminate tiles from the board according to color and texture rules. Leave just one and finish the level. **The Tinies:** Send these critters to sleep using arrows chutes, traps, and each other as the clock counts down. Requires system 7 and 5MB RAM

> \$26.95, includes next-day FedEx shipping. Earns 50 points for your Group

Project Gutenberg

The Project Gutenberg CD-ROM contains a collection of public domain English language literature and historical documents from the Project Gutenberg at Illinois Benedictine College.

This collection represents some of the most commonly used and referenced works of literature. This one disc will replace hundreds of bound volumes on your shelf. It includes: Alice in Wonderland, Moby Dick, The CIA World Fact Book, hundreds more! All the files are in plain ASCII format, which makes the collection accessible to virtually any computer. Simply use your favorite word processor or text editor to open any of the files in this collection. The Project Gutenberg CD is updated semi-annually. This version contains all files collected from 1991 to 1994. You can automatically receive all updates to this disk by subscribing.

> \$29.95, includes next-day FedEx shipping. Earns 50 points for your Group.

Ultra Mac-Utilities

This CD-ROM is 630 MB of the best shareware and freeware utilities for your Macintosh computer. The files have been carefully selected and

organized and they are all ready-to-run right off the CD.

Inside you'll find many great communications programs including Fetch 2.1.2 and Eudora 1.5.1, the latest virus checkers, and hundreds of control panels to customize your Mac.

Have fun with sound and QuickTime utilities, After Dark screensaver modules, and hundreds of TrueType and bitmap fonts. Be prepared with disk utilities that help you install and troubleshoot your hardware.

Many of the programs will let you organize, streamline, and enhance your system. Your Mac will be easier and more fun. PowerMac users get a special folder composed entirely of software written just for the PowerMac. Produced March '95.

> \$29.95, includes next-day FedEx shipping. Earns 50 points for your Group.

Ultra Mac-Games

This is THE largest collection of Apple Macintosh games available on CD-ROM. It's super easy to have fun because all games are ready to run directly from the CD! You don't lose any disk space and you can start playing instantly. The disk features 524.5 MBs of games, from early classics to the newest shareware.

Ultra Mac-Games includes arcade games, card games, text and graphic adventures, puzzles, word games, and war games. You will also find the latest commercial demos, hints, cheats, walk throughs, and maps for many popular games. Bonus selections include virtual reality and Newton files.

To make every game really easy to find, the disc is fully indexed in a ClarisWorks database. You'll have hours of pure Apple fun with the Ultra Mac-Games CD!

> \$29.95, includes next-day FedEx shipping. Earns 50 points for your Group.

Visions Volume 1

The Visions CD is a collection of 500 great photographs from the

Preferred Stock photo archives. All images are royalty-free and come in GIF 640x480 and 800x600 resolutions. Royalty-free means you may do anything you like with these photos as long as you don't republish them on a CD.

The images are categorized into subjects as varied as: Animals, Eastern and Western U.S., Seasons, Raytraces, Closeups, Holidays, and Parks.

> \$29.95, includes next-day FedEx shipping. Earns 50 points for your Group.

LUGGAGE

The Apple PowerBook Bag

Light-weight Toughness With Outstanding Wear!

Here is the answer to your PowerBook travel needs. Made of light-weight, durable nylon, the PowerBook Bag offers exceptional resistance to abrasions, punctures and tears but has a natural canvas feel. It's fully padded on the inside to protect your investment, and it comes equipped with 19 pockets to help you pack everything from floppy disks and pens to your cellular phone. It's easy to carry either by the detachable padded shoulder strap or its leather handles. You even get the Apple logo embroidered in full color on the front. Available in dark blue with black trim only.

> Dimensions 15" x 12.5" x 5"

>\$24.95, includes ground shipping. For next-day FedEx add \$5.00. Earns 50 points for your Group.

BOOKS

Internet Starter Kit for Macintosh (2nd Edition)

by Adam C. Engst

This update of the national best-seller provides everything Mac users need to connect to and navigate the Internet. Readers learn how to get online, where to look for what, and how to master e-mail, downloading, FTP sites, and more! It provides a non-technical approach to learning how to get connected and includes a disk with powerful utilities for get-

ting online and using the Internet.

> \$22.95, includes ground shipping. For next-day FedEx add \$3.00. Earns 50 points for your Group.

