



mini'app'les DOM Catalog #2

March 1987

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**Introduction
by Steve George
Software Director**

This catalog contains Public Domain, Personal Domain, and Copyrighted materials. In most cases, Public Domain means that the original author has waved copyrighting the material. In a few select cases, a work may be copyrighted but placed in the Public Domain with a restriction; such as non-commercial usage.

Personal Domain disks are fully copyrighted materials which are distributed in a low-cost manner such as through user groups. It is a situation of 'try before you buy'. The 'buy' portion is where you send the author the fee requested (if any) after determining whether you will continue to use the materials. You are on your honor to pay for what you use.

Copyrighted materials are exactly that! Certain authors and/or publishers allow us to provide their materials (usually an entire disk) to you. Aside from these obvious exceptions, we do not knowingly make available any copyrighted

software without permission of the author/publisher. If you feel we have made an error we would appreciate having it pointed out to us.

Presently, all disks listed in this and Catalog #1 are available through the club mailing address (Mini'app'les, PO Box 796, Hopkins, MN, 55343, Attn: DOM Sales) except as noted in the Catalog #1 corrections listed below. MOST disks are available at the Regular Apple // meetings (3rd Wednesdays). One notable exception: EAMONS 1-12 only. Disks are priced as follows:

	Meetings	Mail Orders
Members:	\$5.00	\$6.00
Non-Members:	\$7.50	\$8.50
	(except FORTH: counts as 2)	

Corrections:

- Catalog #1 We do not have the Pascal disks listed. A mix-up on our part caused the wrong list to be printed. We have 8 Pascal disks presently in the library. They are ATTACH:, COMPUTE:, PMU:, PUG1:, PASEX1:, PROSE:, PROSTXT:, and DARYL1:.
- Catalog #1 IAC #40-43 were left out. Descriptions are part of this catalog.
- Dec.1986 Newsletter ... Dr. Cat's Graphix Disk was mistakenly labeled #44 -- we already had a #44 -- so we back-tracked a few steps and filled an empty shoe: its now officially DOM #35.

Thank you for allowing me to serve you, the Mini'app'les membership, for the past two years as your Software Director. We have been busy virtually tripling the volume of software available to you during that time. Yes, we've been busy! And in the process we've stretched the shoes a little; but

someone will grow into them as the new Software Director soon. Below is a list of people who have helped provide sure-footing. Many will continue to contribute their time and talents. Thank you one and all!

Other Software Directors/Librarians and User Groups:

- | | | | |
|---------------|---|----------------|---|
| Ed Thompson | Denver Apple Pi | Howard Bultman | Grand Rapids Apple User Group (GRApple) |
| Wes Dickey | Southern Nebraska Apple Computer Klub (SNACK) | Teena Hurley | Apple Corps of Dallas |
| Elmer Whalley | Space Coast Apple User Group (SCAUG) | D.Caldwell | Northeastern Louisiana Apple Computer Club (NELACC) |
| John Wrenholt | Big Red Apple Corps (BRAC) | Don L'Amoureux | Northern Illinois Computing Soc. (NICS) |
| Bruce Mah | Sierra Orchard Apple User Group | | |
| Thomas Hime | Apple-Dayton | | |

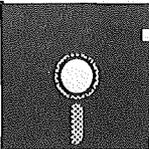
Mini'app'les members who reviewed software offerings:

- | | | | |
|----------------|---------------|-----------------|----------|
| Dick Peterson | Jim Baker | Paule Craton | Guy Rice |
| Eric Holterman | Jere Kauffman | Chuck Thiesfeld | |
| Mike Dirks | Tom Gates | Janelle Norris | |

And, some contributors of original programs:

- | | | | |
|------------------|--------------|----------------|------------------|
| Tom Alexander | Ron Dawes | Albert Lessiak | Steve Stephenson |
| Tim Patterson | Tom Ostertag | Ken Tanaka | Hal Carter |
| Dick Marchiafava | Roger Wagner | Scott Anguish | Dick Peterson |
| Sam Fine | David Durkee | Jim Rosenow | Steve George |
| Rich Larson | Tom Hellsten | Gary Little | |

DOM #35
DOS format
Dr. Cat's Graphix Disk



December 1986
by Steve George

I certainly don't wish to dissuade anyone from obtaining this disk, because with some effort on your part it can be quite useful. However, you should know that it will take some time to learn how to use the routines to create hi-res graphics.

