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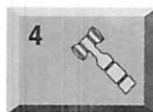
Volume 20, Issue 3



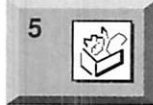
mini'app'les newsletter

the minnesota apple computer users' group, inc.

M A R C H 1 9 9 7						
SUN	MON	TUE	WED	THU	FRI	SAT
2	3	4	5	6	7	8
9	10 7:00 7:00AM	11	12	13 7:00 7:00	14	15 DRAGnet see p3
16	17 7:00	18	19 6:30	20 7:00	21	22 Swap Meet 10:00 AM
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30	31	1 7:00	2 6:30	3 7:00	4	5



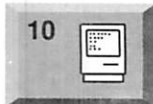
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Seward School,
2318 29th Ave. S., Minneapolis
Bob Demeules, 559-1124



5 ClarisWorks SIG
Southdale Library
7001 York Avenue South, Edina
Denis Diekhoff, 920-2437



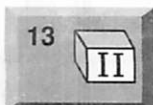
6 Telecommunications SIG
Epiphany Lutheran Church
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"Ham Radio and the Internet"
Bert Persson, 861-9578



10 Macintosh Consultants SIG
Box Suite CyberSuite
Louisiana Ave & Cedar Lake Rd
St. Louis Park
Mike Carlson, 377-6553



10 Apple II/GS Main
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7100 Nicollet Ave., Richfield
Tom Gates, 789-6981



13 Apple II Novice SIG
Ramsey County Library
2180 Hamline Ave. N., Roseville
Tom Gates, 789-6981



13 Macintosh Main
Norwest Bank
5320 Lyndale Avenue S, Mpls,
"Review of Mac Games
Mike Carlson, 377-6553



17 Fourth Dimension SIG
Ceridian/Health Partners
8100 34th Ave. S., Bloomington
Bob Demeules, 559-1124



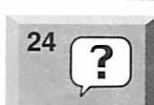
19 Digital Imaging SIG
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909 Hennepin Avenue S, Mpls
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20 Quicken SIG
2850 Metro Drive, Rm 124
Bloomington
Ross Held, 835-3704



22 Swap Meet
Apache Plaza
3800 Silver Lake Road
St. Anthony
Tom Gates, 789-6981



24 Macintosh Novice SIG
Merriam Park Library
1831 Marshall Ave, St Paul
Tom Lufkin, 698-6523



25 Mac Programmers SIG
Van Cleve Park Building
901 15th Ave SE, Minneapolis
Gervaise Kimm, 379-1836



26 Microsoft Word SIG
Microsoft
8300 Norman Ctr Dr, Blmgt
Tom Ostertag
D 951-5520 E 488-9979



27 Filemaker Pro SIG
Partners
1410 Energy Park Dr #5, St Paul
Steve Wilmes, 458-1513



Photoshop SIG
Date, time, and location pending
Eric Jacobson, 645-6264



AppleWorks SIG
Date, time, and location pending



SIG Leader Wanted

Mac Games SIG
Date, time, and location pending

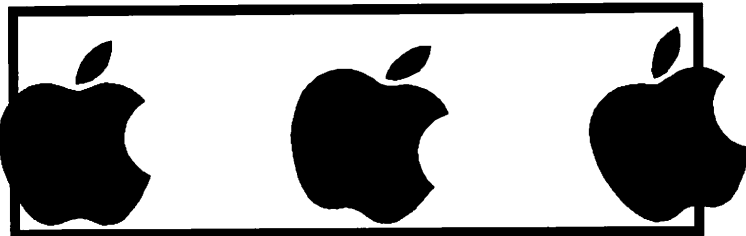
SIG Leader Wanted

mini'app'les

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

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

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

Mini'app'les WWW site: <http://www.miniapples.org>

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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.

Volunteer Opportunities

Come join Mini'app'les members for some excellent volunteer opportunities. This is your chance to show us your computer knowledge and to help others along the way.

Computer Testing

*Help Test Apple II equipment
DragNet*

840 12th Ave NE, Minneapolis
Saturday Mar. 1st & 15th 9:30 AM
Contact: Tom Gates, 789-6981

Macintosh/Apple II Lab Help

*Help teach Mac/Apple Basics
Sward/Matthews Center
2318 29th Ave. S. Minneapolis
Wednesday Feb. 26th 6:30 PM
Contact: Mac SIG Director on BBS*



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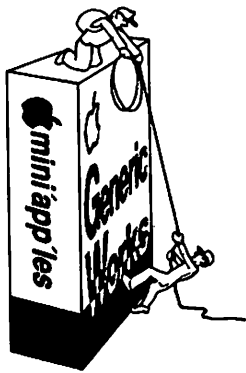
Members Helping Members

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	2,8,9,10
Cross-Platform File Trnsfr	6
FileMaker Pro	2
First Class	2
MacWrite Pro	2
Microsoft Excel	3,6,7
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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	AppleII GS	Key
Appleworks	1,6,9	Hypercard GS	1
Applewriter	6	Smartmoney GS	1
Publish It!	1		
To. Superfonts	1		
To. Superform	1		



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	593-7410	DEW
6. Tom Ostertag	488-9979	EW
7. Ardie Predweshny	823-6713	DEW
8. Owen Strand	427-2868	D
9. Bruce Thompson	546-1088	EW
10. Pam Lienke	457-6026	EW
11. Tom Lufkin	698-6523	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	Outside back cover 7-1/2" Width x 7-1/2" Height . . . \$100
1/6 page 2.5" Width x 5" Height \$20	Inside back cover . 7-1/2" Width x 10" Height \$120
1/3 page . . . 2.5" Width x 10" Height Vert or 5.5 H . . \$40	Frequency discounts 6 months at 5%, 1 year at 15%,
1/2 page 7.5" Width x 5" Height (save 5%) . . . \$60	Mail inquiries to: PO Box 796, Hopkins, MN, 55343
2/3 page 5" Width x 10" Height (save 7%) . . . \$80	Phone inquiries to: Nick Ludwig 593-7410
Full page . . . 7-1/2" Width x 10" Height (save 15%) . \$120	

Mac eDOM #967 & 968



Mac eDOM #967 - FooBar vs the DEA

Copyright © 1997 Mini'app'les
Submitted by Bruce Thompson

The following description is provided by MacWorld®:

FooBar vs. the DEA

FooBar Versus the DEA is a fun and funny shareware game that is among the most entertaining we have seen. It features excellent graphics and movement, as well as a pretty rocking soundtrack. The hero of this game is Captain FooBar, who must rescue his longtime companion, Ned, from the evil clutches of the DEA. This requires flying through 4 levels full of all manner of air and ground bad guys, as well as several bonus items (called "yummies") that vary from extra lives and protection to smart bombs that wipe out everything on the screen. Be sure to fly over, rather than shoot the yummies, which will render them worthless. Game difficulty, music and sound volume/toggling, and most control keys are user configurable.

Testing revealed a couple of bugs that detract from this game's potential: one which causes some yummies to be impossible to pick up and another that causes the game to

hang after losing a pilot. In addition, FooBar really needs the option to save games in progress, rather than forcing the player to start all over from the beginning after spending a long time making it through several levels.

Despite these problems, FooBar should provide hours of entertainment for anyone who likes a good arcade game. Paying the shareware fee will bring two additional games — FooBar Versus the FCC and FooBar Versus His Local School Board. Hopefully, it will also encourage the author to provide a quick bug update.

Parental warning: This game has a somewhat mature theme that could warrant previewing for younger children.

Mac eDOM #968 - MacChess

Copyright © 1997 Mini'app'les
Submitted by Bruce Thompson

MacChess 2.5

This is a strong chess program that offers most of the features of commercial programs at a much reduced price (FREE!)

MacChess 2.5 is Freeware (post-cardware) and consists of five files: the application file, a data file, and

three text files:

- MacChess 2.5.1 program; 495,282 bytes.
- MacChess Opening Book; Version 3.0 document 151,052 bytes.
- Manual MacChess 2.5; SimpleText document 12,078 bytes.
- History of MacChess; SimpleText document 4,016 bytes.
- New in MacChess 2.5; SimpleText document 8,708 bytes.

SYSTEM REQUIREMENTS

MacChess requires a Macintosh with at least a 68020 processor and System 7. MacChess has been tested on a IIsi, Centris 610, Quadra 610, Power Mac 6100, Power Mac 7600, and a PowerBook.

MEMORY AND TRANSPOSITION TABLES

Generally, doubling transposition table size increases strength by roughly 8 rating points, and is most useful in the ending. MacChess test results suggest that a 4000Kb table is optimal for the middle game.

MacChess requires about 2300 K, but wants more memory for "Transposition Tables".

MacChess uses transposition table sizes: 0.5 Mb, 1Mb, 2Mb, 4Mb, (continued on page 23)

March Digital Imaging SIG

The March meeting of the Digital Imaging SIG (formerly Digital Photography) will be hosted by Sue Mann of PROCOLOR at the above address. We will meet in the reception area at 6:30, and during the course of the evening we will track a roll of film as it winds its way through the system to ultimately become a photo CD. The remainder of the meeting feature Sue's demonstrating how to maintain and enhance image quality while getting the image into your box, what to do with it with it in your computer, and finally how to maximize its output.

For those of us who would like to try working with our own photo CD, Sue has a special offer: For the price of a disk (\$8.00) she will include, at no cost, the scan-

ning and burning to disk of 10 of your 35 mm slides and/or negatives. You may call Sue for details at 673-8984; be sure to begin by telling her you are with the Mini'app'les Digital Imaging SIG.