Guide to Macintosh System 7.5

by Don Crabb

Written by an industry expert, this is the first thorough book on the new and improved Macintosh operating system. Readers will learn all the highlights of the new System, including how to work efficiently with applications. An intuitive, task-oriented approach teaches topics the way users think, not the way the machine thinks. It covers all the new features of 7.5 and 7.5 Pro, including PowerTalk, PC Exchange, and MacTCP.

> \$22.95, includes ground shipping. For next-day FedEx add \$3.00. Earns 50 points for your Group.

The Complete Idiot's Guide to the Mac (2nd Edition)

by John Pivovarnick

Kiss intimidation goodbye once you have the new edition of this popular guide! This book provides easy-to-understand descriptions and clear instructions for essential tasks so you can get the most from your Mac. It covers all the latest developments and is organized so you can use it as a tutorial or a reference. Important information is thoroughly indexed. It even includes a full-color tear-out reference card for quick access to vital information.

> \$19.95, includes ground shipping. For next-day FedEx add \$3.00. Earns 50 points for your Group.

Upgrading Your Mac Illustrated

by Tom Negrino

For step-by-step instructions on installing Macintosh peripherals, the easy way to learn is to see how it's done. This full-color book does just that. Clear photographs show do-it-yourself readers exactly how to upgrade their equipment. You get easy directions for installing memory, hard drives, monitors, printers, modems, and more in a straightforward, non-technical approach. It

includes special coverage on upgrading to a Power Mac and adding multimedia hardware such as a CD-ROM drive.

> \$27.95, includes ground shipping. For next-day FedEx add \$3.00. Earns 50 points for your Group.

USER GROUP MEMBER PURCHASE PROGRAM POLICIES:

- 30-day, no-questions-asked, money-back guarantee
- In-stock products shipped next day for orders received by noon PST .
- Apple refurbished products carry a 90-day Apple warranty and include UPS ground shipping with next-day FedEx available at additional cost.
- We cannot guarantee ship date for products not currently in stock.
- Visa, MasterCard, American Express, Discover card or cashier's check accepted
- Orders paid by cashier's check subject to cancellation if check not received within 10 days.
- Only members of Apple Authorized User Groups in the U.S. may participate.
- Limit: two of any item per member
- Not responsible for e-mail delays or typos. Please verify current prices with a UGC Customer Service Representative.
- Orders will be filled in the order received while supplies last.

To order or for more information, call (800) 350-4842.

User Group Connection is cleaning out its warehouse. The following items are available this week, subject to the usual UGMPP terms. All are in very limited quantities (in some cases, we have just one), and when they're gone, they're gone! Remember, call (800) 350-4842 to order.

- > Apple 17-inch Multiscan display
- > Performa 600CD
- > Power Mac 7100 8/250
- > Power Mac 7100 8/250/CD
- > Performa 475
- > PowerBook 150
- > Epson scanner

> Apple 14-inch color monitor (0.28 Dot Pitch)

Let your members know, via phone or BBS! This will be your last chance to pick up some of these products from the UGMPP. And remember, your User Group earns points with every purchase! Again, that's (800) 350-4842.

Golden Orchard CD-ROM

Golden Orchard is the largest Apple II CD-ROM made to date. It contains over 600 megabytes of files useful to Apple II owners, including tons of freeware, shareware, utilities, games, graphics, sounds, music, source code, and much more, all in uncompressed, easy-to-navigate form. It is primarily targeted at the Apple IIGS owner, and can be fully accessed on a Mac or Apple IIGS equipped with CD-ROM drive. (Apple IIe owners can access the ProDOS partition only.)

The CD has six HFS partitions and one ProDOS partition, all of which are capable of being mounted on a Mac. However, you will need Mac CD drivers that will recognize multiple HFS partitions and ProDOS partitions. The only driver we know of that will do this is FWB's CD-ROM Toolkit. It will mount the 5 HFS partitions, and if you have the ProDOS File System extension (part of the Apple IIe card software for the Mac) it will also mount the ProDOS partition as well.

Almost all files should fit on an 800k disk so you could read them on a Mac with CD-ROM drive and transfer them to the GS manually. 800k disk images are one exception, but you can convert them into their original disk format on the Mac or the IIGS using included programs, so it shouldn't be a problem.

