JUNE 1996

SUN	MON	TUE	WED	THU	FRI	SAT
2	3 7:00	4 7:00	5 6:30	6 7:00	7	8
9	10 7:00AM	11	12	13 7:00	14	15 12:00 PM
16	17 6:30	18 7:00	19 6:30	20	21	22
23	24 7:00	25 7:00	26 6:30	27 7:00 27 7:00	28 7:00	29

JULY 1996

30						
	1	2 7:00	3 6:30	4 7:00	5	6

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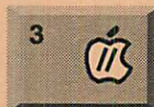
3 — **Apple II/GS Main**
Augsberg Park Library,
7100 Nicollet Ave., Richfield
"Icons & Aliases"
Tom Gates, 789-6981
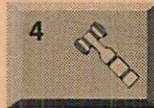
4 — **Board of Directors**
Mini'app'les members welcome.
Matthews Ctr., 2318 29th Ave. S.,
Rm. C, Minneapolis
Bob Demeules, 559-1124
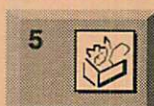
5 — **ClarisWorks SIG**
Southdale Library
7001 York Avenue South, Edina
Denis Diekhoff, 920-2437
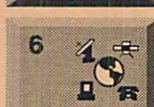
6 — **Telecommunications SIG**
MN Department of Health
717 SE Delaware St., Mpls.
"MUD's"
Nick Ludwig, 593-7410
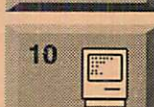
10 — **Macintosh Consultants SIG**
Byerly's
3777 Park Center Blvd,
St. Louis Park
Mike Carlson, 377-6553
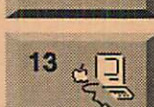
13 — **Macintosh Main**
Norwest Bank
5320 Lyndale Ave. South, Mpls
"What's inside your Mac"
Mike Carlson, 377-6553

15 — **Mac Games SIG**
Southdale Library
7001 York Avenue South, Edina
Topic: Flight Simulators
Pete Feigal, 772-3038

17 — **Fourth Dimension SIG**
Ceridian/Health Partners
8100 34th Ave. S., Bloomington
Bob Demeules, 559-1124
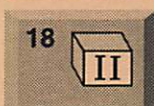
18 — **Apple II Novice SIG**
Ramsey County Library
2180 Hamline Ave. N., Roseville
Tom Gates, 789-6981

19 — **Digital Photography**
Southdale Library
7001 York Avenue South, Edina
Denis Diekhoff, 920-2437
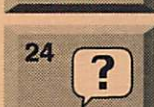
24 — **Macintosh Novice SIG**
Merriam Park Library
1831 Marshall Avenue, St. Paul
Tom Lufkin, 698-6523

25 — **Mac Programmers SIG**
Van Cleve Park Building
15th Ave. SE & Como Ave., Mpls
Gervaise Kimm, 379-1836

26 — **Microsoft Word SIG**
Microsoft 8300 Norman Ctr. Dr.,
Blmgtn "Macros"
Tom Ostertag,
D 951-5520, E 488-9979

27 — **AppleWorks SIG**
Merriam Park Library
1831 Marshall Avenue, St. Paul
Les Anderson, 735-3953

27 — **Filemaker Pro SIG**
Southdale Library
7001 York Avenue South, Edina
Steve Wilmes, 458-1513

Photoshop SIG
No Meeting This Month
Eric Jacobson, 645-6264

mini'app'les

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

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SIGs: Apple II	Les Anderson (612) 735-3953
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Questions – Please direct questions to an appropriate board member. Users with technical questions should refer to the Members Helping Members section.

Dealers – Mini´app´les does not endorse specific dealers. The club promotes distribution of information which may help members identify best buys and service. The club itself does not participate in bulk purchases of media, software, hardware and publications. Members may organize such activities on behalf of other members.

Advertisers – For information, see Newsletter Ad Rates box within this issue.

Newsletter Contributions – Please send contributions directly to our Post Office, Box 796, Hopkins, MN 55343 or upload them to our BBS at 824-4394.

Deadline for material for the next newsletter is the 1st of the month. An article will be printed when space permits and, if in the opinion of the Newsletter Editor or Manager, it constitutes material suitable for publication.

Editor/Publisher: Tom Ostertag 488-9979

Newsletter Layout: John Hunkins

Mini´app´les BBS –824-4394, 24 hrs. Settings: 8-1-0. Call in with FirstClass® Client software or any text-based terminal program.

Mini´app´les Voice Mail – 229-6952

Printed by
Kinko's
http://www.kinkos.com

Newsletter Submissions

By John Hunkins Jr.
Submitted by Tom Ostertag

Newsletter article submissions are required by the 1st of the month rather than the 9th as previously required. The change is to facilitate the printing of the newsletter.

Articles will be used in the following month's newsletter where space is available.

Send your articles to the Editor/Publisher, Tom Ostertag. The easiest way to do this is through our BBS. The articles should be submitted as raw text. Tom will edit them for content and format, you do not need to format your documents.

If you have any questions about the newsletter, please feel free to contact one of the board members or Tom Ostertag.

CHANGE OF ADDRESS

Moving? Going to be away from home and leaving a forwarding address with the Post Office? Please send us a Change of Address when you are informing others. By using a moment of your time and a few cents to drop us a card, you save the club some money and you get your newsletter delivered promptly to your new address. If you don't inform us, the Post Office puts your newsletter in the trash (they don't forward third class mail) and charges the club for informing us of your new address. Change of Address should be sent to the club's mailing address: mini'app'les, Attn: Membership Director, Box 796, Hopkins, MN 55343.

June Main Mac SIG Announcement

by John Hunkins

Curious about the inner workings of you mac? Ever wanted to pry the case off just to make sure there wasn't a small mouse running your computer? Now is your time to find out the answer to these questions and many more! Come on out and meet us at the Main Mac SIG!

We will have a variety of macs available to rip apart. Computers ranging from a SE all the way up to a Power Mac 8500. We can't promise to make you a technichian, but we can take a little mystery out of the grey box sitting in your homes and offices.

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
Claris Draw	3
Claris Resolve	2
Claris Works	2,8,9
Cross-Platform File Trnsfr	6
FileMaker Pro	2
First Class	2
MacWrite Pro	2
Microsoft Excel	3,6,7
Microsoft Word	6
MYOB	7
Photoshop	4
Quicken	3
System 7	9
Word Perfect	5

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.

AppleII	Key	AppleIIGS	Key
Appleworks	1,6,9	Hypercard GS	1
Applewriter	6	Smartmoney GS	1
Publish It!	1		
To. Superfonts	1		
To. Superform	1		

	Name	Phone	Key
1.	Les Anderson	735-3953	DEW
2.	Brian Bantz	835-3696	DEW
3.	Mike Carlson	377-6553	D
4.	Eric Jacobson	645-6264	D
5.	Nick Ludwig	349-0206	E
6.	Tom Ostertag	488-9979	EW
7.	Ardie Predweshny	823-6713	DEW
8.	Owen Strand	427-2868	D
9.	Bruce Thompson	546-1088	EW

D-days (generally 9 a.m. to 5 p.m.)
E-evenings (generally 5 p.m. to 9 p.m.)
W-weekends (generally 1 p.m. to 9 p.m.)
In any case, call at reasonable hours and ask if this is a convenient time for them. By the way, these volunteers can also be reached on our BBS! We appreciate your cooperation.

Newsletter Ad Rates

1/12 page . . . . 2.25" Width x 2.5" Height $10
1/6 page . . . . 2.5" Width x 5" Height $20
1/3 page . . . 2.5" Width x 10" Height Vert or 5.5 H . . $40
1/2 page . . . . . 7.5" Width x 5" Height (save 5%) $60
2/3 page . . . . . 5" Width x 10" Height (save 7%) $80
Full page . . 7-1/2" Width x 10" Height (save 15%) . $120

Outside back cover 7-1/2" Width x 7-1/2" Height . . . $100
Inside back cover . 7-1/2" Width x 10" Height $120

Frequency discounts 6 months at 5%, 1 year at 15%,
Mail inquiries to: PO Box 796, Hopkins, MN, 55343
Phone inquiries to: Nick Ludwig 349-0206

Mac eDOM #954

Mac eDOM #954 -My Schedule's Keeper

Copyright © 1996 Mini'app'les
Submitted by Bruce Thompson

What Is It?

My Schedule's Keeper 1.0.2 is a personal information manager (PIM) that can keep track of your daily schedule, daily notes, To Do items, and remind you of important events.

How does it work?

My Schedule's Keeper 1.0.2 is primarily comprised of three main windows: A Calendar Window, a Controls Palette, and a To Do Window.

The Calendar Window allows you to add and delete items from your daily schedule based upon the selected day in the calendar.

The Controls Palette allows you to change the month and year of the calendar, set reminders for yourself, search records for a recorded event, note, or To Do item, view any number of selected days in the calendar, and view your daily notes.

The To Do Window allows you to add and delete items from daily To Do lists and to continue items on another day in the calendar.

Will the program work on my computer?

In order to have satisfactory performance, you will need an 040 or PowerPC computer with at least 5-8MB RAM (depending on the amount of space your system occupies in memory) running System 7. The program and it's accompanying files will occupy about 1MB of disk space and requires 2MB of free RAM. This application is not compatible with 68000 (Mac Plus) machines or with System 6.

Is the program free?

No. The program is shareware. If you like the program and would like to use it, please pay the $10. shareware fee. When you send payment, I will send a registration code allowing you to initialize your own copy. I will also provide updates free of charge.