A knowledge of Applesoft is required, because it is easiest to use the routines with either CALLs or the & (ampersand).

Cat-Graphix is a product of Thechu Software Creations. They solicit user input and routines for use with this disk. For example, the ANNOUNCEMENTS file indicates that this disk now incorporates a color-fill routine. Source codes of both the & (ampersand) and CAT GRAPHIX routines are included in Apple Toolbox format.

Approximately 6 pages of documentation are on disk which explain how to use various routines from within your own programs (or as stand-alone). Near the beginning of the doc it says "If anything is not quite clear for you, a little experimentation should clear it up".

Most of the demos (about a dozen) are written in Applesoft BASIC so you can study them and reference them when creating your own displays. Also included are a LINESET editor and CHAR editor.

If you know Applesoft but would like the speed of machine language when producing hi-res graphics for your own

programs, here's a fairly painless method of achieving that end.

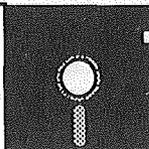
Dr. Cat's Graphix Disk
Reviewed by Jere Kauffman
NorthWest Branch Director

Dr. Cat's Graphix is a disk containing several graphics tools for creating graphics and incorporating those graphics in your programs.

There are a fair number of demo programs selectable from the main graphics menu which demonstrate the capability of the tools. Documentation is provided on the disk and is selectable from the Graphics master menu. The documentation can also be dumped to a printer using any word processor capable of using a standard ascii text file. I believe that someone that has a little bit of programming ability should be able to use this disk without too much difficulty. For five dollars it's probably worth the money.

Hardware requirements are simple in that it will most likely work on any Apple II. I have an Apple II+ with 64k and it works fine on mine. I would recommend a color monitor or color TV because color graphics without color doesn't make much sense.

DOM #39
DOS format



February 1986
by Steve George, Software Director

This is our yearly offering to those who (like to) do their own taxes. This is the *un-official* tax disk. A variety of contributed programs comprise the balance of the disk. Some are tax related, many are not.

Many people will purchase this disk just for Sam Fine's TAX.85 program. TAX.85 is designed for Federal 1040 filers who use tax rate schedules, have to make estimated tax payments, or use tax computation schedules. Thanks again this year go to Sam for providing us with this great Applesoft program.

Not into doing taxes? Fear not. The remaining files are primarily from those that have been submitted so far to the Software Director. The vast majority originated with Tom Alexander. Thanks, Tom!

Tim Patterson submitted a neat little program which "gives us back" the blinking cursor in 80 columns (that we all miss so much). Really, though, if your 80 column screen has a lot of white blocks on it (as it sometimes does), this will let you readily know where you will be entering information on the

screen. Thanks, Tim!

Here is a summary of each program on DOM 39:

A DISK SUMMARY

From the fellow who wrote the infamous "Catalog Management". Functions similarly but has extra information for certain files and types. Displays a short description of each file on disk, and allows you to Load, Run, etc. the desired program from this display.

ACR DOC VER. 1.4.5

Separate & complete documentation for the file called "ACR PAD VER. 1.4.5". Explains how to start using and how to enter information into this handy template. A great use for a spreadsheet!

ACR PAD VER. 1.4.5

The full name is "The Automatic Checkbook Register Version 1.4.5 with Reconciliation". Briefly, this is a template which is to be used as a check register from within a spreadsheet such as MagiCalc. It calculates totals for: checks, deposits, credits, &

debits, and running balance. See separate documentation file for details.

APPLESOFT-TO-TEXT FILE

A short program which shows the correct way of converting an Applesoft BASIC program to a Text File for transmission over phone lines via a modem. The second part demonstrates the process of reversing the procedure: Text to Applesoft.

ASCII CHARACTER CODE

Short Applesoft program that will show the various characters (numbers, letters, symbols) created by the use of ASCII values in, for example, CHR\$() statements.