For Apple IIe owners, the ProDOS partition is around 18MB. It contains lots of AppleWorks files, ProDOS 8 utilities and programs, BASIC programs, and other items of interest to Apple IIe owners. However the definite focus of this disc is the IIGS.

If your user group would like to put together a group order, please

contact us (see below) for group discount information.

Golden Orchard will ship the first week of April! We are now taking preorders, which will be sent out the first day we ship.

SPECIAL INTRODUCTORY OFFER: Save \$5 off the normal \$65 list price by ordering now! That's **LESS THAN 10 CENTS PER MEGABYTE!**

Pricing Information for Introductory Special

Golden Orchard (Special) .. \$60
Shipping & Handling: United States \$2, Mexico/Canada \$3, Overseas \$5.

To order, please send payment to: Jim Maricondo, PO Box 11005, Stanford, CA 94309-1005. Make checks payable to Jim Maricondo. Sorry, credit cards are not acceptable. User group bulk discounts available. For further information, check out our world wide web site at: <http://www-leland.stanford.edu/~jagaroth/digisoft/>

Or email: jagaroth@mail.stanford.edu

April Vendor Discount Summary

For members of Apple-Authorized User Groups Copyright (c) 1995, User Group Connection

CD-ROM PACKAGES

Adobe Systems Incorporated offers a special savings of \$10 off to User Group members on several deluxe CD-ROM packages: Adobe DateBook™ just \$39.99, Adobe HomePublisher™ 2.0 now \$59.99, Adobe SuperPaint™ 3.5 for \$59.99 and Adobe Paint & Publish™ only \$89.99! To order, call 800-888-6293.

CCiC

CCiC, the oldest multi-lingual Macintosh computer company, is proud to offer Macintosh User Group members an opportunity to purchase the latest in Japanese word processing, Ergosoft EG Word Pure, at the special price of \$165.00. CCiC is also offering the Apple LaserWriter Select 610 for \$3995.00.

Call 510-548-CCiC(2242) to order.

TRACKBALL PRO CH Products

With twice the speed and resolution, TRACKBALL PRO can out-perform any mouse on the market. You can also drag, scroll, and draw without having to hold a button down, as TRACKBALL PRO features click-locking controls. Our four buttons are also programmable for left or right handed users, allowing you to custom set the buttons to your personal needs. CH Products is offering Apple User Groups the special price of \$70.00 plus \$5.00 shipping and handling on TRACKBALL PRO (SRP \$109.95). Contact May, sales, at 800-624-5804 and ask for your special pricing. (expires 06/01/95)

mPOWER

Multimedia Design Corporation is offering a FREE copy of its mPOWER software to a member in any User Group that responds to the attached offer. The offer also includes additional software for giveaways and a special price bundle for all members of any User Group that take advantage of our offer! Call 800-921-9493.

Screenplay Systems

Since 1982 Screenplay Systems, Inc. has been a leader in providing innovative software for the film and television industries. Our product line includes Dramatica™ Pro, Dramatica Lite, and Scriptor™ for writers, Movie Magic™ Scheduling and Movie Magic Budgeting for film and television industries. For the month of April, our product line will be on sale for greatly reduced prices. If you would like additional literature please call 800-84-STORY.

Ventana Press

Ventana announces five new Quick Tours to help guide you on your Internet explorations: Netscape Quick Tour for Macintosh; Mosaic Quick Tour for Macintosh; Special Edition, Internet Virtual Worlds Quick Tour; Internet Chat Quick Tour and Internet E-Mail Quick Tour. Until July 31, 1995, take 30%

off any or all of these books for an introductory User Group discount. Order ten or more titles in any combination and take 50% off the retail price. Free shipping is offered within the U.S. U.S. customers call 800-743-5369, Canadian customers call 919/942-0220, or send e-mail to: orders@vmedia.com.

Information supplied by vendors; UGC can not vouch for its accuracy.