...the Last Word

by Steven W. Thompson
mini'app'les Publications Director 1994-96

You may have met me at the door of one of the eight Macintosh SIG meeting where I recently acted as the unofficial mini'app'les greeter. Or, you may have known me as the Peachpit Press Book man, since I promoted their 40% User Group discount at many a meeting. Hopefully, you ordered one or more of their wonderful books at this great discount. Or, perhaps you spoke to me in regards to an article or issue relating to the production or content of our Newsletter. However on May 1, 1996, the submissions deadline for this Newsletter; I resigned as mini'app'les Publications Director. Everything that I have done for and proposed to mini'app'les has been for the greater good of our computer users' group.

First, I would like to thank John Hunkins, Jr. for laying out the *Mini'app'les Newsletter* for the past two years. Few people really realize or appreciate the hours required for laying out a 20-28 page document month after month. I like to thank Brian Bantz for providing a monthly President's report relating the status of mini'app'les, Pam Lienke for her *Pam Works with ClarisWorks* and ClarisWorks SIG series of articles, Bruce Thompson for his eDOM descriptions and accompanying graphics, and Ken Slingsby for *Good Deals*. Also, I like to thank Roy Sorenson for his Board of Directors minutes during his terms as Secretary and Jacque Gay for providing invaluable assistance in my early days as Publications Director. Plus, I welcome Michael O'Neill as our new Newsletter labeler/mailer and Nik Ludwig as the new Publications Director.

Recently, the *Mini'app'les Newsletter* has been featuring articles authored in-house. This is an very important step in improving not only the quality of our Newsletter, but the growth of mini'app'les. I thank Steve Wilmes for his continuing series: *Features of FileMaker Pro 3* and Pete Feigal for his *Marathon* articles. Also, I would like to thank Nik Ludwig for his feature article *Telecom Talk* with Chuck Bjorgen.

Finally, I thank the Newsletter Staff: John Hunkins, Jr.; Tom Ostertag; and Nik Ludwig. Over the past two years, we consistently published the *Mini'app'les Newsletter* on time, substantially reduced it's cost, and improved its quality. No small task.

July Appleworks SIG

By Les C. Anderson

The June and July Appleworks SIG meetings will be at the Merriam Park Library, 1831 Marshall Ave. The Ramsey County Library in Roseville is not available those evenings. The Merrium Park Library meeting room is in the basement, and will be split. We will have the front half.

Pam Works with ClarisWorks

By Pamela K. Lienke

Selecting a word, line, or paragraph can sometimes be a pain. With ClarisWorks you can make this once bothersome chore a thing of the past.

To select a word, place your insert point somewhere in the word and click twice. Clicking three times selects the entire line, and four clicks selects the paragraph. You can now delete, change, or move the text to improve your document.

Microsoft Word SIG Announcemnet

by Tom Ostertag

Just wanted to let everyone know that the Microsoft Word 6.0 SIG meeting normally held on the 4th Wednesday of each month will be moved up to the 3rd Wednesday in May due to a National Sales Conference that the Microsoft personnel will be attending.

Main Mac Meeting April 11, 1996

by Ken Slingsby

It was near the end of the first day in six months with temperatures above 70 degrees. It was a real struggle to go inside, but more snow and rain was promised, so we went into the St. Louis Park Library.

Mike Carlson started the evening with the usual question and answer session. There was a lively discussion of the Apple decision to "sell" System 7.5U2 for free. Several people have already received their copies. One person got his copy the next day after ordering. Bob Demules used the loaned Epson LCD Projector (thank you, Tierney Brothers) to show the Mini'app'les web pages (as proposed) in full color on an eight foot screen. Also mentioned was the offer from CE software for their latest version of Web Arranger for one-half the list price. There were other questions and answers, but it was dark and now I cannot read my notes.

Mike introduced Al Schilling of MacSoft. Al introduced the local company by stating they have sold more copies of their software than MS Word or Excel - - but for much less money. All the software in their catalog sells for under $30. Their catalog lists nearly 40 titles, including games, productivity and fonts. He got right into it and started the demos.

First was MacPublisher. This is a full featured word processor and desktop publishing package. Graphics can be imported or created, rotated, and edited. Style sheets, kerning and leading are supported. Full screen color separations are not supported, but spot-color separations are. The package saves into a native format but uses XTND translation to save into other formats (You provide the translators. They come with products by another popular software house.)

Next we got to ooo and ahhhhh over two games, Diamonds-3D and Gopher Golf. Diamonds 3D reminds one of three-dimensional breakout. A colored ball bounces in and out of the screen as your transparent paddle smacks it into the screen toward the bricks. If you miss, the ball crashes through the glass right at you. The game comes with stereo sound effects.

Gopher Golf comes with 15 courses and a course editor. There's a special twist - - in that the gopher gets in the way sometimes.

Al then proceeded to demonstrate Desktop Labels. This is a database and address book that will print graphics and bar codes on a variety of media including envelopes and oodles of label formats. If the user can link (for instance) the zip code in the database to a Postnet bar code to speed delivery. Many bar code types are included. It is made to be easy to use, but powerful.

For the grand finale, Mr. Schilling brought out PhotoMaker. This is a Photoshop (tm) look-a-like with some impressive features including feathering, sharpen, adjust contrast, round edges, and support for pressure sensitive tablets. The program supports millions of colors (if your computer does). A great feature of the program is that the tool pallet automatically selects the right options for the chosen tool. Al is an expert at changing colors in a picture, although from my experience, I would have to say an expert is not necessary. The program supports photoCD, PICT, eps, tiff, and more formats.

Each of the above programs lists for $24.99, although if you were at the meeting, you had the chance to get any or all for $15. Al even donated three packages to a drawing. If you weren't there, you missed a lot! Three lucky people went home with a real bargain! Several others went home with great deal. For those who forgot their checkbooks and plastic, there was an ample supply of free demo CDs.

Best of all, MacSoft is a local company. They are at 3850 Annapolis Lane, Minneapolis. If after reading this, you want more, call 800-229-2714 for a catalog or orders. Their products are also available at many local software retailers.

The librarian came before we were ready to call it quits, for sure, but we left peacefully.

April ClarisWorks Meeting Minutes

By Pamela K. Lienke

Sometimes a first time visitor to a Special Interest Group (SIG) meeting gets the feeling that everyone else at the meeting knows much more than they do. Most of us are there, however, because there is so much to learn and so much to share. By working together we all learn; in the case of the ClarisWorks SIG, that is certainly true!

At the April ClarisWorks meeting we explored basic page setup for a word processing document. After launching the application, select Word Processing from the New Document dialog box. You are pre-sented with a clean page to be filled with what ever you desire. Before beginning the great American novel or whatever, you need to do some basic set up of the page. From the font menu select the font that you want. For a basic document, select a font such as Times or Palatino in ten or twelve point size.

Next, to save time and effort, set a first line indent. At the left under the ruler, locate the first line indent marker (the upside down T) and drag it to the point where the paragraph is to start (the upside down T is par-tially obscured by the triangle). After this, each time you press return, the paragraph is automatically indented.

If you need a tab to set off or line up information, the triangles on the left in the gray bar under the ruler are the tabs. To set a tab, drag the tab to the desired mark under the ruler. From left to right the tab menu is as follows: left tab, center tab, right tab, and decimal tab.

You also need to decide on line spacing. ClarisWorks gives you many line spacing options, but the sim-plest way to select line spacing is to click on the line space icons located to the right of the tab menu on the gray bar under the ruler. These icons allow you to increase or decrease the line spacing by half line increments.

You now have a basic page setup.

April 1996 Main Apple II and IIGS Meetings

Submitted by Tom Gates

Spring seemed to have finally arrived and the snow was really melting with that extra hour of day-light. So with reluctance, and for need of an electrical outlet, we held the meeting indoors.

While I loaded a backup of a hard drive partition from home to the club's GS, Les Anderson officially got the meeting going with announce-ments and the Question & Answer session. Following that I began the main portion of the presentation.

This evening we were covering the care and maintenance of a hard drive on your Apple II computer. Those with IIGS computers are find-ing a hard drive turns the IIGS into an entirely different machine. And a hard drive is really a necessity to run System 6.0.1. And now with the Focus hard cards on the market, both //e and IIGS owners have a great and inexpensive way to add a hard drive. The Focus hard cards for the Apple II's start at $79 complete for a 20mb drive. Just plug it in and go.

Using the Salvation Supreme soft-ware package from Vitesse we walked through virus detection/irradication, file and directory recovery, file defragmenting, disk drive optimiza-tion and disk/file backup. Many Apple II owners also make much use of Glen Bredon's ProSel 8 and 16 utility programs which cover all of the same areas. There were some good questions asked and hopefully the presentation let everyone know what to think about while using their hard drives.

Meeting closed and moved to the Pie SIG at the Baker's Square near Southdale where the same and other topic discussions continued over pie and coffee.

Hope to see the Apple II users at the Main Apple II and IIGS, Apple II Novice or AppleWorks meetings. As always, the more the merrier. See you next time.

NEW MINI'APP'LES MEMBERS

by Pam and Harry Lienke

A hearty mini'app'les welcome to the following folks who became members during April. Get the most from your membership by visiting several special interest groups (SIGs) each month.

Paul Borzo

Carol A Firkins

Diane Gamm

Russell Griffin

Jim Hadden

David McConnell

Larry Mooney

Doug Regester

One mini'app'les member managed to sneak in under the wire and earn a recruiting award (a two month membership exten-sion) at the end of March (the last month for this special offer).

Mike Carlson

Good Deals #33

by Ken Slingsby

This is another installment in a series of articles which list press releases. Many were originally published by 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 articles 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.

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!

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PRESS RELEASES

Apple brings text and speach to the masses

CUPERTINO, California--April 9, 1996--In response to customer demand, Apple Computer, Inc. today announced that virtually any Apple Macintosh computer can now have the power of speech. The company has begun selling its renowned PlainTalk text-to-speech and speech recognition software through retail channels. Previously, the PlainTalk software and microphone were only available as part of select Power Macintosh systems and Mac OS upgrades. The new software product will be distributed by Claris Corporation.