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Spring Swap Meet

By Tom Gates

The Swap Meet is scheduled for Saturday - March 22, 1997 at Apache Plaza - Center Court 10am to 3pm

- Members may obtain a 1/2 table for \$5 or a full table for \$10
- Commercial vendors or stores may obtain full tables for \$20 each
- Non-member individuals may obtain a full table for \$10

The swap meet begins at 10am, but the area will be open after 8am for set up.

There will be limited access to electricity. If it is needed, please note that when you contact us. We will try to accommodate the vendors and commercial tables that may have registers, etc.

To reserve a table please contact Tom Gates at:

24hr Voicemail (612) 789-6981
Mini'app'les Voicemail (612) 229-6952
Mini'app'les BBS, or e-mail at tgates@isd.net

You will receive confirmation that your call or note has been received.

The New Home For The Telecommunications SIG

By Bert H. Persson

Many of you may know that the Telecommunications meeting has been held at various places in the last couple of months. The reason for this is, that the old meeting location at the Minnesota Department of Health, is no longer available for groups not directly connected with the Dept. of Health.

Thanks to a couple of good tips from our club treasurer Ardie

Predweshny, our search for a permanent meeting location with a phone connection may be solved.

Therefore, our March 6 Telecommunications meeting will be held at Epiphany Lutheran Church (Fireside-Room) located on 1414 E 48th Street in south Minneapolis. In the first meeting at this location, we will learn about how Ham radio, Packets and the Internet are connected. The rapid development of the

Internet and the implications it has for Ham radio will be discussed as well as how it affects telecommunications in general. Thanks to Robbinsdale Amateur Radio Club, Kelly Black will show us what the "Hams" are doing and how the Internet will change the future of communications.

The meeting will begin at the usual time (7 pm).

Consultant SIG Location Changing to CyberSuite: BoxSuite

By Mike H. Carlson

In March the MacConsultant SIG will start meeting at the new CyberSuite(TM) in St. Louis Park for our 2nd Monday breakfast meetings (still 7 am). The location has a nice meeting room that the owner has offered for our use free (as long as we buy some food and drinks there). While full breakfast service is not available, they have a good supply of muffins, rolls, coffees and the like that should satisfy. Of course computer access, printers and copying is in the next room at reasonable rates. (One Mac, Three Other Computers)

This first CyberSuite(TM) location is called BoxSuite and is at Louisiana

Avenue and Cedar Lake Road. Look for the big COFFEE sign on the building (SE quadrant of intersection). Stop by and say hello to the owner, Dan Berg, if you are in the area. They keep long hours (opens at 6 am) and may be a good place for business people working from home to meet with their customers. See the write-up in the Star Tribune 1/29/97 in the Shopping and Spending section.

Other small Mac SIGS may want to hold meetings here. The usual fee is about \$3.50 per person to use the conference room, but if you promise to buy drinks and coffee a better deal is possible.



Pam Works with ClarisWorks



By Pamela K. Lienke

If you have ClarisWorks 4 and want two or more columns on part of a page, here's an easy way to get them. Place your cursor at the location where you want to change the number of

columns and select Insert Section Break from the Format menu. A new page appears. Don't fret. Before doing anything else, select Section... from the Format menu. You are presented with the Section dialog box. In the upper left-hand corner under Start Section, click on the pop-up

menu and highlight New Line. Under Columns indicate the number of columns you want. Click OK. You are now back to where you inserted the section break. You see gray lines showing the columns and the beginning and end of the sections.

FileMaker Pro SIG Meeting



23 January 1997
Submitted by Tom Ostertag

The FileMaker Pro meeting was not yet in session as I pulled in to the new Energy Park location. I found Partners in the dark and even the right door. Steve had the computer and the overhead projector set up and was talking to Dave about some database stuff. As we were sitting there, more people arrived.

Steve started to show "some cool stuff." The first thing was a FMP Utility called ClickWare that allowed a person to track changes made to a database. A handy item to keep track of personal or covert changes. Next was a question on a CD-ROM that contained a significant amount of

shareware specifically for FMP. Steve also talked about a program to capture text while within FMP called Text Capture FKey 2.1. He said it was available on his web site:
<http://www.swconsulting.com>

Steve then demonstrated several techniques that look like they would be very useful. I don't know what for since I'm just beginning to get involved with FMP, mostly for work. Steve did an excellent job of describing what he was doing and this SIG should be a great source of information for those of us that want to learn.

Just an update for those that couldn't make it. The new location is great. We had 16 people in attendance. Thanks to Ray S. for bringing the projector and thanks to Dave R.

for the use of his office and the coffee.

Brian Bantz left a comment on the board... "Thanks for your excellent presentation, Steve! Georgi's comment 'Boy, he sure is fast', pretty well said it all."

Again the location is: **Partners**, 1410 Energy Park Dr. #4, St. Paul, MN

This is about 2 blocks East of Snelling on Energy Park Drive, just a little before Bandanna Square but on the other side of the road, just east of Metropolitan Community College.

Thanks again, to Dave and Steve and Ray and Brian! (Whom I plagiarized from for this write-up. I wasn't taking notes on the meeting, I was writing down scripting commands.)

All for now...

Intuit's Quicken 7.0

by Bob Reed

Submitted by Bert H. Persson

This article is reprinted from the December 1996 issue of SCRUMPY the newsletter of the Orange Apple Computer Club (OACC), Lake Forest, CA, 92630.

To some, the world of "numbers" is boring and considered a necessary evil. Maybe so, but without the tools to manage those "numbers," life can be a frustrating experience. Just think, some of us remember doing our math "long hand," or if really proficient, using a slide rule (the precursor to the computer). Ten-key adding machines were mostly limited to adding and subtracting (unless you had one of those boat-anchor sized Burroughs calculating mon-

sters).

Then, just about 25 years ago, along came the hand held, one-memory calculator. We thought this was the living end, particularly for those of us who were mathematically challenged. Throughout this historical period of progress, keeping track of our family or small business financial activity and tax records was a "paper nightmare" of major proportions.

With the advent of the computer came software accounting programs, Intuit's Quicken being the leader among the pack. As a retired banker, I started using Quicken 3.0 several years ago for my family's financial affairs and have been "'hooked" ever since. Keep in mind ... I'm one

of those anal-retentive folks who insist that my checking account be balanced "to the penny" every month. If you're like one of the folks I occasionally dealt with during my banking days who just likes to round off checks-written to the next whole dollar, or who has enough money in a checking account you don't even bother to record the amount of your checks, you probably won't want to read any further. Just hire a smart accountant to stay out of trouble!

Quicken 7.0 is a major jump forward from version 6.0 in several ways. Account, Category and Date "pop-ups" now make entering data in your various Account Registers a breeze. "Splits" (used to split a single income or expense entry to

multiple categories) have been streamlined for speed and ease of access.

The "Help" feature for Quicken on the Deluxe CD ROM version includes QuickTime movies to guide you through many functions. The Quicken operating manual is thorough and very detailed. There's also a nifty new Print-Preview feature for reports, Easy Answer graphs, and more.

The Quicken Deluxe CD ROM package include a new Investors Insight program (an on-line subscription service for Dow Jones, Business Wire and PR Newswire), a step-by-step Retirement Planner, a Debt Reduction Planner, a Net Worth analysis (a Home Inventory that tracks what you own against your insurance coverage), and a Mutual Fund Finder (part of the on-line Investor Insight program, if you want updated information).

More nitty-gritty about Quicken 7.0...

Quicken maintains your home or small business by keeping track of all income and expense entries with ease. Just type in an entry, select an income or expense category, and Quicken remembers the key strokes. If you start typing that entry again, Quicken will "remember" the detail and fill the rest of the detail for you. Neat!

When an income or an expense is entered, it can be cross-entered to another income/expense category automatically (i.e., Enter your Visa card payment in your Checking Account register and the amount will be deducted from your Visa card balance automatically).

Quicken's "Account" set-up allows you to keep track of income and expenses for tax purposes separate from non-tax related entries. You can also do your banking on-line, or have Quicken checks printed on your home printer. You can prepare multiple "what-if" budgets, track your progress from a myriad of reports that you can customize just about any way you want., prepare graphs for the results, and more.

I find most features of Quicken to be of great value. In addition to "cross-reference" accounting and "split" entries, I really like Quicken's reports. I prepare a family budget every year (as well as one for OACC) using different scenarios. There's no end to the number of "what-if" reports you can produce by running your actual income/expenses against these various budgets.

By customizing reports and using Quicken's memorizing feature, I can call upon any report I want at a key-stroke. And, Quicken's "Quick Report" feature let's you micro investigate any particular category or subject entry right from the tool bar or from an entry on any report.

I use Quicken's custom checks for my laser printer even though I do think they are a bit overpriced. Conversely, I believe the convenience of not having to hand write about 20 checks each month and to have all the accounting done automatically more than outweighs the cost. I set up "groups" for my recurring monthly income/expense entries. That way, these entries are automatically entered each month on a specific date to my checking account register. I only need to verify the amount, and print the checks. Cool!

I don't use Quicken's on-line banking feature. It does seem like a "21st Century" sort of feature. But then, I detest paying bank fees and service charges. I bank were I don't experience these. Your bank will likely assess you a fee for on-line banking (that is, if they offer the service). To me, the convenience doesn't warrant the typical service charge. This is a value judgment decision you will have to make for yourself. Quicken also offers a rather complex and detailed method for tracking your stock or mutual fund investments. I have several retirement investments and tried to use Quicken's program for this. Unfortunately with Quicken 6.0 and prior versions, I found it very labor intensive for data entry and tracking... The result just didn't seem to justify the effort. Perhaps if

you only have a few stocks or funds to track, Quicken's investment tracking would be easy to use. Instead, I use Excel spreadsheets to accomplish what I want to track. Maybe with Quicken 7.0, I will try again.