MACnificent 7 - Utilities & Productivity Tools CD-ROM

Here's your chance to grab over 500 megabytes of the best utilities and productivity tools for your Mac, Power Mac, and Newton. The programs have passed compatibility tests for System 7.0, System 7.1, System 7.5, 32-Bit Addressing, and Power Macintosh Emulation. Programs not passing these stringent tests were removed to eliminate the frustration of system crashes. Over 14,000 files are included on the disc covering the following categories:

- + Business: Clocks/Calendars, Databases, Finance, Mailing Utils, Organizers, Spreadsheets
- + Graphics: Clip Art, Draw & Paint, Image Manipulators, Startupscreen Utils
- + Miscellaneous: Disk Utils, Icon Utils, Screen Savers, Security, Troubleshooting, User Interface
- + Programmer: Compilers, HyperCard Utils, Source Code, XCMDs/XFCNs
- + Publishing: Fonts, Font Utils, Word Processing
- + Sound & Music: MIDI, MODs, Sound Utils, Sounds, Text -> Speech
- + Telecom: Anti-Virus, BBS Software, Internet Utils, Network Utils, Terminal Programs
- + and other categories such as: Multimedia, Newton, Power Macintosh, PowerBook

MACnificent 7 - Education & Games CD-ROM

3rd Edition for Macintosh and Power Macintosh System 7
Compatible ù Power Macintosh
Compatible

The 3rd Edition contains over

550 megabytes of games for all ages & educational programs for K-12 and Higher Ed. The programs have passed compatibility tests for System 7, 32-Bit Addressing, and Power Macintosh Emulation. Programs not passing these stringent tests were removed to eliminate the frustration of system crashes. Over 7,000 files are included on the disc. Features include:

- + 950+ Games, 600+ Educational Programs, Nearly 100 Commercial Demos, 2500+ Other Support Files

- + The complete works of Shakespeare, complete back issues of Home & School Mac magazine and Mac Tips & Tricks newsletter

- + "The Librarian" stack provides easy browsing of programs, including powerful search features and cross-referencing of programs

- + Programs can be conveniently launched right from "The Librarian" stack, or copied to another hard drive or disk with the click of a button

- + Program descriptions, tips & tricks, rating system from 1 to 5 stars

- + Educational categories (8 categories, 28 sub-categories) including: Art, Astronomy, Chemistry, Geography, Health, History, Languages, Literature, Math, Music, Nature, Physics, Political Science, Reading, Teacher's Aids, etc.

- + Game categories (8 categories, 36 sub-categories) including: Adventures, Arcade Action, Board Games, Card Games, Lottery, Puzzles, Simulations, Sports, Trivia, Wargames, Word Games.

User Group/Educator Price
(Single Copies) : \$19.95

(5 - Pack of single title @ \$17.95):
\$89.75

(10-Pack of single title @ \$14.95):
\$149.50

Shipping: \$4.00/order within N. America, elsewhere please call for shipping charges.

OUR CD-ROMS COME WITH A 60-DAY MONEY BACK GUARANTEE

TERMS: NET 30, Purchase Orders Accepted - Payment must be in US\$ drawn on a US bank or by credit card

(Discover, Mastercard, Visa)

Digital Diversions Software, Inc.
(504) 838-0190, Technical Support
15 Everglades St. 1-800-879-1150,
Toll Free Order Line Kenner, LA
70065 USA (504) 837-0880 Fax.

Over 6000 hours of research and careful testing have gone into development of these 2 CD-ROMs to insure that they are the most compatible and up-to-date collection of shareware and freeware programs for the Macintosh. System 7 is required to access the contents of the CD-ROM, although nearly all the programs run under System 6. All programs are certified to be virus-free.

System 7.5 Update Info

You can find disk images of System 7.5 Update 1.0 and QuickDraw GX 1.1.1 in the UGC area on eWorld, and in the Apple Customer Center. It is also on AppleLink and Apple's FTP servers, plus other online servers. Or, you can call Apple and get it for \$10 on floppy or CD-ROM: Call the Apple Order Center by dialing 1-800-769-2775 ext. 5794 .

- Customers can order either a CD (M4113LL/A) or floppy (M4112LL/A) kit.

- The CD kit will contain some extras not found on the floppy kit.

- No proof-of-purchase is required since the update only works on System 7.5

- Customers must pay a \$10 (\$15 FedEx) Shipping/Handling charge for the 1st copy and \$3 (\$6 FedEx) for each additional copy.

- Orders in excess of 10 copies will be delayed for further verification.

- No refunds or exchanges will be accepted.

- This program is scheduled to run from March 28 until October 1, 1995.

PRESS RELEASES

Apple to Sponsor World Liberty Concert

Paris, France—March 28, 1995—The Apple Europe division of Apple Computer, Inc. today announced it will be the technology sponsor for the World Liberty Concert in Arnhem, the Netherlands, on May 8, 1995.