PlainTalk is a collection of software from Apple that enables Macintosh computers to speak written text and respond to spoken commands. There are three components to PlainTalk 1.4.1: English Speech Recognition, English Text-to-Speech, and Mexican Spanish Text-to-Speech.

The Mac Speaks Back

Apple is a leader in text-to-speech technology and offers a wide variety of computer-generated voices which are scalable for naturalness and intel-ligibility, memory size and processor speed. The 22 different voices range from the best quality in the industry, to the most efficient in size and speed, to the most fun and entertaining. Since the voices are synthesized, there is no need to store prerecorded sound files on the hard drive. Using Apple's speech synthesis, game developers, educational software developers, and CD-ROM developers can have any amount of text read aloud from their applications without sacrificing valuable disk space and RAM.

PlainTalk software includes three separate components, each with its own installer, allowing users to customize their PlainTalk experience: English Speech Recognition, English Text-to-Speech, and Mexican Spanish Text-to-Speech.

English Speech Recognition

The first component of the PlainTalk software package is English Speech Recognition, which includes speakable items. When installed on a Power Macintosh running system software version 7.5 or later, the user's computer has the ability to respond to spoken commands. With the speakable items utility, spoken commands can be used to execute common desktop tasks such as opening files and folders, starting applications, switching applications, and closing windows.

Minimum System Requirements

For speech recognition: any Apple Power Macintosh computer with 16-bit sound, system software version 7.5 or later; 1.5MB RAM beyond what the rest of the system software needs; a microphone (included with PlainTalk 1.4.1).

For text-to-speech: any Apple Macintosh computer, system software version 6.0.7 or later; 300K of random access memory (RAM) beyond what the rest of the system software needs; and 5 megabytes (MB) of hard disk space.

Availability and Pricing

The estimated retail price for Apple PlainTalk 1.4.1 (M2844LL/B) is US$49.00. It may be purchased through any Apple authorized reseller, or by calling 1-800-950-5382.

UGC polls users

SOQUEL, CA - April 15, 1996 - User Group Connection (UGC) and its catalog division, User Group Store, surveyed User Group members, ambassadors, and its customers to ask for feedback to give Apple. We sent a letter titled "If you were Gil Amelio..." to over 5,000 MUG leaders and members via our listserv asking

for their open-ended feedback, comments, and advice regarding Apple Computer. In less than a week, we received over 450 responses, many over two pages long!

SUMMARY OF RESPONSES

- Most mentioned topic: ADVERTISE!! Get on TV, use Guy's Evangelist, quit preaching to the choir...advertise in main stream magazines, use celebrities who love Macs like Martha Stewart and Rush, show the loyal Mac Users explaining why they use a Mac.

- Second most mentioned topic: comments, criticisms and advice about Apple's marketing in general.

- Get an innovative OS (Copland) out the door ASAP

- Get away from the elitist attitude

- Use incentives to encourage programmers and retailers

- Unload slow-selling inventory by giving to schools, libraries, non-profits and by offering fire-sale prices to the public.

- License more clone-makers

- Slow down product introductions; new consumers are confused by the number of models offered.

- Bundle more USABLE software with new computers

Thoughtful responses from User Group members ... can be found at http://www.ugconnection.com/appl eadvice/

CONNECTIX SHIPS COLOR QUICKCAM FOR MACINTOSH

SAN MATEO, CA, APRIL 16, 1996 - Connectix Corporation announced it is shipping Connectix Color QuickCam (tm) for Macintosh, a 24-bit color digital video camera that plugs right into a Macintosh serial port, requiring no additional hardware. With an expected retail price of US$199 (after a $30 manufacturer's rebate, offer expires July 31, 1996), Color QuickCam is the most affordable color digital video camera available today. Its release builds on the success of the original Connectix QuickCam, the leading digital video camera for computer users.

Color QuickCam retains the award-winning design of the original grayscale QuickCam and is just as easy to use. In less than five minutes, users can install Color QuickCam and start taking brilliant color images at 640 x 480 pixels in 24-bit color (millions of colors). Color QuickCam incorporates several new features including a manually adjustable focus lens, Auto-Capture for live Web images, a self-timer mode, and proprietary compression technology that expand its usefulness on the Internet, at work and at home. Color QuickCam also uses a pass-through Apple Desktop Bus (ADB) connector for power, providing portability and international compatibility.

VIDEC Means Faster Frame Rates

Using Connectix' proprietary, VIDEC (tm) Video Digitally Enhanced Compression (patent pending) compression technology, Color QuickCam compresses the video data at a 4:1 ratio with virtually no loss of picture quality. As a result, users get faster frame rates, larger frame sizes and significantly smaller files to store on their hard drives. In fact, frame rates are even faster than the original grayscale QuickCam. Typical Color QuickCam frame rates at thousands of colors are:

- Power Macintosh (160 x 120): over 24 fps

- Power Macintosh (320 x 240): over 10 fps

Sharp Images From Under One Inch To Infinity Color QuickCam uses a fast, f/1.6, 5.7 mm wide-angle, manual focus lens that can record close-ups of objects as small as the serial numbers on a dollar bill or as large as a conference room full of people. Color QuickCam1s 48-degree angle of view is especially well-suited for videoconferencing.

Excellent Images In Virtually All Indoor Lighting Conditions Combining its fast lens with sophisticated software, Color QuickCam adapts to virtually any indoor lighting conditions at home or at work. The new Auto Hue feature automatically adjusts Color QuickCam to get the most natural colors possible in

incandescent, fluorescent or natural lighting. Auto Brightness adjusts for different amounts of light, but all camera controls remain accessible to the user. Digital special effects for mirroring, flip and landscape/portrait make Color QuickCam versatile for any application.

Thousands of Uses On the Net, At Home and At Work A complete digital video solution, Color QuickCam includes all of the software a user needs to get started. Included in every Color QuickCam package are: QuickPICT, an application for capturing color still images; QuickMovie, an application for recording color digital video movies, and Apple Computer1s QuickTime multimedia extension.

Since its introduction in 1994, Connectix QuickCam has become the most popular digital video camera. The grayscale QuickCam has already:

• Sold over 250,000 units
• Attracted over 1,000 developers building QuickCam-based solutions

US Pricing and Availability

Connectix Color QuickCam for Macintosh is available now at many popular retail and mail order outlets throughout North America. Color QuickCam carries a suggested retail price of $299 (US). Connectix estimates a US street price of $229 and offers a $30 direct rebate to all purchasers through July 31, 1996. Color QuickCam comes with a one year warranty and a 30-day money back guarantee.

Apple's Power Mac Runs More Software Than Any Other Mainstream PC

CUPERTINO, California--April 22, 1996--Committed to providing its customers with cross-platform access to the widest range of software applications, Apple Computer, Inc. today announced its next-generation PC compatible Power Macintosh system. Apple also unveiled PC Compatibility Cards designed to add

Windows and MS-DOS functionality across the entire Power Mac line. The new Power Macintosh 7200/120 PC Compatible comes pre-installed with either a powerful Pentium 100MHz card or an entry-level 586 100MHz card; both Peripheral Component Interconnect (PCI)-based PC Compatible cards are also available separately. The new products are compatible with Microsoft Windows 95, Microsoft Windows for Workgroups 3.11, Microsoft Windows 3.1 and MS-DOS 6.22; the Mac OS continues to run on the Power Mac's PowerPC & trade; microprocessor.

Aimed at professional users in business, education and home environments, the Power Macintosh 7200/120 PC Compatible is based on the next-generation Power Macintosh 7200/120 announced today, but comes preconfigured with one of two PC Compatibility Cards. The 7-inch 586 100 MHz version is an affordable, entry-level choice that includes 128K of secondary cache and 8MB RAM, which can be upgraded to 64MB. Industry benchmarks show the speed of the 586 100MHz processor is comparable to that of a Pentium 75Mhz. For customers who want a higher level of performance, a 12-inch Pentium 100Mhz version is another option. It features 256K of secondary cache and 8MB of RAM, which can be upgraded to 72MB. The Power Macintosh 7200/120 PC Compatible also includes 8MB of RAM for the Macintosh operating system.

Both versions incorporate an ATI Mach64 video controller, from ATI Technologies Inc. of Toronto, Canada, for accelerated SVGA compatibility up to 24-bits per pixel. All current Apple displays are supported, in addition to many third-party Macintosh-compatible VGA and SVGA displays. Customers can configure their Power Macintosh 7200/120 PC Compatible with either one or two displays. When configured with a single display, users hit a hot key to toggle between the Mac OS and PC environments; the back-

ground environment continues running. When configured with two displays, Power Mac 7200/120 PC Compatible users can keep an eye on both environments concurrently at the full size and resolution supported by the display and video controller. Fans of MS-DOS and Windows games will also enjoy the built-in PC Game Port and 16-bit Sound Blaster Pro support.

Both versions of the Power Macintosh 7200/120 PC Compatible are expected to ship in selected countries worldwide by June 1996. Delivering Pentium-class performance with video resolutions up to millions of colors, and unburdened by the RAM overhead required by compatibility solutions based on software emulation, Apple's hardware-based PC Compatible Power Macs deliver leading edge price/performance for customers who value cross-platform compatibility.

Power Mac 7200/120

16/1.2GB/CD/L2	$2,299**

Power Mac 7200/120 PC Compatible (586)

8/8/1.2GB/CD/L2	$2,599***

Power Mac 7200/120 PC Compatible (Pentium)

8/8/1.2GB/CD/L2	$2,799

*Estimated U.S. Apple price (does not include monitor and keyboard)
**Included as a reference for pricing comparison.
***Availability varies by region

PC Compatibility Cards will also be available separately as standalone cards, with prices starting at $799 for the 586 100MHz version with 8MB of RAM. The Pentium 100MHz version, also with 8MB of RAM, is priced at $1,049.