Bank reconciliation is supposed to be easy with Quicken. From reading the manual, it probably is— if you start this process at the time you first establish your Quicken account. But, when I started using Quicken several years ago, I simply reconciled my bank statement to Quicken's output manually (the old fashioned way). To use Quicken's bank reconciliation feature at this point in time, I would have to go back to the very first statement I manually balanced, and then rebalance each statement up to the present date "the Quicken way." Sorry, I don't have an inclination for this much labor.

Other than these few issues, I can truthfully say that Quicken 7.0 is a powerful financial management program providing significant user flexibility. Tax preparation time is a breeze with the output from Quicken Tax Reports. This alone is worth the price of the software!

Bert's Footnote

Did you know that as a mini'app'les member you can attend the Quicken SIG meetings held jointly with TCPC (Twin Cities PC User Group). These meetings are held at 7 pm on the third Thursday of the month at 2850 Metro Drive, Room 124, Bloomington. More information can be obtained by contacting Ross Held 835-3704

MHC Computing

Macintosh™ Consulting
Individual & Group Training
Computer Problem Assistance

Mike Carlson

(612) 377-6553

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Internet: mhccomp@maroon.tc.umn.edu

Clarix*
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Quicken Deluxe 7.0 can be obtained from most computer stores or through mail order. At the present time Mac Mall is offering Quicken Deluxe 7.0 bundled with MacInTax

Deluxe for \$ 59.99. Price reflects \$ 30 mail-in rebate direct from manufacturer. Price before rebate \$ 89.99. rebate offer expires 4/15/97.

I guess they want to sell the stuff

before the Tax deadline.

Need a little help to find your roots?

Submitted by Bert H. Persson

Many of you who attended the January 2 Telecommunications meeting know that Paula Goblirsch was unable to do her presentation that night. Instead, Ray Kleinow graciously did an excellent presentation on a very short notice. Since then, I have contacted Paula and she had some material she wanted to present to our group that I want to pass on to all "root searchers".

Genealogy Research and the Internet

By Paula Goblirsch

Genealogical Research

Traditionally, doing genealogy means searching for primary information: birth, marriage, death and census records, etc. Genealogists spent their time prowling through dusty libraries and archives, and plodding through muddy cemeter-

ies. Some of these sites might be in your town or half way around the world in Europe, Asia or Africa.

Over the last couple of years a new resource has become available to family history researchers: the Internet or World-Wide Web. Now genealogists can do at least some of their research without ever leaving home.

What Kinds of Information Will You'll Find on the Internet?

You won't find primary information on the web. Primary information is the "proof" you need for your pedigree. Once an actual record is transcribed and uploaded to the Internet it is no longer primary information because mistakes can be made in transcription. But that doesn't mean the information you find isn't valuable. You can get useful information from it or use it to locate the original records.

Other types of information you'll find will include: information on how to do genealogical research; descriptions of genealogical resources including libraries and historical organizations; geographical information; telephone directories; pages with information on individual surnames and pedigrees; genealogical products for sale; information on genealogy software; and the names of professional genealogists who will do your research for you.

How do You Find This Information? By Browsing (clicking on links)

To browse the Internet for information you need a starting place or "on-ramp." This is a site with a list of links to related information. Some of my favorite on-ramps are listed below...

Helm's Genealogy Tool Box

Olive Tree Genealogy Homepage

World-Wide Web Genealogy Resources

Genealogy Resources on the Internet

This one is my web page. It doesn't have a lot of fancy graphics, but it's easy to navigate and doesn't require Netscape 3.0.

<http://genealogy.tbox.com/genealogy.html>

<http://www.rootsweb.com/~ote/>

http://www-personal-umich.edu/~cgaunt/gen_web.html

<http://pmgmac.micro.umn.edu/genealogy.html>

Using Search Engines or On-line Directories

While simple browsing of the Web is a good way to get a survey of available topics, it's not a very efficient way to find specific information.

Several systems have been devel-

oped for indexing documents on the Web. Some of these "search engines" index the full text in each document, while others index only their titles. They are excellent resources for getting information on specific topics. Some search engines search the entire web, others like on-line

directories are for specific information.

To use search engines, type the key word(s) you are searching for into the search text box and click on the Search button. Here is a short list of search engines and on-line directories:

HotBot

Alta Vista

Switchboard

International Telephone Directories

<http://www.hotbot.com/>

<http://www.altavista.com/>

<http://www2.switchboard.com/>

<http://www.contractjobs.com/tel/>

Subscribing to Mailing Lists

Mailing lists are group discussions carried on through electronic mail. To post and receive messages from a mailing list you must first subscribe by sending an e-mail message to the list maintainer. You will

receive a message back, verifying your subscription. Once you have subscribed, you will receive a copy of every message posted to the mailing list and you will be able to post messages as well.

Here is a short list of mailing lists

for genealogy. There are many other genealogy-related discussion groups.

Check out this site
http://users.aol.com/johnf14246/gen_mail.html (lists) for a more complete list.

GEN-NEWBIE-L
GENMSC-L
NDSMDN-L
GEN-DE-L
GEN-FR-L
GENUKI-L

A list for people new to computers and genealogy.
For general genealogy discussions
Genealogy in North Dakota, South Dakota, and Minnesota
German genealogy
Genealogy of French-speaking people
Genealogy in the British Isles

How I Found My Ancestors on the Internet

I have had quite a bit of success in finding genealogical information on the Internet. Most of this has come from have my family information posted on my web site. I found some ancestors, and some living relatives, from a branch of my family

that we lost contact with almost one hundred years ago. Every week I receive e-mail from all over the world inquiring about my surnames.

You don't need to have your own web site to post your surnames. There are a number of sites that invite you to upload your information to them for free like the U.S.

GenWeb Project or the Roots Surname list.

Although there is quite a bit of actual information out there on the web, I think the best thing about using it for genealogical research is the easy interaction with other researchers.

Do You Have The Right Stuff ?

by David M Peck

Do You Have The Right Stuff ?

I'm referring to your Macintosh computer and one of many exciting flight simulators, of course!

Are you an aspiring pilot? Or do you feel like you missed out by not flying against the forces of evil in WWII? Well, I don't promote flying in combat as an enjoyable experience (g), and flying lessons can run into thousands of dollars. But with your Macintosh computer, you can enjoy some of the thrill of combat flying without the danger and you can learn a lot about instrument scans and the mechanics of takeoff, landing, flying an instrument approach, and navigating an aircraft from point A to B.

Combat Simulations

I really enjoy combat based simulations. I have owned many and worked with several more. Flight simulators, at least the ones based on real aircraft try to approximate how the real plane flies. In programming,

it's called the "flight model". Some flight sims appear to have done an excellent job of this (Flying Nightmares, A-10, & F-18 Hornet).

Most flight sims, have a tutorial section that include the basics such as takeoff and landing. Plus familiarization sections that get you acquainted with the aircraft's flight controls, navigation, and weapon control systems. But I'll throw out a caution. As a rule, WWII based simulations (Chuck Yeager's Air Combat, Out of the Sun, Dog fight City, and WWII SkyFighters) tend to be simpler because, the airplanes were simpler. And newer aircraft simulations (Flying Nightmares, F-18 Hornet, A-10), tend to be complicated and harder to master, because....you guessed it, the aircraft are more complicated. But on the plus side of newer aircraft simulations, the missions can be very challenging and you have a lot more to play with than just guns. Namely, a huge selection of iron bombs, smart bombs, bomblets, Air to Air and Air to Ground missiles- heat seekers, radar,

laser or TV guided.

Getting a Handle on Programs

Each simulator has it's own advantages and shortcomings so it can be difficult to determine in advance if it meets your needs. The best situation is to have a friend who will show you a particular program and let you play with it for a bit. A close second is to have a gaming meeting sponsored by the Mini'apples User Group (which may happen in March) where members bring their computer and games to show them off to the uninitiated. Many companies are producing game demos which can be downloaded online at a variety of sites including CompuServe, AOL (if you can get on), and various Mac sites. A subscription to Mac Addict magazine, includes a cd with every issue, is an excellent source of commercial program demos and Mac System updates, for that matter.

If you have no experience with flying, real or computer, flight sims can be frustrating. Watching some-

one else who has experience is very helpful. I know that Flying Nightmares, Air Combat, Dog Fight City, F-18 Hornet and possibly, A-10 have tutorials. The new version of F-18 Hornet v3.0, on Cd-Rom is advertising 90 minutes of tutorials. Just take it slow and work on the basics in the tutorial section. If you have any doubts about a program, most companies have a sales or customer relations department and an e-mail address so you can discuss any questions, regarding tutorials or whatever. Mail order software companies, such as Mac Mall, have the phone numbers for the parent company of all their products. So if your having trouble finding a contact number, just give them a holler. One other plus regarding mail order- Sometimes, if you call around you can get a money back guarantee, usually 30 days. None of the local retailers, to my knowledge, offer money back for a game.

Flight Sims Versus Arcade Games

I'll take a moment to differentiate between Flight Simulators and Arcade games. Make sure you know which you want and what your actually getting. Be wary, because some programs look like simulators, but they aren't. A true simulation lets you fly where ever you want, when you want. As a rule, an arcade game keeps you flying down a predetermined and limited path with less ability to maneuver. They may have things like "charge ups" to restore health and weapons. And usually in an arcade, you are practically overrun with targets or enemies who come at you as fast as you can aim and fire. Not so in flight simulators.