The concert, which commemorates the 50th anniversary of the liberation of Europe from the perils of World War II, will carry a message of freedom and world peace, and is expected to attract a live audience of 120,000, with television broadcasts to over 40 countries. Among the stars at the rock super-concert will be UB40, Art Garfunkel, Cyndi Lauper, Joe Cocker, Simple Minds, Candy Dulfer and Alan Parsons.

A network of 30 Power Macintosh computers, connected to an Apple Workgroup Server via fiber optics and ISDN, will manage and orchestrate the various elements of this complex mega-production, one of the largest multimedia shows in the world, involving sound, light, lasers, video, vehicles, helicopters and people. The software, optimized for Power Macintosh, is SmartCue, developed by WOW! Control Technology BV. An Apple Workgroup Server will also offer an Internet connection, allowing fans to access information in the weeks prior to the event, including shots of the set construction and rehearsals as well as details about performing artists.

Apple Licenses Macintosh OS and Hardware Technology to DayStar Digital

March 27, 1995 DayStar Digital, Inc., the recognized leader in the Mac OS-based PowerPC upgrade market, today announced that it has completed a licensing agreement with Apple Computer, Inc. for use of the Mac OS and hardware components. The agreement, which marks DayStar's entry into the Mac workstation market, enables DayStar to design, build and market certified Mac OS-based computer systems.

DayStar's plan is to offer a high-performance, PowerPC-based work-

station to the Media-Publishing market. Media-Publishers, according to DayStar, represent the market of professionals actively involved in media creation within the prepress, graphic design, illustration, 3D, multimedia, and animation industries. DayStarOs innovative design will incorporate new PowerPC processing hardware and software technologies, breaking the constraints imposed by current computer technology.

The Apple New Media Forum: World Tour '95

CUPERTINO, California—March 28, 1995—In response to the incredible interest worldwide in business opportunities in multimedia and in the digital media creation process, Apple Computer, Inc. today announced the Apple New Media Forum: World Tour '95, a two-day event that will tour four cities worldwide. The tour—designed for experienced multimedia developers, creative professionals, interactive musicians and business executives exploring the benefits of this new technology—will educate the audience through case studies and informative sessions, addressing business, creative and technical issues for both commercial and in-house multimedia development.

Dates and locations on the Tour include:

- Cannes, France: May 3-4, 1995
- Los Angeles, California: June 5-6, 1995
- New York, New York: June 14-15, 1995
- Tokyo, Japan: Dates to be announced later

"Power Mac On Wheels" Tour to Visit Customer Sites Across North America Throughout 1995

CUPERTINO, California—March 21, 1995—Apple Computer, Inc. will be making pit stops at customer sites, computer superstores and college campuses around the country with its Power Mac on Wheels promotional tour. The tour features a World Sports Car, which Apple is sponsoring in the International

Motor Sports Association's (IMSA) 1995 Exxon World Sports Car Championships throughout the year. Apple is taking the car on the road along with a Power Mac Racing trailer—equipped with ten Power Macintosh systems, which will be used to demonstrate to customers the power, price/performance and compatibility of the Power Macintosh platform.

"Apple is employing an auto-racing theme to emphasize the power, speed, performance, flexibility, great design and quality of the Power Macintosh family of computers," said Jim Dunn, Power Macintosh brand manager, Apple USA.

Apple Makes Multimedia Announcements

Apple made a number of significant Multimedia announcements to coincide with the Apple Music Industry Day here in Cupertino, CA. 150 attendees from record labels were at the event.

LOS ANGELES/CUPERTINO, California. March 27, 1995 American Recordings announced that several interactive music titles are under development that use Apple's QuickTime multimedia software. In addition, the company is using the Apple Media Kit to author several enhanced CD titles. Three of the label's bands including Love and Rockets, Skinny Puppy and Swell are currently developing enhanced CDs a new form of compact disc that adds multimedia features to an audio CD, enabling it to be played in both an audio CD and a computer CD-ROM player.

CUPERTINO, California March 27, 1995 As part of its commitment to support musicians and music publishers and the burgeoning interactive music market, Apple Computer, Inc., today unveiled the Interactive Music Track. The new track an extension to Apple's existing Apple Multimedia Program (AMP) provides essential tools, market data, useful contacts, invitations to industry events and software updates that specifically relate to interactive music.