THE BBS COMMAND LINE INTERFACE: FIRST LOG ON

by Harry Lienke

The mini'app'les bulletin board service (BBS) operates using the FirstClass Server 2.700 software from SoftArc Inc. For Macintosh and IBM-compatible (PC) computer users, client software is available to provide a graphical user interface (GUI). Bruce Thompson described the use of the GUI in an article in the January, 1996, issue of this newsletter.

The FirstClass software also provides a command line interface (CLI) which can be used by anyone who does not have or cannot use the client software (first time callers and Apple][aficionados, respectively). It can be faster and easier to use the CLI. This article explores the use of the CLI by a first time caller.

The first step toward being able to use the club BBS is to start up your communication program and configure it. Your program should be set up to communicate utilizing eight bit words, no parity, and one stop bit (aka 8/0/1 or 8N1); your program should also be configured to use either ANSI or VT-100 Terminal Emulation in full duplex mode. The Delete key and the Backspace (left arrow) must produce different values (don't select an option to set them equal). If your software allows you to specify that all incoming data be converted to "low ASCII," do it. You should have a "hardware handshaking" cable if you are running faster than 2400 baud so that you can make use of hardware data control [Ready to Send/Clear to Send {RTS/CTS}] rather than software data control [Xon-Xoff]; hardware handshaking allows you to set the data transfer speed as high as your equipment can run.

The BBS modem runs at any speed up to 14.4 kilobaud (possibly 28.8 by the time this reaches print) and works (negotiates) with your modem to find a mutually acceptable speed. If the data arriving on your screen seems to be missing characters occasionally, slow down

your modem and/or eliminate any other processing that your computer might be doing during your time on line (making sounds or keeping track of the time, for example).

The first thing that your communication software does when you tell it to call the BBS is to initialize your modem. For my U.S. Robotics mac&fax modem, I use "&F1" to reset the modem's parameters to the factory default settings (check your modem's documentation for more information).

The following text shows a first call to the BBS interspersed with explanatory comments. After one becomes a registered user, the log on sequence and the data available are somewhat different (we'll cover that next time). In the following text, the messages produced by my communication program and modem plus the data that I entered from my keyboard are shown within curly brackets ({}). The messages produced by your program and modem probably differ some.

Once my modem was initialized, I heard the modem dialing and saw the message {Dialing: 824-4394}. After some buzzing and whistling by the modems, the following messages appeared:
{CONNECT}
{Connection established!}

{14400/ARQ/V32/LAPM/V42BIS}
Press RETURN twice to connect

Since the BBS software wanted two Returns entered, I obliged and was rewarded with this message:

You have connected to a FirstClass System. Please log in...

The information that is entered following this prompt is the information that one must enter to log on during subsequent sessions. Note that the user identification (ID) does not have to be your name; you may use whatever characters you desire. As you enter your password, asterisks appear on the screen instead of what you type.

UserID: {A.Test.Login}
Password: {********}
Do you wish to register as a new user? {Yes}
FirstClass Auto Registration

Please answer the following questions:

Enter your first name: {Bill}
Enter your last name: {Clinton}
Enter any middle initials (optional):
Postal address: {1600 Pennsylvania Ave}
Telephone number: {100-234-4567}
FAX number:

Your UserID is used to identify you to FirstClass
What UserID would you like: {A.Test.Login}
What password do you want: {password}
Name: Bill Clinton
UserID:A.Test.Login
Password:password

Address:1600 Pennsylvania Ave
Tel:100-234-4567
FAX:

Is this information correct? {Yes}
Registering...

Please write down your UserID and Password:

Your UserID is: A.Test.Login
Your Password is: password

At this point, I had provided the information that the operators of the BBS need to validate me as a member of mini'app'les so that I can be registered and make use of all of the services of the BBS. The following text shows the BBS services that are avail-

able before a user is validated.

Press any key...{RETURN}
Logging in...

```
\ ! /
- * -  Welcome to mini'app'les BBS
/ ! \
```
This is a private BBS run for mini'app'les members. If you have a Macintosh computer you may wish to use the graphical user interface which can be downloaded from this BBS.
IMPORTANT: For best results please use ANSI compatible telecommunications software. Set your terminal type to ANSI or VT100. Turn off any status bar.

Once you have logged in you will see a list of the items in your home directory or desktop. You can open any of these items by typing its number. This technique works on messages as well. In your mailbox you will see a list of your private messages. To read a message just type its number (for example, "3").

For help, type HELP at the > prompt.

Time remaining today: 20 minutes.
[More]

To permit everyone to access the BBS, the software keeps track of the time that each user is logged in. Unregistered users are limited to 20 minutes per calendar day.

The prompt "[More]" indicates that the BBS has transferred one screen of data and is waiting to transfer more. I pressed the Return key when I had read the information and was ready to proceed to the first menu.

{RETURN}
Home: 4 Conferences, 1 Folder.
* 1 MailBox*
* 2 News
* 3 Help   Folder*
* 4 Client Software
* 5 eDOM Catalogs*
* 6 Mini'app'les
Type an item's name or number to open it.
Commands: Help,Logout,Scan.

At any menu, you can enter a number and RETURN to view an item or open a folder or conference,

depending on how you have navigated through the BBS's many choices. You can also enter one of the commands that is shown (actually you only have to enter enough characters to uniquely select the command: h or he for help, l or lo for logout, and so forth).

To determine whether there was anything in the Mailbox folder, I entered "1" and pressed the RETURN key.

> {1}
Home:MailBox: No items.
Type EXIT to exit.
Commands:
Help,Logout,Exit,Read,New,Home,Delete ,Scan,Send,Reply,Forward.
> {ex}

Since this was my initial session on the BBS, there was nothing in the mailbox. To return (exit) to the main menu, I entered "ex" and pressed RETURN. Back at the main menu, I selected the News folder by entering "2" and then read the messages from the Administrator by entering "2" and "3".

Home: 4 Conferences, 1 Folder.
* 1 MailBox*
* 2 News
* 3 Help   Folder*
* 4 Client Software
* 5 eDOM Catalogs*
* 6 Mini'app'les
Type an item's name or number to open it.
Commands: Help,Logout,Scan.
> {2}
Home:News: 3 Unread items; 3 Messages.
* 1 Administrator   5K 6/22/94 10:16 AM Mini'app'les Application Form
* 2 Administrator   1K 6/22/94 10:13 AM About this BBS
* 3 Administrator   3K 8/7/94 7:24 AM MUST READING
Type an item's name or number to open it, or EXIT to exit.
Commands:
Help,Logout,Exit,Read,New,Home,Delete ,Scan,Send,Reply,Forward.
> {2}
Message 2   6/22/94 10:13 AM
Subject:About this BBS
From:Administrator
To:News
This BBS is run by mini'app'les (The

Minnesota Apple Computer Users' Group, Inc.) for the use of its members. It covers the use of all types of Apple Computer products, third party products, and their clones. The BBS has message areas and file transfer areas. For more information on mini'app'les and a list of meetings look in the mini'app'les folder or call Voice Mail at 229-6952.

If you are a mini'app'les member, you should receive your member's access within about two business days.

Commands:
Help,Logout,Exit,Read,New,Home,Delete ,Scan,Send,Reply,Forward.
> 3
Message 3   6/22/94   9:41 AM
Subject:MUST READING
From:Administrator
To:General/Misc

*   mini'app'les BBS*
Contract

Respect other callers of the system. Feel free to express yourself, but do not do anything to injure or harm others. If you dislike someone else's ideas, you can attack the ideas but not the person.

Do not use this bulletin board system for anything that might be illegal. Using a bulletin board system to commit a crime does not make it less of a crime. In fact, if you use a bulletin board system to commit a crime, you're exposing the operators of the system and all of its callers to legal risks.

Due to the nature of this public access system, The Minnesota Apple Computer User's Group, Inc. (hereafter called "mini'app'les") and System Operators (hereafter called 'SYSOP') of this Computer Bulletin Board System (hereafter called 'BBS') shall have no liability or responsibility to the user or any other person or entity with respect to any liability, loss, or damage caused or alleged to be caused, either directly or indirectly by the use of this system, including but not limited to any interruption of service, loss of business or anticipatory profits, loss of data, or any other consequential damages resulting from the use or operation of this system.

mini'app'les and SYSOP further claim no responsibility for any POSTS, FILES, or PROGRAMS found on this BBS, although the SYSOP will attempt to remove any and all offensive or illegal material as

soon as possible. Please advise SYSOP of any offensive or illegal material that you may see on this BBS.

All users please be advised that pursuant to the law known as the Electronic Communications Privacy Act of 1986, Title 18, United States Code, Section 2510, notice is hereby given that there are no facilities provided by this BBS for sending or receiving any totally private or confidential messages. The SYSOP can and may read any and all messages which are left here by any user.

There is no way of deleting any misdirected E-mail (private message) or preventing anyone who receives E-mail from posting it in a public area.

If you do not agree or feel you can not comply with the above, DO NOT use this BBS.*

```
Commands:
Help,Logout,Exit,Read,New,Home,Delete
,Scan,Send,Reply,Forward.
> {ex}
Home: 4 Conferences, 1 Folder.
  1 MailBox
* 2 News
  3 Help              Folder
* 4 Client Software
  5 eDOM Catalogs
* 6 Mini'app'les
Type an item's name or number to open
it.
Commands: Help,Logout,Scan.
```

You can explore the rest of the BBS by returning to the main menu and entering numbers to select folders, conferences, and messages and entering "ex" to move back up the menu system. Entering "4" leads to the client software files that Mac and PC users utilize to access the BBS by GUI. Entering "5" allows you to access the listing of Mac and Apple][educational Disks of the Month (eDOMs) that are available to club members at a very low price. Entering "6" leads to a set of messages about mini'app'les officers, general club information, membership application, and the Special Interest Groups (SIGs) that are currently available; a folder for feedback about the BBS and the club; calendars showing the current SIG meeting dates, topics, and contacts; and another message from the BBS administrator.