I'll compare Rebel Assault with Flying Nightmares. A good example of an arcade game is the first Lucas Arts, Star Wars program, Rebel Assault. Its got some nice graphics, but it's definitely arcade! When flying the Beggars Canyon practice mission, all you can do is fly down the canyon avoiding flying into the walls. There is no where else to go and when come to the end of the

canyon, the mission is over. A typical mission has bunches of targets to shoot. Flying Nightmare's by contrast, is a Harrier simulation of a UN Mission to take over an Indian Ocean Island. When you take off on a mission, if you decided to fly off on a lark, you'd see enemy activities happening all over the place, you'd get shot at, and you could fly until you run out of gas. Please note that although you have freedom, when sent on a mission, you had better follow mission parameters or you may get into trouble. Heaven forbid if you shoot down a "friendly". You may be court marshaled after you get home!

Networking

A recent development in flight sims is the ability to network on line. The ability to play over an ethernet network has been around for several years. Just about every new simulator has the capability to network over ethernet, local talk, and modem to modem direct connections. Using a program called Netlink, an older simulator like Air Combat can be networked over a direct modem to modem connection (1v1). This is very convenient if you don't feel like lugging your computer over to someone's house. But I know several Mini'app'les members, for the fun of group interaction, who will lug their computers at almost a moments notice for the chance to shoot the daylights out of each other!

What is new is the ability to network over the internet. I am a novice in this area. But I've heard of gaming sites where you can go to do say, 2v2 dogfights with F-18 Hornet or WWII SkyFighters. And there are two simulators designed specifically for the internet and/or online called WarBirds and Air Warrior. I believe they are currently available on the internet, AOL and soon on CompuServe. The companies that designed them want to charge you for your time on line. On AOL, since I'm not a member, I don't know if there is a charge beyond regular AOL monthly fees. Over the internet, Air

Warrior is still in beta (It's not quite a finished product) and so they are not charging to play..... yet. Maybe they want to hook as many unsuspecting souls as possible before lowering the boom! Anyhow, you go their site, download the software, (make sure it's the Mac version), configure it, sign on and go to town. See the end of the article for some brief instructions. What is the allure, you ask? A WWII era flight sim computer world, made up of aggressor nations, and the chance to mix it up with large numbers of people. Supposedly you can get into huge fur-balls with ten or more airplanes all trying to shoot each other down. One versus one, (1v1) is lots of fun, but multiple airplane engagements have their own appeal. Not only that, at times, scenarios are run at the site, pitting one country against the other. Although the equipment is all WWII era, it's not a WWII simulation. It's 3 countries, A, B, & C who are at odds with each other. The two arenas, Europe and Pacific, only approximate the "feel" of those areas as they existed during WWII. You can man up a bomber with a pilot and gunner players and go on a mission to bomb a target, along with a fighter escort, also manned by players. You've got radio channels to talk to members of your country or just your group. Eventually Air Warrior will be sold as a stand alone program with missions that you can play at home with the option of online play. Warning: It could be addicting!

Air Combat Maneuvering

Missions consist of "Air to Ground" and "Air Combat Maneuvering" (ACM) which is also known as dog fighting. Some flight sims focus on ACM. Others offer both types of missions. Some flight sims have only one aircraft, others have many. Air Warrior, War Birds, and Air Combat all offer multiple airplanes. The advantage here is variety. Dog Fight City, WWII Skyfighters, Chuck Yeager's Air Combat are all ACM only flight sims.

I'll briefly discuss the mechanics

of computer dog fighting. In real life, success in a dog fight centers in part on the ability of the pilots to keep each other in sight. So what happens when your doing a head on pass? In a real fight, as the planes pass, the pilots crank there heads around to keep track of the other guy while maneuvering their airplanes. When doing a head on pass with a computer flight sim, the other aircraft flies off your screen. So where did he go?

Tracking Conventions

You need a means of keeping visual track of the opponent. Most sims have a variety of views, such as forward, left wing, up, and so forth. My first experience with them was trying to find the right key to hit and then somehow still fly my plane while looking backwards. Try it and you find its awkward. I quickly dismissed the idea of views. This is why I was sold on Air Combat, although now it's several years old. It has a tracking box convention so when you see the other aircraft on your front screen, you can designate it as a target. A little box appears in the corner of your screen, showing the other aircraft at all times, it's attitude, and it heading in relationship to you. Plus you get some added info such as airspeed, altitude, and clock position. There is also a little "x" that floats around the outside of your screen indicating the shortest distance to turn to require. It does take some getting used to, but it gives you the info you need to keep track.

Back to views. I said they were awkward. They are when your using the keyboard. But with the use of one of the newer joysticks, the Thrustmaster and the C&H Products joystick, views may be workable. What makes these joysticks different is that they have 8 way hat switches and separate throttles. All of a sudden views become a lot more user-friendly. They also promise to free you from the keyboard. The 8 way hat switch makes view selection easy and fluid. With the hat switch, 4 buttons on the joystick and 6 but-

tons on the throttle along with a modifier switch, in effect you've got over 30 buttons. Which is plenty to keep you off your keyboard. What an improvement! The drawback is that they are expensive. For comparison a Mousestick II sells for \$40 and it has 4 buttons plus a trigger. Two of it's buttons sit on the base and can't be accessed by your flying hand. So this set up ties up your other hand for a total of 4 buttons. In contrast the Thrustmaster Flight Control System (joystick) sells for \$99 and the companion Weapons Control System (throttle) sells for \$60. If your really a die hard, rudders are also available. So for the Thrustmaster joystick and throttle set up, you've spent four times as much as a Mousestick. In Thrustmaster's defense, you've got four times the capability or even more if it makes you a better dog fighter. All flight sims use views. Air Warrior makes use of eight views in a horizontal plane. The Mac flight sim experts on CompuServe swear that the view setup on Air Warrior used in conjunction with the hat switches is very workable in a satisfying way. I'm sold on Thrustmaster, but until I get more experience with views, the verdict is still out on their usefulness.

For some perspective, if your new to flight sims, and are not sure you'll stick with it, it's up to you to decide which joystick is the best investment. Because of it's tracking convention, Air Combat, can be played quite successfully with the Mousestick II. The same goes for most simulators when doing "Air to Ground" missions. If your relying on "views" and the keyboard to keep track of the opponent in ACM, you'll struggle with the Mousestick II. Remember that a good ACM tracking convention, (see the next paragraph), one that does not rely on "views", makes the Mousestick II a more viable ACM option.

On the near horizon, several new versions of established flight simulators are being released that are supposed to have some kind of "virtual cockpit" convention that will help

you keep track of the other plane in a dog fight. They are Flying Nightmares II and F-18 Hornet v3.0. I have not been able to pry any details out of Flying Nightmares Project Manager, other than "you should like it". One of the programmers for Hornet and who is active in the Mac Entertainment forum, Section 13 (Flight Simulations), on CompuServe says the Hornet V3.0 will have the capability to designate and padlock a target so the view will automatically swing around to keep a visual on your opponent. How successful these programs are in attaining the goal of a workable tracking convention remains to be seen, but I have high hopes. This is a good example of why a demo version of a game can be important.

Wrap Up

I've been looking for the ultimate flight sim for years. Unfortunately, one that offers everything does not exist. You'll have to pick and choose what features are most important and you might just end up owning more than one! One thing I'll mention regarding graphics. If your primarily interested in Air to Ground missions with things blowing up, it's difficult (impossible?) to find a flight simulation with impressive bit mapped explosions. I like "eye candy" and the best program I've seen to date is Absolute Zero, which is a space simulation. Large bit mapped explosions with pieces flying out, kicking up snow. These type of effects while impressive, come with baggage. i.e., slower frame rates as the capabilities of your cpu are taxed (especially on pre-Power Mac models). Possibly the next generation of flight sims, being released soon, will improve in this area. The worst example of poor graphics for explosions are used in F-18 v1.0 and A-10. Crude polygons are used represent explosions. In A-10, a building is represented by a cube or rectangle. When you shoot it with a maverick, the top half of the cube falls off.

(Continued from page 22)

Revitalizing Apple][Meetings

by Harry Lienke

On January 23, the Group to Revitalize the Apple 2 Meetings (GRAM) held their first meeting. The redoubtable vice president of the mini'app'les, Tom Gates, chaired the session with Barney Barker, Erik Knopp, Sina Martin Lehn, and Harry Lienke participating. Establishing a direction for the Apple 2 (A2) section of the club was our goal.

We first determined we wanted to decide on near term events so topics and speakers can be established for those meetings; we also decided that our direction must be open to suggestions from other club members. The events for the next few months need to be set in concrete so that they can be publicized but the interests of A2 enthusiasts must be considered when future meetings are planned.

The A2 section of the mini'app'les will be a resource to DRAGnet and perhaps one or two other such organizations, but will limit its direct involvement in neighborhood groups. Of course, individual club members are encouraged to participate in those neighborhood groups and recruit new club members.

For the foreseeable future, there will be two A2 meetings per month. One is a Novice Meeting which will cover a myriad of introductory topics. Sina made the point that the novice meeting MUST be kept at a novice level; when the more experienced users start chattering on a higher plane, novices get discouraged and decide that the club is of no help to them. Since many novices are people introduced to the A2 world by being given a computer, buying a computer inexpensively, or rediscovering a computer in the basement under the stairs, it is very important that the Novice Meeting be aimed at them. The Novice Meeting will still have question and answer sessions and repair sessions but each meeting will also have a formal tutorial presentation on a pertinent topic. Users with questions

will be encouraged to bring their software and even their hardware to meetings so that the maximum amount of help can be given.

The A2 Main Meeting will continue operating in its current mode with Q&A sessions and a formal presentation on an advanced topic at each meeting.