CUPERTINO, Calif. March 27, 1995 Nettwerk Productions and Arista Records announced the newest release from Grammy Award nominee Sarah McLachlan, was developed on Apple Macintosh computers using Apple's QuickTime multimedia software. This new work, "The Freedom Sessions", is a new form of compact disc enhanced CD that adds multimedia features to an audio CD, enabling it to be played in both an audio CD and a computer CD-ROM player.

CUPERTINO, California March 27, 1995 Apple Computer, Inc. today launched a branding program designed to promote QuickTime technology, the company's software architecture that supports the integration of sound, video and animation in a personal computer. The initial advertising campaign features three ads targeted at the music industry, now experiencing rapid growth in multimedia applications. In the ads, music enthusiasts and professional musicians are reminded that QuickTime provides the tools and technologies necessary to create interactive music, games and CDs.

CUPERTINO, California March 27, 1994 Apple Computer, Inc. and Opcode Systems, Inc. today announced an agreement to incorporate support for Opcode's Open Music System (OMS) into QuickTime, Apple's software that brings multimedia capabilities to personal computers and consumer electronic devices. By integrating support for Opcode's industry standard, MIDI-enabling software into QuickTime, Apple increases the power and flexibility of the QuickTime music architecture and reaffirms the role of the Macintosh computer in the music industry. Together, OMS and QuickTime simplify the creative process for multimedia developers and music composers by intuitively routing QuickTime-created music tracks to external MIDI (Musical Instrument Digital Interface) devices such as key-

boards, synthesizers, effects processors and drum machines.

CUPERTINO, California March 27, 1995 Apple Computer, Inc. today launched QuickTime On-Line, the company's new World Wide Web server. QuickTime On-Line makes it possible for consumers to download and view QuickTime software-based music videos, interviews with musicians, animations and even games.

QuickTime is Apple's cross-platform multimedia software that makes it possible for users to view and edit video, music, text, animations and other information on their computers. QuickTime On-Line includes information about the hottest interactive music titles and in the future is expected to feature excerpts from music videos from Warner Bros. Records artists such as Tom Petty, REM and Van Halen.

Among the record labels are: American Recordings, Elektra Entertainment, Nettwerk Productions/Arista Records, Sony Music Entertainment and Warner Bros. Records. Artists and bands using Apple tools and technologies for interactive music development include: Ace of Base, Deee-Lite, Love and Rockets, Sarah McLachlan, Moby, Tom Petty, Skinny Puppy, R.E.M., Squeeze and Van Halen.

Mini'app'les general meeting minutes

March 18, 1995

*Southdale Library
by Roy Sorenson*

President Greg Carlson called the meeting of about 30 people to order at 2:20 pm. The business of the general meeting is to accept nominations for the board of directors, Greg explained, and election ballots will be in the April newsletter and also available at April SIG meetings. Ballots must be received by April 27th. Dick Peterson (BBS Sysop) announced that a special nominations conference will be available on the BBS.

Nominations from the floor and the nominations committee were accepted:

President: Brian Bantz, Keven Kassulker

Vice President: Nick Ludwig

Secretary: Bob Demeules

Treasurer: Mel Magree

Membership Director: Harry (& Pam) Lienke

Operations and Resources Director: Erik Knopp

Publications Director: Steve Thompson

Software Director: Owen Aaland

Apple II SIG Director: Les Anderson

Mac SIG Director: Eric Jacobson

Brief introductions were given by the nominees present, or on their behalf by Greg or VP Brian Bantz. Nominations were then closed and introductions and a round of applause to Georgi Isaacs for arranging the buffet, to Steve Thompson, John Hunkins Jr. and Tom Ostertag for their work on the newsletter, and to Wayne Coulliard for handling our mail distribution chores. Brian then introduced Clayton Baxley from

MultiTech, a local manufacturer of modems which recently celebrated their 25th year of operation by doubling the size of their plant in Mounds View. After speaking about his tour of the new plant, Brian turned the meeting over to Clayton, who defined some common terms in modem jargon and when on to detail many of the MultiTech products and features. Brian said he is working on arranging a discount for user group members, and MultiTech offers a 10 year guarantee and Mac cables and MetComm software are available.