Apple, Adobe & Scitex

Submitted by Curtis Juliber,JULIBER1@AppleLink.Apple.COM, Internet Mail

Apple, Adobe & Scitex Form Print On Demand Initiative; Leading Vendors Unveil Industry Program to Develop & Promote Print On Demand Business Solutions

NEW YORK--(BUSINESS WIRE)-- April 24, 1996--Adobe Systems, Apple Computer, and Scitex Corporation today announced the Print On Demand Initiative (PODI), a program to develop and demonstrate business opportunities in the on demand color printing market.

Adobe, Apple and Scitex unveiled PODI at the On Demand Printing & Publishing Conference and Exhibition at the Jacob Javits Convention Center in New York City. The three companies created PODI to educate a broad range of customers and OEMs about on-demand digital printing market opportunities. PODI provides a forum for developing ways to capitalize on opportunities in specific market areas, including Internet printing, direct marketing, technical publishing, specialty printing and catalog publishing.

As industry leading companies, Adobe, Apple, and Scitex are furthering their commitment to the emerging demand printing industry by demonstrating the business opportunities that are currently available. Customers and OEMs will benefit from PODI at the conference with real-time demonstrations of short run on-demand digital color printing. PODI offers technical and business development seminars for print on demand. In addition to demonstrating compelling business applications and offering seminars, PODI will develop educational, promotional and co-marketing opportunities in the print on demand market.

"PODI will work to build market momentum for this exciting new business," stated Mike Dionne, Senior VP of Americas Business Markets for Apple Computer. "This initiative demonstrates Apple's commitment to provide market-leading color technology with the award winning Macintosh and MacO/S."

June Game SIG Info
submitted by Pete "Doc" Feigal

The June Game SIG will be held on Sat. June 15th at the Southdale Public Library from Noon till 5 pm. Focus this month will be on Flight simulators and games. Demo's and net play of 'Hellcats Over the Pacific,' 'A-10 Attack,' 'F-18/Korean Crisis' and others will be on the schedule. Game SIG's have been averaging over $300 dollars in free giveaways and the June SIG will easily beat that. Software, T-shirts, aviation fine art prints, Hardback, coffetable books on the F6F Hellcat, F-18 Hornet, and A-10 "Warthog," a set of English, limited-edition commemorative Battle of Britain stamps, and much more. Admission is free, but we ask that you bring canned food goods for the Minnesota Food Shelves. For more information contact Pete Feigal at 612-772-3038.

The Art of Marathon: Part 1

Sun Tzu and the Sundance Kid

a tactical guide by Pete "Doc" Feigal

DURANDAL v

Put a gun sight on your screen...A dot of ink or white out, the corner of a stickie pad, anything to have an aiming reference point will totally change your shooting, especially while moving.

About Pete

"Pete "Doc" Feigal's checkered past includes being a motorcycle drag racer, Shakespearian actor and nationally ranked wargamer. It is often said (mostly by him) that he is a peerless husband, friend and when the wind is southerly, knows a hawk from a hand-saw."

Since Marathon's arrival, Mac gamers have lost more time, jobs, relationships and sleep than any other single group of Americans, the O.J. jury not included. Intensive scientific testing in controlled, laboratory conditions reveals that Marathon players will chose the game over food, drink, narcotics, or watching Rush Limbaugh jello-wrestle Pamela Lee on free Pay-for-View. This phenomena threatens the very fabric of American life, especially marital, and to do my part to bring the Nation back on course, here is my solution: a crash course in Marathon play to save millions of manhours that would otherwise be lost searching for just the right grenade-lobbing technic. It's my attempt to give something back to my country. They also serve who sit and blast Cyborgs.

The first sections of this guide are information, tricks, tactics and ideas all geared to help both the new and experienced Marathoner prepare for battle. Concentration and attention is THE key element for good fighting or anything we attempt. Concentration is however finite. (Although as a child I do remember not blinking my eyes for 119 minutes straight while watching Sophia Loren, a fine woman, in "Boy On A Dolphin.")There are limits to how much we can focus on in any given time. As with everything else, this varies from person to person. The trick is to make both the mechanics of game play and many other game needs and functions almost automatic so that the lion's share of attention can be spent on actual fighting.

By preparing, practicing and familiarizing ourselves with the basics of the game, we can spend much less attention on actually playing the game and that gives us the freedom and time to explore and get creative about the finer points of battle. Imagine your concentration during one minute of Marathon as a $1 bill. The attempt here is to spend only a few pennies of concentration going through the mechanics of play: picking up ammo, cycling to the best weapon, knowing our ammo/weapons status, checking the motion detector, opening that door, heading for the Missile launcher, etc. and having most of that dollar left to move, fire and anticipate a terribly dangerous human or computer enemy.

Saving movies of your games to play back is an effective learning tool. When you see what you've done, you can alter and change it to what you should do. Repeat the Marathon Mantra constantly: "Keep Moving , Keep Moving, Keep Moving." Play as often as you can, and be willing to try something different to keep learning new "Dirt-Dogfighting" technics.

1.Preparing for War: The Set Up

"A victorious army wins it's victories before reaching the battlefield."-Sun Tzu
"Listen, Sundance, I'm not a sore loser or anything, but when we're done fighting, if I'm dead, Kill Him!" Butch Cassidy

To fight at your best, you need your machine optimized for best performance. What this means is no wasted memory or effort so you have maximum speed of play and good Frames Per Second.

1. Shut off all non-essential extensions

2. Make sure virtual reality is off and memory allocated is sufficient.

3. Turn down the colors and sound options/channels

4. Experiment with a 75% screen to save a few pixels

5. In close combat/small map games, try playing at low density to speed up play.

You can always use the F5 key to toggle back to high-density if you need the long-range vision. Try hitting "Shift-?" to display your frames-per-second.

6. Play with earphones on Net play. Sound is one of the key elements that can give you an advantage or whisk it away. Not letting your opponents hear the 'click' of your empty grenade launcher or the sound of that door you just opened can make or break you.

7. Put a gunsight on your screen! Sights are put on weapons for a reason. They help you acquire and focus on your target faster and easier. A dot of ink or white out, the corner of a stickie pad, anything to have an aiming reference point will totally change your shooting, especially while moving. Use your pistol against a far wall to get the spot where your shots will fall. Or go to the map, reduce it down and mark the spot where "You", the little red triangle are. That's your sweet spot. Practice with it until it's second nature and you will become a very dangerous person.

8. Keyboard VS Mouse. Uh oh! Here's the awful truth: taking equal players, the mouse player will consistently beat the keyboard player. Keyboard allows you to do a 360 in 3 seconds. A mouse can do it in 1 second. The keyboard player has to waste 3 keys on 'Up,' 'Down' and 'Equal' that are deadly slow, while the mouse player can instantly change elevations. When playing a mouse against keyboarders, constantly use elevators, heights and drop-offs to change your elevation. He won't be able to match your speed in aiming from different elevations. Get in close, circle him and he won't be able to match your speed to get an accurate shot off. When playing a keyboard against a mouse, remember some childhood prayers. "Now I Lay Me Down To Sleep..." The keyboard player uses 5 buttons to turn and change/equal out elevation to the mouse players single mouse control. Keep It Simple, Stupid.

9. Keypad setup. Everyone has their own favorite setup. Here's one recommendation that keeps everything very simple and easy. "8" forward, "5" reverse, "4" sidestep left, "6" sidestep right, "1" glance left, "3" glance right, "7&9" cycle forward and back through weapons, "Enter" action key, "." secondary trigger, "0" auto map, "Space" (mouse button) Main trigger, "Caps lock" Run/Swim (and leave it on!). That's it. The mouse will eliminate all the other movements/keys. Try this setup or a similar one and your play speed will increase.

2.Weapons

"Ultima Ratio Regum" ("The Last Argument of Kings")-Inscription stamped on Louis XIV's cannons.
"How many guys are up there? Four or five? Damn, we oughta have shotguns!"-Preacher, 'Pulp Fiction.'

Weapons are your tools of the trade. Like all tools, some are better at some jobs than others. Utilizing your weapons to the maximum is like playing the child's game of "Rock, Scissors, Paper." The Rock can blunt/defeat the Scissors, the Scissors can cut/defeat the Paper and the Paper can cover/defeat the Rock. Knowing what to use and when is a key to success. General rule of thumb is if he uses his fist, use your pistol, If he uses a pistol, use your rifle, if he uses a rifle, use a Nuke. Don't try for any dueling-at-10-paces foolishness, cancel him right out. If he's using a close-combat weapon like the flamethrower, keep your distance and hit him from beyond it's range.

Here's a quick rundown and a few terms/numbers that will be flying around that are important:

Theta factor: how accurate a weapon is. The lower the number the better.

Firepower: how much damage is inflicted with every hit. Higher is better

Projectile speed: (Prjct Spd) self explanatory. Higher/faster is better.

Clip/battery/magazine capacity: how many shots per ammo unit. Higher.

Rate of fire: (R of Fire) how fast the weapon can fire. Higher is better.