The group decided to determine if one long meeting on a Saturday might attract more users than the two shorter meetings now held. We would like to have club members let us know what they think about meeting dates. Send your thoughts to Tom Gates or Harry Lienke through the club bulletin board system (BBS), email (tgates@isd.net or h.lienke@genie.com), the club voice mail (229-6952), or the club post office box (PO Box 796, Hopkins, MN 55343). To help gauge interest in Saturday meetings and to give people a chance to form an opinion, we will schedule a Saturday meeting in April with a starting time about 11:00 a.m. The meeting will consist of a general session, then a Novice Meeting, and finally a Main Meeting.

Finding appropriate meeting rooms is always a hassle. The club philosophy is to use rooms available to the general public at no charge. We would like to try to hold meetings at locations that are convenient to the users. We are willing to rotate the meetings between places which are located further from the core city if people are interested. At one time the A2 Main Meeting was rotated between a Bloomington location and the St. Paul Campus of the U of MN. If you would like to have club meetings held closer to your home, schedule a meeting for a library, school, or church in your neighborhood. Send your thoughts to Gates or Lienke. If no alternatives are suggested, the meetings likely will stay at the Roseville and Augsburg Park Libraries.

Harry expressed the opinion that we need to have more articles in the newsletter. More people need to

share their knowledge of some facet of the use of the A2 computer. The presentations at meetings need to be documented in detail in the newsletter so that people who were not able to attend the meeting may also share in the knowledge; meeting notes which say, in effect, "we came, we talked, we ate pie," are of no real use to readers of the newsletters. Incidentally, if you haven't submitted anything to the newsletter because you are concerned about your writing style, write something up and send it to Harry; he will work with you as an editor to polish up your note or article.

We feel that the newsletters coming from other clubs through the newsletter exchange need to be reviewed and good articles gleaned from them. No one appears to be doing anything with those newsletters now.

A suggestion was made that there may be some good material in our old newsletters. Some of the material may be just as pertinent today as it was yesterday. Sina volunteered to peruse old newsletters if someone will provide them to her.

GRAM had many suggestions for topics for meetings. Following is a list containing most of those suggestions. Once again, please, please tell Tom or Harry what interests you; we'd like to include all kinds of topics in upcoming meetings.

Hardware- Show what's inside the Apple 2 family. Open up the cover and point out what's where. Demonstrate how to hook up peripheral equipment. Explain what enhances an A2e and how to do it. Discuss the care and feeding of printers, disk drives, monitors, keyboards, hard drives, and so forth. Demonstrate the Second Sight card, SoundMeister, Zip Drive.

AppleWorks Classic- Discuss version differences, features, and requirements.

Deja][- AppleWorks on a Mac.

Word processing - AppleWorks, Hermes, MouseWrite, AppleWriter.

Desktop Publishing - GraphicWriter III, Publish It 4, Personal Newsletter, Newsroom, PrintShop.

Fonts - Pointless, TypeSet, TypeWest.

Financial software - Dollars & Sense, Managing Your Money, Your Money Matters, Quicken (all oldies but goodies).

Data base - AppleWorks, DB Master.

Compaction/expansion of data - ShrinkIt, GSShrink, Angel, Balloon, Hardpressed, AutoArk.

Spreadsheets - AppleWorks, Quick Click Calc.

Education - Mavis Beacon Teaches Typing, AlgeBlaster, Oregon Trail.

Telecommunications - Spectrum, Proterm, club BBS, internet, Delphi, Genie, CompuServe, Binary II, MacBin.

Multimedia - HyperStudio, HyperCard

eDOMs - What is available on all those disks?

Games - Pinball

Magazines - Shareware Solutions

II, the Apple Blossom, Juiced.GS, Texas II, the AppleWorks Gazette.

Graphics and graphic converters, desk accessories, inits, control panel devices, sound, music.

Everyone should feel free to suggest other topics. Also, we need more presenters and writers; everyone should pick out their favorite topic, make a presentation on it, and write up a newsletter article.

The A2 section of the mini'app'les will continue to exist only if more people strive to keep it alive.

What was happening in the Mini'app'les Newsletter

Compiled by Ken Slingsby

This series is presented to provide a link to our past. The snapshots of articles and advertisements appearing in the Mini'app'les newsletters of yesterday are meant to entertain and enlighten rather than to poke fun at our past. Enjoy.

5 Years ago...

March 1992. Mac eDOMS offered #830 - Mac Electronic Reference, a HyperCard-based reference to System 7 software. "To use this reference set, you will need a hard disk, at least 2 megs of RAM, HyperCard 2.0 or later, and System software version 6.0.5 or later." Also offered was eDOM #831 - Sound Utilities including IBEEP a cdev to allow you to pick the sound of choice for disk eject, shutdown, or restart. SOUND MOVER 1.6.1c; SOUND CONTROL 1.1.1; SOUND MASTER 1.6.4; FINDER SOUNDS 1.3; SAMPLE SOUNDS is a collection of sounds for use with the above. eDOM #832 - #834 are more sounds to be used with the utilities disk. Mac eDOM #835 was WALLPAPER DEMO allows the user to create different background patterns for use with the finder.

GS eDOMS included GS.38 - CDA's, NDA's, INIT's & TETROTRIX - including ALERTSOUND which allows the user to change the GS Beep Sounds. CARPETBAG DA - contains minor updates to GrafSpeed

and CarpetBag. Both are finder utilities. COIN FLIP is a NDA to help out in those moments of indecisiveness. D.T. COLOR lets the user change the colors of programs. EARTHQUAKE produces the effect of an 8.0 earthquake on your GS computer. IDOL v1.0.1 is a temporary initialization file that allows loading NDAs or CDAs from external sources (other than the boot disk). TETROTRIX 1.1 is a different version of TETRIS. GS.39 contained many of the programs described in the January 1992 inCider/A+ magazine article "Way Cool GS". There are more than 20 desk accessories including games, icons, utilities, and an editor. GS.40 was a collection of GAMES & SUCH including Super.SAM, a version of the "Software Automatic Mouth". The GS version did not require hardware as does the IIe version. Also on GS.40 are BART.SOUNDS, ZAPPA.ROIDS, FILMAZE and about six others. GS.22, MINES OF MORIA v4.83 is a dungeon exploration game ported from the VAX/VMS computer systems. GS.23, MEAN.18.8, is another five MEAN-18 golf courses for your practicing enjoyment. GEM.GS.24 - GRAPHICS is a collection of maps, miscellaneous, and illusions.

eDOM 72 - MISCELLANEOUS contains patchers for ProDos versions 1.9 and 2.0. CONVERSIONS for area, power, volume, etc. LIST-

WORKS will print any database report in column format. Domino is a high-res game for your IIe computer.

Greg Carlson put this collection of eDOMS together.

10 Years ago...

March 1987. "Software Library Additions" by Steve George, Software Director offered three new disks. IAC #65 was in PRODOS format and offered DISKWORKS, a block/sector editor which can examine and edit data on devices up to 30 Meg capacity. PROPACKER compacts the contents of a floppy into one file for uploading to a BBS. Running the program against the compacted file expands it into the several programs found in the original copy. The second disk featured this month was a Personal Domain disk (User Supported software) called Do-It-Yourself BUSINESS PAPERS. It was a series of BASIC programs that could be used to print various business forms such as PO/invoice, statements of account, letterhead, business cards, etc. With some modification to the programs, most any form could be printed. The program required a dot matrix printer. The third disk, MICROTYPE, was actually a demo disk of a typing tutor program. A thirty six page insert in the newsletter contained part two of the Mini'app'les DOM Catalog.

15 Years ago...

March 1982. The Software Distributor, Hugh Kurtzman, apparently didn't have enough material available to offer DOMs this month. Paging through the magazine, one ad in particular caught my eye. It

was by Computer Data Services in Amherst, NH offering memory expansion for the Apple II. With a \$100 piece of software, one could expand the amount of memory available to VisiCalc by Personal Software allowing the user to "add

32K, 64K, or even 128K to your present workspace." The memory boards cost respectively, \$239, \$425, or \$599. I could find no mention of the price of the VisiCalc program. By the way, DOMs cost \$5.00 at meetings or \$7.50 if mailed.

The F Programming Language

By Dick Hendrickson

Imagine1, Inc.

dick@imagine1.com

Submitted by Mike H. Carlson

Imagine1 Inc., in conjunction with Numerical Algorithms Group Inc. (NAG), Fujitsu Limited, Salford Software and Absoft Corp., has developed the F programming language. F is designed for teaching programming in all disciplines, as well as for use by professional programmers. F is available on UNIX and Linux platforms, the PowerPC Macintosh families, and PCs running either Windows 95 or Windows NT. Several textbooks are also available.

"F provides the best instance of a programming language attractive to both teachers and professional programmers. It allows the student to learn clean modern concepts and allows the professional to use the same features and still be able to reuse existing code." says Dr. Brian Smith, Associate Director of the High Performance Computing Education and Research Center at the University of New Mexico.

F is a carefully crafted subset of the most recent version of Fortran, the world's most powerful numeric language. This provides two significant advantages of teaching F instead of Pascal or C++: 1) Pascal is not used outside the educational community, so experience does not directly translate into a useful skill in the engineering or business world; 2) C++ programming is complicated and is difficult for the beginner to grasp.

F retains the modern features of Fortran—modules and data abstraction, for example—but discards facilities such as EQUIVALENCE, which are difficult to teach, use, or debug. It is a safe portable programming language. F may be used by the Fortran 77 programmer as a transition to the new concepts in Fortran 95 or in High Performance Fortran (HPF). F is a new programming language with a past and a future.

F encourages Module-Oriented Programming. "An F module is easy to code and understand. Compared to object-oriented programming,

module-oriented programming has all the reuse without all the abuse," says David Epstein of Imagine1.