The TC/PC garage sale on March 25 and Mini'app'les spring swap meet on May 6 at Apache Plaza were announced. The meeting concluded with the traditional raffle of goodies including System 7.5, Data Viz Translators Pro, a System 7.5 book, t-shirts, cups and pens.

mini'app'les Board of Director's meeting minutes

March 2, 1995

*Matthews Center, Minneapolis
by Roy Sorenson*

Attendance

Members: Greg Carlson, Brian Bantz, Jacque Gay, Roy Sorenson, Erik L. Knopp, Steve Thompson, Les Anderson, Bob Demeules, Eric Jacobson, Owen Aaland. Absent: David Laden. Guests: Bruce Thompson, Dick Peterson, Nick Ludwig, John Farrell.

Feb. meeting minutes were accepted with minor correction.

Treasurer's Report by Jacque Gay:

Feb. showed a loss of \$138.34. The swap meet monies have been received, and the missing check to the printer was found. Jacque said our insurer has waived the \$21 fee for our bond liability coverage. The recent purchase of an LCD viewer prompted discussion on how hard-

ware assets, purchases, and depreciation should be listed in our book-keeping. Jacque will bring a copy of the big balance sheet to the April board meeting. The board approved without dissent a motion for Nick Ludwig to conduct an audit of our books. Treasurer's report accepted.

President's Report by Greg Carlson:

Greg mentioned an offer on modems for user group members by

Mini'app'les Handy Form

Name: _____
 Address: _____
 Company: _____
 City, State, Zip: _____
 Phone (Home): _____ (Work): _____
 Occupation: _____
 Member ID#(if applicable): _____ Expiration date: _____

New and Renewing Members –
 specify your level of support

- Individual\$25.00
- Student*\$15.00
- Sustaining\$40.00
- Foreign\$40.00
- Educational.....\$50.00
- Corporate.....\$100.00

*Must be a Full-time student
 of an accredited institution.

*Make Checks
 Payable to
 "Mini'app'les"*

If this is a change of
 address notice, please
 affix your current mailing
 label here, or provide the
 corresponding informa-
 tion. Be sure you have
 written your new address
 on the lines above.

ID#: _____ Exp. Date: _____
 Name: _____
 Street: _____
 City, State, Zip: _____

*Yes...
 I'd like to join!*

Which personal computer(s) do you use?

- Power Macintosh model(s) _____
- Macintosh model(s) _____
- Apple II model(s) _____
- Other _____

If this is a new
 membership, or a
 renewal, please
 take a few minutes
 to fill out the
 questionnaire.

What attachments or
 peripherals do you use?

- QuickDraw printer
- PostScript printer
- Modem
- Scanner/digital camera
- Drawing tablet
- Voice mail
- MIDI
- Other _____

What are your areas of special
 interest?

- Business applications
- Household applications
- Educational applications
- Desktop Publishing
- Programming
- Networking
- Games
- Other _____

- Check if you want your name
 withheld from commercial and
 other non-club mailing lists
- Check if you are interested in
 volunteer opportunities (see
 other side)
- Check if you were referred by
 a club member. Please give
 name _____

eDom Orders

Prices:

5.25" eDom: \$3.00
 5.25" System: \$1.00
 3.5" eDom: \$5.00
 3.5" System: \$3.00
 Mac System 7(9 disks): \$15.00
 GS/OS 6.0.1(6 disks): \$10.00
 (Prices include 6.5% Minnesota sales tax)

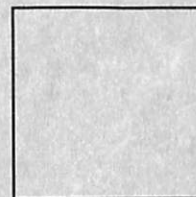
Disk size	eDom	Title or Description	Qty.	Price @	Total

Current Apple System Software

	Version	Date	Format
Apple II, II+, IIc, IIe			
Dos 3.3 System Master	n/a	09/10/85	5.25"
Apple II System Disk (128K required)	4.02	05/06/93	5.25/3.5"
ProDOS Users Disk (64K machines)	W/ProDOS 1.9	02/05/85	5.25/3.5"
Apple IIGS			
GS/OS System (6 disks)	6.0	4/92	3.5"
HyperMover(2disks)	n/a	n/a	3.5"

Total merchandise	
Double price for non-members	
Add \$1/disk shipping (\$4.00 max)	
Make checks payable to "Mini'app'les"	Grand Total:

Last Fold – Seal with Tape



Attention:
 Membership Director
 Software Director

Mini'app'les
P.O. Box 796
Hopkins, MN 55343-9905

2nd fold

1st fold



Dear Mini'app'les
Please direct this to the:
 Membership Director
 Software Director

Hayes Products. Greg will forward a questionnaire from Hayes to Roy for completion.