Damage Per Second:(Dm P Sec)how much delivered in 1 sec. Higher.
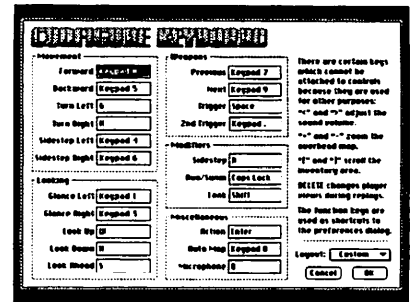
Here's the ranking in the crucial Damage Per Second category. (200 or above is usually enough for the job):

1. Missiles, both fired
500 damage points

2. Double shotguns,
400 damage

3. Single Missile
250 damage

4. Flamethrower,
240 damage

5. Rifle/Grenade combo meal,
229 damage

6. Single Shotgun,
200 damage

7. Rifle,
117 damage

8. Grenade,
112 damage

9. Fusion Pistol
100 damage

10. Fusion Overload
80 damage

11. Double Pistols
64 damage

12. Fist (tough to use)
50 damage

13. Pistol
40 damage
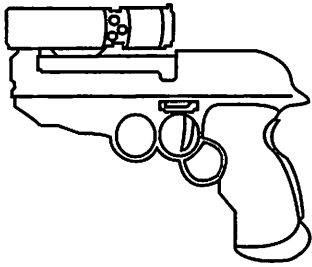
Pistol "The Work Horse"

1. Fist. Weapon of last resort. It never runs out of ammo and can be effective if you know the right way to use it: a running punch is 2 or 3 times more effective than the standing punch. Keep moving. Run at an enemy and time the punch to strike with the momentum of your body, then use that speed to dance away. A running punch hits with a 50 damage factor. Very useful against Compliers and Drones. Get right in their face and keep slugging. They won't fire back if you keep up the punishment. Don't waste your time on Troopers, Hunters or Cyborgs. You won't even muss their hair/fur/whatever.

theta:	0	Firepower:	50
Prjct Spd:	768	Clip:	1
R of Fire:	1.6 per second in ideal conditions that seldom exist		
Dm P Sec:	80 running in ideal conditions, more realistic number of 50		

2. Pistol. The Workhorse. Accurate at long distances. 8 round clips, firing semi automatically i.e. slooowly. Each bullet hits with 20 damage points. The double-pistol set up can be devastating. Another plus is the pistol bullet travels at over twice the speed (1024) of the fusion bolts (425), again making it superior for long range accuracy, (less "lead" time). Ammo is plentiful.

Theta:	1	Firepower:	20
Prjct Spd:	1024	Clip:	8
R of Fire:	2 shots per second, 3.2 double pistols		
Dm P Sec:	40 single, 64 double pistols		

3. Assault Rifle/Grenade Launcher. "Rock 'N Roller." Most players main weapon. The Rifle is twice as inaccurate as the shotgun so get up close and personal. Good clip size and rate of fire but low individual bullet damage . Ammo availability is good. The grenade launcher is very accurate with good damage but has a rainbow trajectory that requires a little "Kentucky Windage" to hit what you're aiming at. In close combat the combination of full-auto fire and grenades is devastating. But aim low. ("They're riding ponies!")
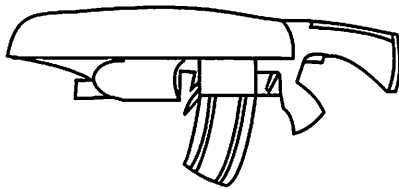

Assault Rifle/Grenade Launcher "Rock 'N Roller"

Theta:	10 Rifle, 0 Grenade	Firepower:	9 Rifle, 80 Grenade
Prjct Spd:	1024 Rifle, 256 Grenade	Clip:	52 Rifle, 7 Grenade
R of Fire:	13 shots per second rifle, 1.4 grenades per second		
Dm P Sec:	117 rifle, 112 grenade, 229 both		

[A special tip about weapons, explosives and ammo: Your own weapons are dangerous to you in two ways: when they hurt you and when they fail you.
*A. Grenades and Missiles are explosive weapons. You've learned by now that you will also suffer their negative effects if you strike a target or a wall that is too close. Shoot for their feet! The explosive effect is carried away from you when a grenade or missile hits the floor, allowing much closer fighting without damaging yourself. It's also easier to hit the floor at their feet, spreading out the explosive effect than it is to hit a moving target. Hitting at their feet will either kill them or make them airborne and helpless.*
B. Keep constant track of your ammo situation. If you are low and every bullet counts, conserve. If ammo is more abundant then fire off the last 3 rounds of your rifle clip in a quiet nanosecond and pop in a fresh one. Nothing is worse than running out of ammo or stopping to change clips in the middle of a firefight. "Time Out. I SAID, 'Time Oww...'" Most one on one battles are settled in 2 or 3 seconds. Less if you run dry.]

Fusion Pistol "Zeus"

4. Fusion Pistol. "Zeus." Armored Hunters, Cyborgs and Juggernauts are factory-set to be more susceptible to Fusion bolts than any other weapon. Clip Capacity, Rate of fire, damage, accuracy are all good. Speed of Projectile is it's only weakness. Holding down the secondary trigger will fire a 4x's more damaging bolt, but allows you only 5 shots per clip. Hold the fusion Pistol on overload for more than 42 "Beeps" and you will get a big (unpleasant) surprise. It also has a last-gasp capability: if you die with the overloaded Fusion pistol in your hand, it will fire as you fall to the ground. Try to point yourself in the right direction to use this "Deadman's Handle." By the numbers, you can get more damage per second by using your main/regular firing mode. Ammo availability is fair. To get maximum firepower out of a fusion battery, fire it 19 times in regular fire and then overload and hold it until needed, (not too long, though), with your secondary trigger, in effect getting 23 shots out of a 20 round battery.
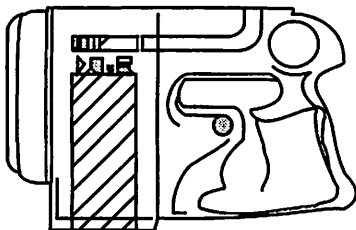
The fusion pistol is the ONLY weapon that can hurt a player who has "invulnerability."

Theta:	0	Firepower:	20, 80 on overload
Prjct Spd:	256 regular, 341 overload	Clip:	30, 5 on overload
R of Fire:	3.33 per second regular, 1 per second overload		
Dm P Sec:	100 regular, 80 overload		

5. Flamethrower. The "Zippo." Hunters and Compilers are immune from flame. All others are crispy critters. Poor range, never enough ammo. Close combat killer. Be afraid, be very afraid. On the Phor/Durandal's ship, gravity is lower than elsewhere and The Zippo can be used to great effect as a Rocket pack by aiming it at the floor and firing. On Level 23 "Ain't Got Time Phor This Now," in the original Marathon, the Flame/rocket pack becomes essential to fly back up to the Save and Powerup station.

Flame Thrower "The Zippo"

Theta:	0	Firepower:	8
Prjct Spd:	341	R of fire:	30 shots per second
Dm P Sec:	240		

6. Missile Launcher. "The Hammer." One shot kill on almost everything. Do not fire it in a phone booth! Who ever said that violence doesn't solve anything has never heard of the Confederate States of America or used a Missile launcher on a net opponent. The airborne effects of a floor strike to the feet of an opponent are impressive. "Anything traveling that far and that fast ought to have a stewardess on it." Ammo in regular game is scarce, varies on Net levels. Projectile speed is low so learning to "lead" your targets is essential.

Theta:	0	Firepower:	250
Prjct Spd:	256	Clip:	2
R of Fire:	2 per second		
Dm P Sec:	500		

7. Shotgun. "Street Howitzer." Everyone has their favorite weapon, this is mine. Slow rate of fire, ammo availability is usually poor, but firepower is devastating. It is more of a precision weapon than you may imagine, and with precision it becomes the best close-in weapon of the game. A true one-shot Knock-out punch. The secret is it's burst rate of 10. With each pull of the trigger you deliver 10 projectiles all with 20 damage points. Missile's may deliver more damage, but don't kill any deader than dead and are dangerous to the user. "So you want to kill him, Huh?" "For starters."-Leo and 'The Dane' from "Miller's Crossing."
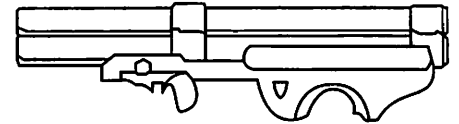

Missile Launcher "The Hammer"

Theta:	5	Firepower:	20x10=200
Prjct Spd:	1024	Clip:	1
R of Fire:	1 per second single, 2 per second double shotguns		
Dm P Sec:	200 single, 400 double shotguns		

8. Alien Weapons. The Alien weapon from Marathon is rapid-fire projectile weapon with an interesting horizontal spread. The M2 weapon is a flame burst weapon. Both of these weapons are picked up after killing the original owners. They are fragile and are often destroyed by explosives, so if possible, use projectiles to kill the Enforcers. Their clips are limited so be prepared for them to run out of ammo at precisely the wrong time. On Phor ship levels, they can be numerous and shooting one empty and picking up another is a great way to conserve your regular weapons/ammo. Move carefully so you don't pick up more than one at a time and waste it. In the original Marathon, the Alien weapon, like the flamethrower can be used as a rocketpack on the Pfhor ship.
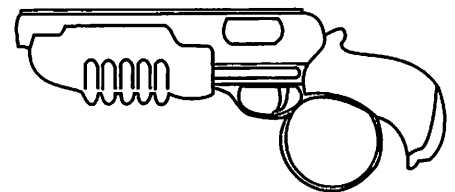
"Part 2 is a complete exposé of the Alien foes in Marathon, their strengths, weaknesses, quirks, who they're dating and how to defeat them. Also the philosophy of analyzing terrain in both the regular and Net games, and finally, "The Most Dangerous Game," tips, tactics, cheats and dieting theories of man-to-man, hand-to-hand in Net play."
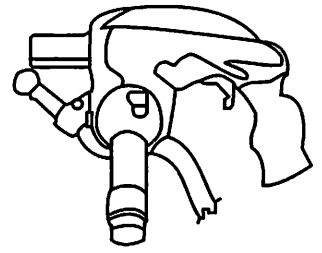
Shotgun "Street Howitzer"

Features of FileMaker Pro
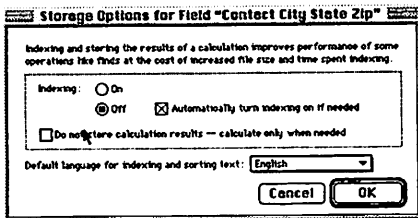## Scripts and Functions
by Steve Wilmes

Figure 1

This is the third article in a series describing some of the new features of FileMaker 3.0. In the first article we looked at an overview of the new features and in the second we got specific on the relational aspect of FileMaker 3.0.