"The timing of the release of F is perfect as many schools are reluctant to switch to C++," states Walt Brainerd, one of the creators of F. "The growing interest in HPF is another reason to start programming with F, because there is a smooth transition to Fortran 95, and then to parallel programming with HPF."

Absoft is providing the compiler technology used in the Macintosh implementations of F. "F is an excellent choice for the entry level programmer because it is powerful and easy to understand. Since it is derived from Fortran, F experience quickly translates into real-world programming skills used in virtually all of today's leading science and engineering facilities," states Wood Lotz, President of Absoft Corp.

For more information, including sample programs, please visit:

<http://www.imagine1.com/imagine1/>

Or e-mail to info@imagine1.com

The Complete Conflict Compendium

By Trevor Inkpen, <quill@islandnet.com>

Submitted by David M. Peck

The Complete Conflict Compendium <<http://www.quillserv.com>> will log its 500,000th visit sometime in the next two weeks. The 500,000th visitor will win an Apple wristwatch and an Apple hat (we tried for a Newton 2000 but no luck :-)

The Complete Conflict Compendium (or C3) is a searchable database of Macintosh Extension

and software conflicts, and their solutions. 75,000 Mac owners per month use it to solve problems before they have to call Tech Support. The Hmmm Zone <<http://quillserv.com/newhmmm/hmmm.html>> is a discussion area for Mac troubleshooting.

Software developers: make sure you send your software conflict information (past and present) to us for inclusion in the database <conflicts@quillserv.com>. It's free.

The C3 is a co-production of Quill Services Ltd. and MacSymum POWER Systems, Macintosh consultants in Victoria BC Canada. Sponsorship and advertising inquiries should be sent to <quill@quillserv.com>.

Good Deals #41

by Ken Slingsby

This is another installment in a series of articles which list press releases and good deals. All articles were posted in their entirety on the Club's BBS. To read the full articles, (if you don't have a modem) 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.

This month's GOOD DEALS is limited to a product offering. In general, the GOOD DEALS are limited time offers in short supply.

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 our BBS or other services 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

ADOBE SYSTEMS INC.

Adobe Systems Incorporated announces several exciting new internet and graphics products, Adobe(TM) Acrobat(R) 3.0 for Macintosh, Windows and UNIX and Adobe(TM) Photoshop 4.0 for Macintosh and Windows. Call 800-888-6293 to order your Adobe PhotoDeluxe 1.0 package today and ask for offer code 28700! Now you can call Adobe User Group Relations & Professional Associations (UGR&PA) via the UGR&PA HotLine 408-536-9400 24 hours a day, 7 days a week and obtain information about the Adobe UGR&PA program! Check out Adobe's top designers works of art in the official 1997 Adobe Systems Calendar — A Year of Dreams From the Top Designers at Adobe Systems and learn how powerful Adobe software created the graphics, images and shapes for each calendar month. Enjoy! CustomerFirst FREE 24-hour Technical Information is available via email, fax, internet, on-line services or modem. Send e-mail to <techdocs@adobe.com> to receive an automatic e-mail response containing a technical reference document, a fact sheet or answers to common questions. Call the Adobe FaxYI line

at 206-628-5737 to receive fact sheets and answers to common questions for your Adobe product automatically. For an index, follow the phone prompts and have your fax number handy. Visit Adobe's home page on the World Wide Web at <<http://www.adobe.com>> to browse through and download information and technical papers, as well as software updates, drivers, filters and patches for your Adobe products. Go to Adobe's forum on CompuServe or America Online (AOL) and talk to other Adobe customers to discover solutions and exchange ideas about specific issues. CompuServe: Type ADOBEAPP at the GO prompt. AOL: Type ADOBE in the Keyword dialog box (Go To Menu). Dial Adobe's bulletin board system at 206-623-6984 to download information and technical papers, as well as software updates, drivers, filters and patches for your Adobe products.

GOOD DEALS

Though overshadowed in recent years by Quark XPress, Adobe's plans to seamlessly integrate PageMaker with Illustrator and Photoshop provide ample evidence to reconsider PageMaker as your main DTP squeeze. And if you do the MacWorld PageMaker 6 Bible from IDG is a great choice to bring you

back up to speed.

In addition to a nice basic PageMaker refresher and quick tour, the PM6 Bible excels with its clear and concise description of new PM6 features including a new Arrange menu, built-in trapping, object grouping and alignment, and the HTML Author Plug-In.

Completely updated for version 6, the PM6 Bible is a packed with hundreds of tips, techniques, and real-life examples, including sixteen pages of full-color examples illustrating color separation, trapping, and other techniques.

William Harrel and Craig Danuloff, ISBN 1-56884-589-8, \$39.99 U.S.; 650 pages

Skill Level: Beginner to Intermediate; some Advanced topics

BEEHIVE TECHNOLOGIES

ADB I/O: Bringing your Mac to its senses. ADB I/O is a low-cost I/O device which lets you hook electronic sensors and actuators to your ADB equipped Macintosh without tying up a serial port. Each ADB I/O is equipped with 4 relays and 4 TTL or analog inputs. Up to 4 ADB I/O units can be attached to the Mac, providing up to a total of 32 I/O channels. Polling frequency is limited to less than the 90 Hz supported by the Apple Desktop Bus. Each unit is shipped with a comprehensive set of

supporting interface software (AppleScript, C, 4D, Director, HyperCard), a printed manual and a 6' ADB cable. Check out the ADB I/O page at http://www.bzzzzzz.com/BeeHive/ADB_IO/ADBIO_Intro.html Or e-mail ADB I/O inquiries to: ADB_Information@mail.bzzzzzz.com

CE SOFTWARE

The Mac community's favorite e-mail software is now available for single users! Introducing QuickMail Pro. With all the high-end capabilities that more than two million Mac users have come to expect from our LAN-based product, QuickMail Pro delivers the best internet e-mail experience you'll find. No cryptic interfaces. No multiple mailbox windows. Just easy e-mail, with absolutely no compromise on the cool features you want, like mail filtering, spell-checking, stylized text, graphical e-mail forms, intelligent encoding, drag-and-drop file attachments, and lots more. Whether the members of your User Group are new to the internet or simply tired of lackluster freeware or built-in browser e-mail, they can start enjoying their e-mail connection to the world with QuickMail Pro! CE Software is making QuickMail Pro available to User Groups at the special price of \$59.95. You may order by phone: 800-523-7638, by fax: 515-221-2258, or mail to: CE Software, Inc., P.O. Box 65580, West Des Moines, IA 50265. Be sure to visit our web site <http://www.cesoft.com>. Offer expires 3/31/97.

DOMINION SOFTWARE

Dominion Software would like to offer User Group Members our introductory price of \$99.00 for WorkingPapers(TM), our new Macintosh document imaging and retrieval software. WorkingPapers allows you to scan, OCR, and search your paper documents with ease. You can store your documents on removable media such as Zip, Syquest, or Optical Disks. If you

would like more information, see our web page at <http://www.dominion-sw.com> or call Dominion Software at 800-762-7633.

VIRTUS CORPORATION

Virtus Corporation, the leading developer of 3-D virtual reality products for the Macintosh, is proud to offer this unique opportunity for User Group members to purchase Virtus products at rock-bottom prices, and earn money for their group at the same time. We are offering Virtus WalkThrough Pro for only \$199 (retail \$495), and 3-D Website Builder for only \$49 (retail \$159). In addition, when your members purchase at these unheard of prices, WE WILL DONATE 10% OF THE SALES REVENUE TO YOUR USER GROUP! Our URL: www.virtus.com

Mariner Software, Inc.

Mariner Write 1.4.4 is a compact, fast, and incredibly easy to use Mac word processor. Users say other word processors, even ones that claim to be easy to use, have far too many unnecessary features. The memory and disk space requirements alone put many of these programs out of reach for most users. Requiring less than two MB of memory and disk space on average, Mariner Write's hardware requirements are approximately half those of its closest competitor.

Mariner Write includes several MacLink Plus file translators allowing direct import/export of the Mac versions of Microsoft Word, WordPerfect, WriteNow, and ClarisWorks documents. A file translator for the Windows version of Microsoft Word is also provided. (A Mariner Write product description, list of key Mariner Write features, and user quotes, are provided at the end of this document.)

While Mariner Write lists for \$69.95, less than most competitors' upgrades, user group members can purchase the complete Mariner Write package for only \$49.95. Free upgrade from v. 1.3 to v. 1.4.4.

The Mariner Write demo applica-

tion is available at our WWW site: <http://www.MarinerSoft.com>. The direct FTP address is <ftp://www.MarinerSoft.com/pub/mac/mariner/MWDemo.sea.hqx>

User groups are welcome to distribute the Mariner Write demo through their own BBS or as a Disk of the Month.

Mariner Software, Inc.,
610.259.4123, Mariner@MarinerSoft.com,
<http://www.MarinerSoft.com>

AUG Investment Club

We would like to invite you to visit our website at: <http://www.aug-investmentclub.com/buyers.html>

Take advantage of our new Buyer's Club where members can purchase the top-selling computer books at fantastic prices.

1. Macs for Dummies, 4th Ed., \$19.99 SRP, Buyer's Club \$12.99
2. The Macintosh Bible, 6th Ed., \$29.95 SRP, Buyer's Club \$19.47
3. Easy Mac, 2nd Ed., \$19.99 SRP, Buyer's Club \$12.99
4. MacWorld Mac and Power Mac Secrets, 3rd Ed., \$39.95 SRP, Buyer's Club \$25.97
5. Macintosh System 7.5 for Dummies, \$19.95 SRP, Buyer's Club \$12.97
6. Macs for Teachers, \$19.99 SRP, Buyer's Club \$12.99
7. The Little Mac Book, 4th Ed., \$17.95 SRP, Buyer's Club \$11.67
8. The MacWorld Photoshop 3.0 Bible, 2nd Ed., \$29.95 SRP, Buyer's Club \$19.47
9. How Macs Work, 2nd Ed., \$24.95 SRP, Buyer's Club \$16.22
10. Netscape 3 for Mac, \$16.95 SRP, Buyer's Club \$11.02

Coming soon - MAC software.