**Vice President's Report
by Brian Bantz:**

The general meeting will be March 18 at 2 pm at Southdale Library, featuring a speaker from modem manufacturer Multi Tech. Mini'app'les has been invited to participate in TC/PC's garage sale March 28, and our own swap meet will be May 6 at Apache Plaza. Brian mentioned the User Group Connection awards points to each group based on purchases by its members: UGC's special deals are listed in club newsletter and additional information is posted on club BBS. Brian also listed many ideas to increase attendance at meetings.

**Membership Director's Report
by Bob Demeules:**

We got some new members from our table at Midwinter Madness, and the board applauded the volunteers who staffed our booth. Bob reports 11 new members, 7 renewals, and 1 sustaining membership, for a total of 353.

**Software Report
by Owen Aaland:**

\$42 in Feb. Mac EDOM sales. Owen reported 3 new Apple IIGS EDOMs, and 3 new Mac EDOMs.

**Publications Director's Report
by Steve Thompson:**

Steve thanks John Hunkins Sr. and his wife Jayne for applying blue map stickers to the March newsletter. Steve provided figures of complimentary and exchange newsletter distribution. With membership less than 370, Steve decided to do the labeling-sorting of the newsletters himself, reducing club costs by about \$50 a month. Newsletter costs (per mailed copy) total \$0.884. Steve downloads and prints the mailing addresses from Bob, speeding up newsletter distribution. The election ballot will make the April issue: Bob

to provide ballot information to Tom Ostertag. Steve and Nick Ludwig distributed sign up sheets for the new members helping members section, and will be talking this up at the monthly meetings.

**Mac SIG Director's Report
by Eric Jacobson:**

Some SIGs are meeting again at Southdale Library. Someone thought the Murray school meeting rooms may have phone line access, and Eric will check out this lead for telecommunication meetings.

**Apple II SIG Director's Report
by Les Anderson:**

Meetings continue, no news to report.

**Operations & Resources Director's Report
by Erik Knopp:**

Erik showed us the \$53 B&W LCD viewer purchased at the Midwest Madness sale.

**Nomination Committee Report
by Bob Demeules:**

Bob reported they have found a full slate of nominees: for President – Keven Kassulker, for Vice President – Brian Bantz, for Secretary – Bob Demeules, for Treasurer – Mel Magree, for Membership Director – Harry and Pam Lienke, for Operations & Resources Director – Erik Knopp, for Publications Director – Steve Thompson, for Software

Director – Owen Aaland, for Mac SIG Director – Eric Jacobson, for Apple II SIG Director – Les Anderson.

**BBS Report
by Sysop Dick Peterson:**

Dick reported 17% time usage of BBS in Feb.

All reports approved.

Old Business

LCD graphics display panel: Greg reported a check for \$850 has been sent, and he will post to BBS when the color LCD panel arrives. Greg still needs to pick up club Apple II equipment from Chuck Theisfeld.

New Business

Les said he had received only one offer for the ScanMan scanner, and asked if there were any more offers before revealing the bid. Roy asked if there was a minimum bid, Les said no, and Roy offered \$100. Les said Roy's offer was high bid and the sale accepted by board.

Bob announced the club ImageWriter has a broken print head: estimated repair cost is \$50. Repair decision deferred.

Adjournment:

No Mar. executive board meeting. Next board meeting 7 pm, Thursday, April 6, Mathews Center, 2318 29th Ave. S., Minneapolis.
Submitted by Roy Sorenson, secretary.

Directions to The Board Meeting

by Roy Sorenson

With road work on I-94 underway, here are some alternative exits:
Coming from West: on eastbound I-94, take Hiawatha exit (Hwy 55), heading south, and then LEFT at first light onto 24th Street. This will take you straight to parking lot for Mathews Center.

I'm not sure westbound on I-94... maybe 280 exit, then west on Franklin Ave.

Board of Directors meeting is at: Mathews Center, 2318 29th Ave. South, Minneapolis, Thursday April 6, 7pm-9pm.

Pie SIG usually afterwards at Perkins off Franklin and Riverside Ave.

All members welcome!

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- ✓ *HARD DRIVES*
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