In this article I will describe some of the new script steps and functions and give some examples of their uses.

Functions

Let's start out looking at functions because some scripting uses functions but you never use scripts when writing a FileMaker 3.0 function. In FileMaker a function is nothing more than a predefined formula that has a set syntax(structure). You implement them when creating calculated fields.

In FileMaker functions are grouped into 11 categories including Text, Number, Date, Time, Aggregate, Summary, Repeating, Financial, Trigonometric, Logical and Status.

In FileMaker 3.0 you have the choice of storing or not storing the result of a calculation. If you choose to store the calculation then the FileMaker file always stores the result of the calculation in it's file structure. If you choose to not store the calculation then FileMaker will calculate it on the fly when it is needed for printing or viewing.*See fig. 1*

Some types of calculations you don't have a choice of storing. Functions including global or related fields can not be stored.

Rather than giving a description of each function and what it does(the manual does that) I will give an overview of the categories and pick out a few interesting functions and give you some examples of how they can be useful.

Text functions are used to manipulate text. Let's say some clever person has created a file and decided to type whole names into a single field. Now, after a bunch of data is entered, they want to create separate fields for First ·Name and Last Name.

Here is the formula to put the value of first name in another field. FirstNameCalc=Leftwords(Whole name field,1) Separate calculations could be created based on what else was entered in the whole name.

Number functions give you access to some basic things like rounding, finding the square root, etc.

Date Functions work on fields of type date. A common use for date functions would be in the case of Birthdays. Let's say your database has a birth date field and you want to print yourself out a birthday list to hang on the refrigerator. To make it useful you want the dates to be in order according to a calendar.

Now if you sort the file based on the birth date someone that was born on January. 12th of 1952 will be a long ways away from someone born on January, 12th of 1995 because you only have the choice of sorting in ascending or descending order based on the date.

The solution is to create two new fields. MonthBorn=Month(Birth date) and DayBorn=Day(Birth date). Now if you do a sort on MonthBorn and DayBorn you will have your list in a usable order.

Time functions work like date only on times.

Aggregate functions are made to work on multiple values. They are useful

for things like summing data across repeating fields, multiple fields or related records.

A common use for an aggregate function is in an invoice file to sum all of the related invoice lines that are actually kept in a separate "Line Items" file. eg.Subtotal=Sum(LineItems::Line Item Total).*See Figure 2*

Figure 2

Summary functions contain only one formula, the GetSummary formula that is used to summarize records in the current file.

Repeating functions are used on repeating fields.

Financial functions take the place of creating mathematical formulas to find things like Net Present Value.

Trigometric functions calculate things like the Sine and Cosine.

Logical functions are some of most used functions. They allow you to test for conditions using either the "If" function or the new "Case" statement.

Here is a basic example of using an If statement to see if a number is long distance(12 digits long) and if so adding a 1- to it before dialing.

If(Length(Home Phone)=12,"1-","")&Home Phone

The final group of functions are the Status functions. They are really mostly there for scripting. Status function report things like current date, what size monitor the user has, whether they are a Mac or PC, etc.

We will revisit them in the Scripting section of this article.

All of these functions can be used to set the calculated value of a field. They can also be used in the new FileMaker features, Validate by calculation or Replace by calculation.

Let's say we are tired of people entering the phone numbers in a dozen different formats. We want to restrict them to either XXX-XXXX or XXX/XXX-XXXX.

Validate by calculation is one of the new Validate options that you can apply to a field. What you do is set up a calculation to ensure that the data being typed in the field matches your conditions. If not you can have FileMaker put up an alert. *See Fig. 3*

Here is the calculation. It uses text functions to make sure that the phone number field is the correct length and has the proper separating characters.

(Length(Phone) = 12 and Middle(Phone,4,1)="/") and (Middle(Phone,8,1)="-")) or (Length(Phone) = 8 and (Middle(Phone,4,1)="-"))

Figure 3

Scripting

Scripts are somewhat analogous to Macros. A script is made up of a series of steps that will execute in a predefined order every time the script is activated. You can activate scripts through button you create in your files or via choices in a "Script Menu".

Scripts are useful for performing complicated, multi step procedures. Once you set a script up correctly you know it will continue to do the same thing time after time with no errors. To set up a script choose ScriptMaker from the
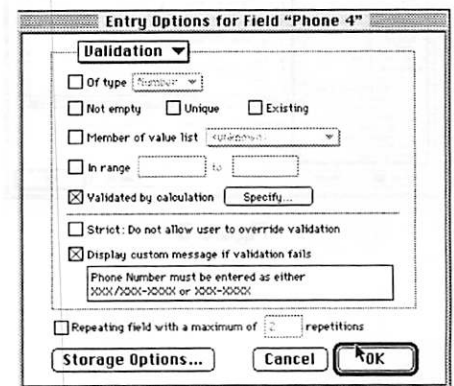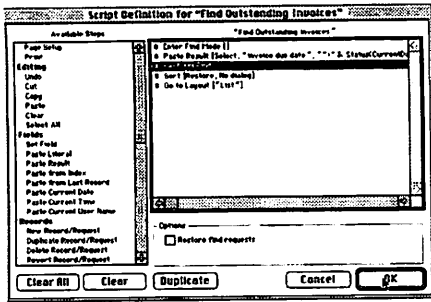
Figure 4

Figure 5

script menu, type in a name and hit create.

As an example of the use of a script let's say you are in the invoice file of your database. You want an easy way to find all outstanding invoices, sort them, and see them in a list type layout.

The first thing to do is to manually perform the sort. This is because some FileMaker script steps learn from the way you do things right before you make the script. It is shown by the word "restore" in the sort step of the script below.

Now go to ScriptMaker and make the following script *See Fig. 4*

Scripts take a lot of the grunt work out of using a database. FileMaker 3.0's script steps are broken into categories to make it easier to find a given step. The categories are Control, Navigation, Sort/Find/Print, Editing, Fields, Records, Import/Export, Windows, Files, Spelling and Miscellaneous. Many of the script category names are self explanatory so I will hit on a couple standouts.

The control group has some of the most exciting script step additions to FileMaker 3.0. The If script step makes it possible to branch a script when a given event occurs. In other words we can now check for a condition, and depending on whether it's met or not, branch into different directions. In FileMaker 2.1 scripts had to process pretty much straight through.

Following is an excellent example of using the If statement to branch a Find script based on whether or not. matching records were found. If you run the following script after a find you can branch based on whether 0, 1, or more than 1 record(s) were found. *See Fig. 5*

Another use for branching is to perform preset steps based on conditions surrounding your current system. I am specifically talking about using the Status functions we discussed in the previous section. For Example I have my contacts database check the current users screen size and based on the height and width the opening script goes to the correct layout.

Another Status function use would be when someone tried to print a report that takes a lot of the computers time you could first check how many connected users they might be slowing down and not allow the report if too many users are connected.

Also in the control group is a loop script step that let's you perform a script a given number of times or until a variable condition is met.

The other group that has a lot of additions is the Miscellaneous group. It is in this group that we can do things like dial a phone, show a user created dialog box on the screen, or have the computer speak either the contents of a field or a preset message.

Functions and Scripting are the "Meat" of FileMaker's power. If you would like a live demonstration of these features I would recommend coming to the monthly FileMaker Pro SIG meeting held the fourth Thursday of every month. See the front of your newsletter for details.