Bob Rolston, Administrator The AUG Investment Club
<http://www.auginvestmentclub.com>. A Partnership of Apple Computer users who support through the purchase of stock, Apple Corporation and other companies that support the Macintosh Operating System.

Apple Ships Mac OS 7.6

by Geoff Duncan <geoff@tidbits.com>
Reprinted from TidBITS #363
Submitted by Bruce Thompson

Today, Apple shipped Mac OS 7.6, an all-encompassing system software release that includes a few new features, a significant set of changes under the hood, and a collection of Apple technologies that were previously available for free. Mac OS 7.6 is not free and is not available for downloading. At over 120 MB for the CD-ROM version, that's probably good.

<<http://www.macos.apple.com/macos/releases.html>>

Mac OS 7.6 provides a much-needed baseline for system software. Prior to 7.6, installing the latest version of the Mac OS could be an arduous task, involving two or three system software installations, plus installations for technologies like OpenDoc and Open Transport. Mac OS 7.6 eliminates many of these steps and helps minimize confusion over various flavors of System 7.5. Furthermore, Apple actually did what it promised: shipped an update to the Mac OS in January of 1997. On the down side, enthusiasm for Mac OS 7.6 has been underwhelming, largely due to the lack of new gee-whiz features Apple has been promising for years. Mac OS 7.6 does not include a multi-threaded, PowerPC-native Finder, a fast, full-text search engine, active assistance, the fabled Appearance Manager (which provides highly-customizable desktop themes), or integrated Java support. All these features are now candidates for Tempo, the next update, which Apple has scheduled for July of 1997.

Installing Mac OS 7.6

One of Mac OS 7.6's new features is Install Mac OS, an umbrella installer for both the core operating system and add-ons like OpenDoc, Cyberdog, and QuickDraw GX. Install Mac OS has been heralded as a new installer, but it's really a shell program that controls installers for

individual components. Thankfully, Install Mac OS notifies users to update their hard disk drivers when installing software (a common problem Apple previously covered in ReadMe files, which people usually only examine after they've had trouble), and runs Disk First Aid before attempting to install any system software. Install Mac OS also enables users to create a brand new System Folder or to update an existing system, a previously hidden function. However, Install Mac OS can also be confusing. When you've told it what you want to install, it proceeds to launch old-style installers for components, which again ask what you want to do. So, if you choose to install Mac OS 7.6, OpenDoc, and QuickDraw 3D, you're first presented with the Mac OS 7.6 installer, then the OpenDoc installer, and finally the QuickDraw 3D installer. By the time you reach the second installer, you may have forgotten how you got there or what's coming next. Apple has changed individual installer applications too, most notably the Mac OS 7.6 custom install, which now groups components in functional categories (such as Mobility, Multimedia, and Assistance) in addition to categories like Control Panels and Extensions. Unfortunately, this means that individual items (such as PC Exchange) appear in more than one section, and selecting an item in one category doesn't select it the others, creating confusion as to whether something will be installed.

What's Included

In addition to the core system software, Mac OS 7.6 ships with QuickTime 2.5, OpenDoc 1.1.2, Cyberdog 1.2.1, QuickDraw 3D 1.0.6, QuickDraw GX 1.1.5, MacLink Plus 8.1 (from DataViz), Open Transport 1.1.1, Open Transport/PPP 1.0, Remote Access Client 2.1, and version 1.2 of the Apple Internet Connection Kit. You may note Mac OS 7.6 isn't shipping with QuickDraw 3D 1.5 and Open

Transport 1.1.2. Why not? The simple answer is scheduling: coordinating over 100 MB of material from (literally) dozens of different product groups within Apple is no simple thing. Apple probably set absolute deadlines for product units in order to make Mac OS 7.6 ship on time. This is in keeping with Apple's incremental update policy, where individual technologies - like Cyberdog, Open Transport, and QuickTime - will be upgraded separately between major releases of the Mac OS for users who need the latest versions as soon as possible. However, this situation can create hassles for users who try to keep up with Apple technologies. If you've already installed Open Transport 1.1.2, the Mac OS 7.6 installer will complain (repeatedly) that you're replacing a newer version of Open Transport. If you want to use Open Transport 1.1.2, you must reinstall it after installing Mac OS 7.6. Classic networking isn't supported under Mac OS 7.6, so you must use Open Transport. Though these problems primarily affect users knowledgeable enough to understand the situation - power users, programmers, and Mac loyalists - it isn't making Apple many friends.

What's New

Aside from the new installer, Mac OS 7.6 includes Extensions Manager 4.0, a significant improvement over earlier versions. In addition to enabling users to manage system extensions and extension sets, Extensions Manager 4.0 also features an updated interface (with sorting capabilities) plus the ability to view extensions as a flat set, by folder, or by package. The latter is particularly useful, since it enables users to identify and turn on or off all related parts of a complex set, like Now Utilities or OpenDoc. Software vendors may need to update their system extensions to identify what package they belong to, but a surprising number of system components already have this information.

Extensions Manager 4.0 doesn't track down extension conflicts like Casady & Greene's Conflict Catcher, but it can export a detailed text file listing your extension configuration. Mac OS 7.6 also includes a few new convenience items, such as Desktop Printing 2.0.2, which lets you move desktop printers off the desktop into folders. You can also switch between desktop printers using a new control strip module and within the Print dialog box (although I'm not sure if the latter requires LaserWriter 8.4). Also, tucked away in the Speech Control Panel is a feature called Talking Alerts, which enables text-to-speech software to read the text of onscreen alerts after a user-defined period of time - a potentially handy feature for the visually impaired or for people who need to have their Macs shout to them from across the room. Unfortunately, Talking Alerts only functions on modal alert messages. Also, the classic FKEY (PictWhap) that enabled you to take snapshots of your Macintosh screen has been updated. Command-Shift-4 no longer sends a screen capture to a printer: now, the key combination lets you select a portion of your screen to be saved as a file; further, if Caps Lock is down, the cursor changes to a bull's-eye and you can take a screen shot of just about any window you can click. Pressing Command-Shift-3 still causes your Mac to take a picture of your entire screen, but (with either key combination) pressing Control puts the picture into the clipboard instead of in a file on the top level of your startup drive. These features don't compete with screen shot utilities like Nobu Toge's venerable shareware Flash-It, but they'll be a boon to tech writers everywhere.

<ftp://mirror.aol.com/pub/info-mac/gst/grf/flash-it-302.hqx>

There are also a number of low-level changes in Mac OS 7.6. PowerPC and 68040 Macs can now support volume sizes up to two terabytes, many earlier updates and system extensions have been rolled into the system file, Apple events can

now carry more than 64K of data, and improvements throughout the system significantly enhance stability. Two memory management changes are noteworthy: first, 24-bit machines (the Mac II, IIx, SE/30, and IIcx) that previously used Connectix's MODE32 aren't supported under Mac OS 7.6. Similarly, machines with a 68000 or 68020 processor are no longer supported, including the Plus, SE, Classic, Portable, LC, and PowerBook 100. Also, PowerPC-based Macs can only run the Modern Memory Manager under Mac OS 7.6: support for the old 68K Memory Manager is no longer available. Users will also notice that references to Macintosh are being changed to Mac OS, and the familiar About this Macintosh item in the Finder now reads About this Computer. Similarly, the much-loved Welcome to Macintosh display that appears when a machine first starts up has been suppressed in favor of a more modern (and more generic) Mac OS logo.

What's Missing

Mac OS 7.6 does not include Mac OS Runtime for Java (MRJ), something Apple promised when it announced its biannual update plan. Apple just completed MRJ 1.0 for PowerPC; a version for 68K-based machines is promised shortly.

<http://www.applejava.apple.com/>

Mac OS 7.6 no longer supports PowerTalk, Apple's pioneering but now-defunct email and workgroup software. If you need PowerTalk's capabilities, you have little choice but to stick to your current system software. Programmers and power users should also note that Mac OS 7.6 requires MacsBug 6.5.4, which is not yet publicly available. The most significant missing element of Mac OS 7.6 is support for CFM-68K. The CFM-68K extension is required on 68K Macs in order to run a smattering of current applications including: OpenDoc, Cyberdog, LaserWriter 8.4, Apple Media Tool, AOL 3.0, and Internet Explorer 3.0. Apple recently discovered a serious

bug in CFM-68K, and recommends that owners of 68K Macs disable it (see TidBITS-356_). Mac OS 7.6 removes even the option of running CFM-68K for risk takers who want to run CFM-68K-dependent software. Fortunately, there are workarounds for developers to test CFM-68K under Mac OS 7.6, and a patch may be available soon (two potential fixes are currently being tested by Apple).

Availability

You can purchase Mac OS 7.6 directly from Claris, and it should be available in traditional channels (including mail-order and online vendors) shortly. From Claris, Mac OS 7.6 costs \$99 on CD-ROM, and \$129 on floppy disks. If you can prove you purchased a version of System 7.5 (either on its own or with a computer), you can upgrade for \$69, or \$99 on floppy. If you recently bought a Mac that didn't ship with 7.6, you may qualify for a \$24 upgrade through Apple's Mac OS Up-To-Date program (details at the URL below). None of these prices includes shipping, handling, and tax: a typical \$69 CD-ROM upgrade from Claris will total more than \$80.