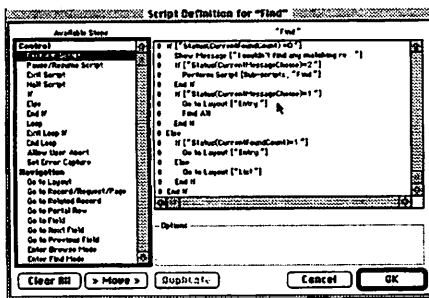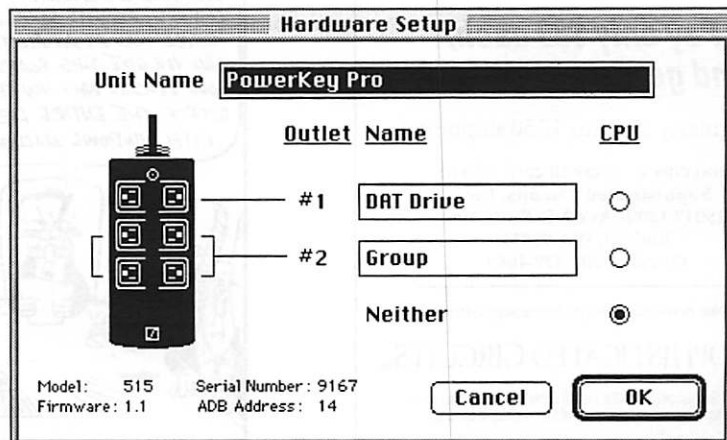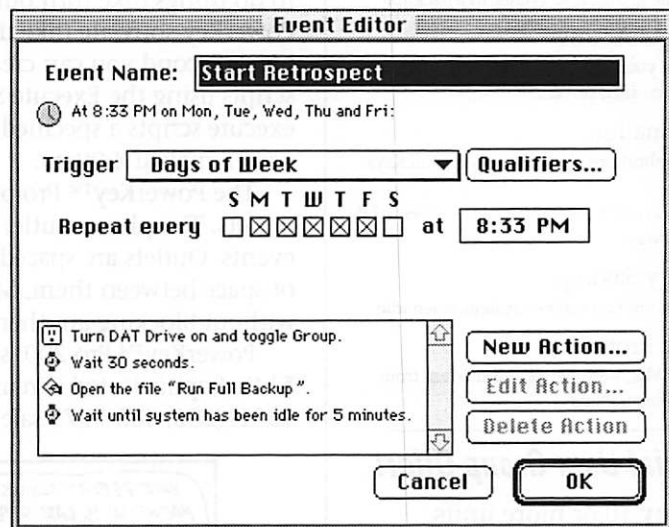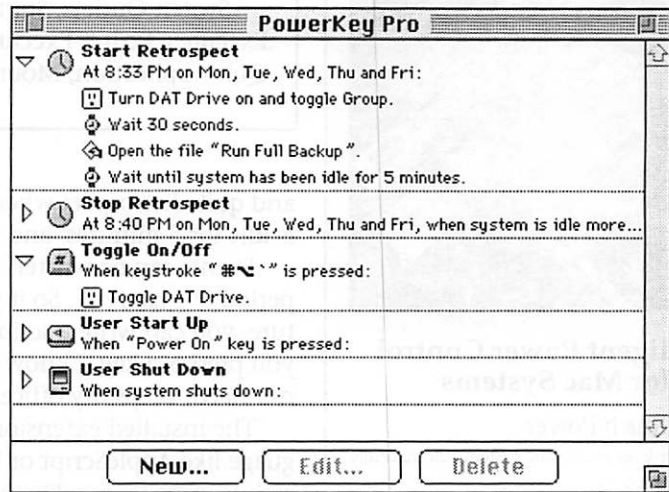*FileMaker is a registered trademark of the Claris Corporation.*

PowerKey™ Pro
by Bob Demeules

Having used the Sophisticated Circuits original PowerKey™ to power up my computer, I was interested in what the new software and hardware had to offer. Having a Macintosh, that supports the power on key, I wasn't interested in the PowerKey™ Pro for its ability to turn on my Macintosh. I was interested in its ability to turn on different outlets on its six outlet strip, 1 individual or a group of 4 on the model 200 or any of the six individually on the model 600. You may optionally define anyone of the groups as the one your CPU is connected to. This prevents you from accidentally cutting the power to your computer and does a delay at shutdown, so can close open files etc.
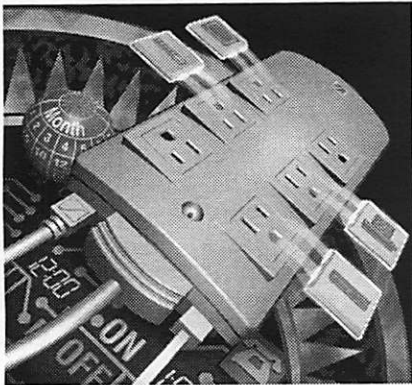
After connecting the PowerKey™ Pro into the wall outlet, phone, and ADB port on my Mac, I installed the software. The new software is significantly different from the original, where the original software used a control panel to change its settings, the PowerKey™ Pro uses an extension and with an application to change settings (Events). PowerKey™ Pro has a simple yet powerful event editor. Events are made up of a trigger and, 1 to many actions (See Table 1 onthe next page). The available triggers cover most cases, but I would like, to have a trigger for when a specified application or applications is started. Then I could automatically turn on my scanner when Photoshop is started.

The event for my backup is triggered at 2:00am Monday, Wednesday, and Friday. It turns on the DAT drive, waits 30 seconds (to allow the drive time to startup), then launches a Retrospect document (Script) that run the backup

PowerKey Pro window:

- **Start Retrospect**
  At 8:33 PM on Mon, Tue, Wed, Thu and Fri:
  - Turn DAT Drive on and toggle Group.
  - Wait 30 seconds.
  - Open the file "Run Full Backup".
  - Wait until system has been idle for 5 minutes.
- **Stop Retrospect**
  At 8:40 PM on Mon, Tue, Wed, Thu and Fri, when system is idle more...
- **Toggle On/Off**
  When keystroke "⌘⌥`" is pressed:
  - Toggle DAT Drive.
- **User Start Up**
  When "Power On" key is pressed:
- **User Shut Down**
  When system shuts down:

New... Edit... Delete

Event Editor:

Event Name: Start Retrospect

At 8:33 PM on Mon, Tue, Wed, Thu and Fri:

Trigger: Days of Week ▼   Qualifiers...

S M T W T F S
Repeat every ☐☒☒☒☒☒☐ at 8:33 PM

- Turn DAT Drive on and toggle Group.
- Wait 30 seconds.
- Open the file "Run Full Backup".
- Wait until system has been idle for 5 minutes.

New Action...
Edit Action...
Delete Action

Cancel   OK

Hardware Setup:

Unit Name: PowerKey Pro

Outlet   Name   CPU
#1   DAT Drive   ○
#2   Group   ○
Neither   ◉

Model: 515   Serial Number: 9167
Firmware: 1.1   ADB Address: 14

Cancel   OK

Table 1

Triggers:

Once Only, Repeating, Days of Week (& Time), Days of Month (& Time), "Power On" Key Pressed, When Phone Rings, When Hot Key Pressed, When System is Idle, When Power Returns, At Shut Down.

Actions:

Switch Outlets, Startup Computer, Shut Down Computer, Restart, Execute a Script, Execute a QuicKey™, Type a Keystroke, Wait, Open File, Quit Application, Mount SCSI Devices, External Actions.

and quits Retrospect when done. The PowerKey event waits until the systems is idle for 5 minutes, and then turns the tape drive off.

Events can be written to cut power to groups of outlets after a specified period of inactivity. So if your monitor does not have an energy saving feature, you can write a script it to turn off when not in use, and back on when you presses a key. I know from experience, that keeping my monitor off when not need, keeps my office much cooler in the summer.

The installed extension is also fully scriptable with any OSA scripting language like AppleScript or Frontier's UserTalk. The PowerKey software supports scripts in two ways. First you can write scripts that tell the PowerKey software to do things (like turn outlets off and on) or get information from the PowerKey software (like the names of the PowerKey units connected to the Mac). Second you can create events in the PowerKey Editor that will execute scripts using the Execute Script action. Since PowerKey™ own script editor can execute scripts a specified times, you can use it run an AppleScript, that got your E-mail at 4:00am.

The PowerKey™ Pro provides surge protection for the electrical and phone outlets. The phone outlet is also used for triggering the "When Phone Rings" events. Outlets are spaced out in horizontal groups of 3, with a decent amount of space between them. Most small to medium sized transformers should fit, without blocking another outlet.

PowerKey™ Pro 200: street price ≈ $100, PowerKey™ Pro 600: street price ≈ $140. Sophisticated Circuits, Inc., 19017 120th Ave NE, Suite 106, Bothell, WA 98011(206) 485-7979 sales@sophcir.com
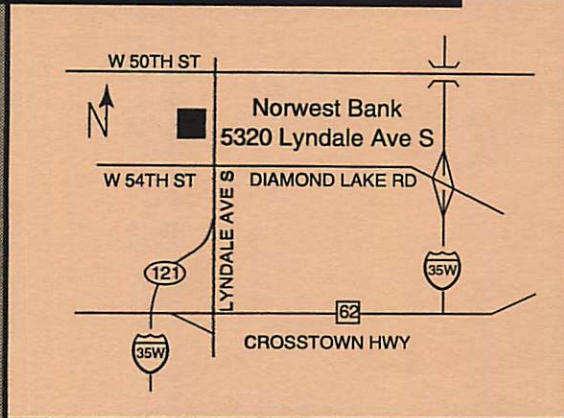

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UMM.... JOB SECURITY?

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Mac Novice & AppleWorks SIGs

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94
N
51
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1831 Marshall Ave
St. Paul
292-6624
N FAIRVIEW AVE
N SNELLING AVE
MARSHALL AVE

Telecomm SIG

UNIVERSITY AVE
N
WASHINGTON AVE SE
MN Dept of Health
717 Delaware St SE
Minneapolis
OAK ST SE
35W
DELAWARE ST SE
280
MISSISSIPPI RIVER
94

ClarisWorks, FileMaker Pro, Digital Photography & Game SIGs

CROSSTOWN HWY
62
XERXES AVE S
N
W 69TH ST
FRANCE AVE S
YORK AVE S
PENN AVE S
Southdale Library
7001 York Ave S
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494

Apple II/GS Main SIG

35W
CROSSTOWN HWY
62
77
LYNDALE AVE S
66TH ST
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CEDAR AVE S
494

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Charles Geschke, president of Adobe Systems adds, "It is critical to Adobe's customers that we continue to drive new markets and demonstrate real business opportunities. We are dedicated to helping our customers enter emerging markets such as print on demand. PODI is a valuable vehicle for Adobe in helping to educate our OEM team members and customers about print on demand opportunities. Through PODI, the

Adobe Acrobat Portable Document Format (PDF), and our production printing architecture SUPRA, we expect to enable groundbreaking print on demand solutions."

Yoav Chelouche, president and CEO for Scitex comments, "To our customers, PODI represents the innovation and leadership that is important in helping them charter new markets. We are pleased to be taking a driving role in pulling together industry leading companies

who all have the same objectives in promoting on demand printing solutions. The Scitex Spontane Digital Color Printing System will lead the way in enabling profitable on-demand color printing to become a business reality."

On Demand conference attendees have the opportunity to experience PODI first-hand at booth .952 during exhibit hours 10:30am to 4:30pm, Tuesday April 23 through Thursday April 25.

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