<http://www.macos.apple.com/macos/releases/fulfillment.html>

At this time, we have no information about the availability of localized versions of Mac OS 7.6.

Should You Buy Mac OS 7.6?

Mac OS 7.6 would be more appealing at a lower price - Apple would do well to re-examine discounted upgrade pricing (or possibly subscription-based pricing aimed at non-corporate users). If you own a Power Macintosh and like to keep up with cutting-edge applications, Mac OS 7.6 could be beneficial. If you're happy with your current setup or own a 68K Mac, Mac OS 7.6 is much less compelling, and you may wish to wait for Tempo to ship in July. If you manage a lab or set of Macs, however, System 7.6's all-encompassing installer should prove to be a real time-saver.

Apples Q1 1997 in Perspective

By Scott McKim, <thrscott@hollywoodreporter.com>

Submitted by David M. Peck

So Apple lost \$120 million in Q1 1997. I bet we're all getting an earful around the water cooler from our Wintel co-workers about Apple's annual dance with death. But while there's no getting around this bottom-line result, let's put those numbers into a little perspective.

U.S. sales of Performas were down the key reason for the Q1 loss but keep in mind this is one product category in one territory. The irony of this situation (for a company that has always been criticized for being overpriced) is that Apple has tended to overestimate demand for low-end, low-priced systems such as the Performa line and underestimate demand for higher-end, higher-priced systems, even before clone makers arrived. In other words, Apple's problem has been excess demand for high-cost, high margin machines; as problems go, this is a pretty good one to have. But consider other parts of the Q1 report: Server systems sales up 40% in the face of the Windows NT juggernaut; sales of PowerMac systems up 15% in the face of stiff clone competition; and overall sales in Europe up 50%. (Note: Quite often reports of sales drops are comparisons to the same quarter last year, and do not reflect quarter to quarter gains this year,

thus creating the impression that Apple's sales continue to plummet.

Contributing to the loss was also the fact that Apple was, for the second quarter in a row, basically out of the lucrative portable business. Apple reported a \$200 million backlog of PowerBook orders. Such demand is indicative of the brand reputation of Apple and pent-up demand for product. And with new state-of-the-art, faster-than-Wintel systems on store shelves, Apple is back in a big way.

Keep in mind that this \$120 million loss is on gross sales of \$2.1 billion, a 6% shortfall against revenue on a 19% margin. Apple is a huge company, the third largest single U.S. computer manufacturer (think of all the hardware and software categories in which Apple does business) and has \$1.8 billion in the bank, enough to buy a \$400 million software company out of pocket. Apple sold more than a million Macs in 1996 amongst a cacophony of criticisms about being an irrelevant platform.

Finally, remember that the Mac platform is more than just Apple now. When you consider Apple's 1 million Macs sold in 1996, you must also figure in strong sales from Power Computing (100,000 units in its first year, quicker out of the gate in shipments and revenues than Compaq was its first year), Umax (100,000

U.S. units in its first 6 months, with worldwide sales expected to climb to 300,000 units this year), Motorola (which just got started with 40,000-some units shipped since November) and a few thousand systems from DayStar for good measure. With all but one Apple product line continuing to see sales growth and with these kinds of figures from licensees, how can you not describe overall platform sales as strong and growing? Why do you think there were more developers at this month's MacWorld convention than ever before?

Irony Patrol: If you need proof of the basic strength of the Macintosh market, I would suggest you look to Microsoft. That's right, Microsoft. Here's a simple axiom: Trust Bill Gates' greed. As the leading supplier of Macintosh software, he knows there is money to be made here. He knows that Mac users account for 18-20% of software sales. If the Mac is in decline, why is Bill increasing funding for Mac apps? Does he strike you as someone who throws away money to support his competitors, or as a decoy for the FTC?

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E-mail: <thrscott@hollywoodreporter.com>, <<http://www.hollywoodreporter.com>>

Ongoing Deals for Mini'app'les Members

Submitted by Tom Gates and Bert Persson

The following businesses have agreed to provide ongoing discounts to members of mini'app'les. When you contact these companies, please identify yourself as a member of mini'app'les to qualify for these discounts. For questions related to these discount offers, please contact Tom Gates - (612) 789-1713 evenings and weekends.

Power Protection Products

Surge Protection strips, Battery backups, line conditioners, etc. Contact Keith Kalenda at Business Security Products (612) 789-1190. 1/3 off APC SurgeArrest line of products 25% off APC BackUPS, SmartUPS and related products.

CartridgeCare, Inc.

CartridgeCare, Inc. of Roseville is offering Mini'app'les members an additional \$5.00 off the cost of laser printer cartridges. They handle supplies for, and do repair work on

equipment from a number of manufacturers. For example: Apple, Canon, HP, IBM, Epson, Sharp, Brother, Panasonic, Okidata, Minolta, to name a few. They also provide free next-day delivery and core pickup in the metro area.

For additional information about the user group discount and other services, contact Michael Gigot at (612) 331-7757.

Macmillan Publishing/Peachpit Press

Once again we are offering a 40

% discount on Peach Pit Press and MacMillan family of book companies (Hayden, Adobe Press, Que, Sams, Brady, NRP, and Alpha). Contact person for Peach Pit Press is Keary Olson, he can be contacted at SIG meetings or on our BBS (home phone 724-0031). In order for our members to receive the 40% discount, Peach Pit Press requires that a

(Continued from page 13)

Impressed? One advantage of these programs is that they don't slow your computer down. And for ACM, my priorities change from eye candy to a fast frame rate, a good tracking convention, and a nice flight mode. Because of the simpler graphics, both F-18 and A-10 should do well on a 040 model Mac.

Directions for Air Warrior

PART 1

1. Go to Kesmai's site at "www.kesmai.com" or "www.aries-games.com/games/"
2. Select "Free Play"
3. You'll see an Air Warrior logo at the top of the page, but scroll down to the bottom of the page where it says "Air Warrior for Mac" or "Mac Air Warrior".
4. Register to play by entering your e-mail address. This is necessary to play and must be done before downloading any files.
5. Make a bookmark of this page that has your e-mail address listed, cause you need it to sign on.
6. Scroll down through the page to find the files for downloading, either "full version" or "Pieces". Also get the manual and some aircraft art. THE MANUAL IS A MUST and its big too. If you don't get any aircraft art, the flight sim will work, but it looks funky when looking out over your nose and wings.
7. Sign off.
8. Get Air Warrior set up. Most of the guys I talk to use ThrustMaster joysticks, and with it's 8 way hat

number of books be orderd at the same time. Therefore please allow at least 4-8 weeks when ordering books from Peach Pit Press. Minnesota sales tax and a \$ 0.50 shipping charge will be applied to each book ordered. The 40% off MacMillan book offer can be applied on individual purchases plus Minnesota sales tax and a s/h charge. Use the mini'app'les account num-

switch for views, it's almost a must to effectively track your opponent in a dogfight. You can fly AW off line to get a feel for it, but it's lonely!

Note: It's also possible to avoid the steps above at first and go straight to the ftp site to download files at "[ftp.kesmai.com/games/macaw/openbeta/](ftp://ftp.kesmai.com/games/macaw/openbeta/)", but eventually you'll have to do the steps above to register and play.

PART 2

1. After you've downloaded the files needed and have the front end working offline, go back to your bookmarked launch page. Select the "Click here to play." link. The browser downloads a cgi app that runs AW and establishes a link with Kesmai.

The first time you do this, your browser comes up with a dialog box that sez...

You have started to download the file "openplay.cgi", of type application/x-klaunch". Click "More Info"

ber # 10782880 -when ordering.

MacMillan Publishing produces frequent listings of new titles that have been added to their catalog. Mini'app'les will attempt to have these available on the BBS in addition to the catalogs.

to learn how to extend Navigator's capabilities.

[More Info] [Pick app] [Save file] [Cancel]

2. Click on the [Pick app] button.

This brings up a file selection dialog box for you to navigate to the AW front end application.

Go find the AW fe on your hard drive. Once you have selected it, Navigator will run the cgi which in turn runs the AW front end, then establishes a connection with Kesmai. After that point, you are finished with your browser.

The pick app sequence of steps creates an item in your browser's Helpers list. Now when you click on the "Click here to play.", you browser knows to run AW and establish a connection. If AW is already running, the cgi app brings it to the foreground and establishes a connection.

3. Quit your browser and after you've brought AW back up front, you can start playing.

Now if you don't have enough memory to run both Netscape and

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And: <http://www.tidbits.com/tb-issues/>

To search back issues with WAIS, use this URL via a Web browser:

<http://wais.sensei.com.au/macarc/tidbits/searchtidbits.html>

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memory to run both Netscape and Air Warrior, when you get the message above (You have started to download the file "openplay.cgi"), you save it to your desktop. and make a copy of it. You can use it to bypass netscape all together by:

Make a spare copy of the .cgi file cause it tends to disappear when you run it. After establishing a connection with your internet provider, (I use Mac PPP timer or you can tell

Mac PPP to connect), you simply drag the .cgi file on to the AW icon on your hard drive and AW will automatically connect with the Kesmai site and be ready to go.

Ok, sound complicated? Yeah a bit, but if you got the motivation you'll get to flying free online in no time.

(continued from page 5)

8Mb, 16Mb, 32Mb, etc.

The "About MacChess" item in the Apple Menu shows the current table size. If you have lots of memory (RAM), you can use it to give MacChess larger transposition tables by using the Finder "Get Info" command in the File menu on the MacChess application file to increase the "Preferred Size" to the desired Transposition Table size plus 2300K.

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