BLINKING 80 COLUMN CURSOR

The //e 80 column cursor normally is a solid white block. Tim needed to be able to distinguish the 80 column cursor from other screen info (which happened to be white blocks!) Use this in your next 80 column format program.

CONTROL

"CONTROL" has been entered only to show the use of a Control Character in the program name. A control character is imbedded in the name of this file. This is a simple means of *protecting* a file.

CREATE & PRINT RND ACCESS FILE

A program with an abundance of REMarks that can be used as a tutorial showing the process of creating and printing a random access text file. (The text file created is "WORDS" which contains a few words so you can see the program work.)

DOM 39 LOGO.C

A compressed hires screen created the hard way. Base pic from IAC. MN pic made with paddles and Nibble's "Apple Paintbox". Text added with "Higher Text" and finally compressed with *Hardcore COMPUTIST's* compression routine. (Whew!)

EXPENSE REPORT

Allows you to enter amounts for ten categories of expense for each month of the year. When entered as incurred, it keeps a running total up to \$99,999.99. Screen-reports show totals by classification, printed reports have this plus YTD info.

EXPENSE REPORT.DOC

Separate and complete documentation for the file "EXPENSE REPORT". Explains how to increase the present limit of 10 expense categories, change the expense category names, etc.

EXPENSES

Storage textfile used by "EXPENSE REPORT" for information storage and retrieval. The text file is a two dimensional array, EX(X,Y). X = month (1-12). Y = category (1-10).

FIND HIDDEN CHARACTERS

A program which explains the why's and what's of placing a Control Character in the file name. The program goes on to show the use of another program, "HIDDEN CHARACTERS".

HIDDEN CHARACTERS

Reveals the presence of hidden Control Characters in program names in the Catalog.

HIRES.UNPACK

Permission to use on Mini'app'les disks granted by *Hardcore COMPUTIST* magazine publisher. Used to de-compress the hires logo at boot up.

LOWERCASE TO UPPERCASE CONVERT

Converts lower case letters read-in from a textfile to upper case before assigning the string to a named string variable. Used from within "A DISK SUMMARY", the Applesoft program alters the binary code based upon the machine id. This program is based upon Dick Peterson's "Convert" which was written to help the club in converting the DB Master Mini'app'les roster from uppercase only to mixed characters.

MINI'APP'LES

The "GREETING" program for this disk.

NAMES

Sample random access textfile utilized by "SORT RND ACCESS TEXT FILES".

READAT

Program which allows you to READ information from specified DATA statements. For specific usage, see examples contained within "TAX.85" on this disk.

SCREEN DUMP

A stand-alone program for sending the contents of the Apple screen to your printer. Presently set up for slot 1. From an Applesoft program, BLOAD SCREEN DUMP. CALL 768 prints out the screen contents. Used by "TAX.85" on this disk.

SORT RND ACCESS TEXT FILE

A program utilizing the Bubble Sort to sort information in the Random Access text file "NAMES". Two sorts are shown: one sorts alphabetically, the other sorts alphabetically within zip code. The text file contains information on ten names.

STOCK ANALYST

Designed to be used by the individual who is anticipating selling common stock or is curious about the present status of security in terms of gains or losses on a sale.

TAX.85

Useful for Federal 1040 filers who use tax rate schedules, make estimated tax payments, or use tax computation schedule. Income limit: \$1,000,000. To use, transfer this program, "READAT", & "SCREEN DUMP" to another disk (to also contain your data).

THE ROUNDERS

Shows 2 formulas for rounding numbers, both decimals and integers in Applesoft.

VERIFY INPUT

This was designed to show the various methods of testing user-input for propriety. The LEN, ASC, MID\$, LEFT\$, and RIGHT\$ functions are used extensively. The program does not test all possibilities, but they can be modified for your use.

WORDS

Sample random access textfile which is utilized by "CREATE & PRINT RND ACCESS FILE".

Z PROG.LIST

Text file containing these remarks and other information about the various files on this disk. Used by "A DISK SUMMARY".

DOM #40
DOS format



June 1986

by Steve George, Software Director

This disk is the direct result of an exchange we had with the Apple Corps of Dallas user group. Overall, the programs fall into the 'educational' area. The following comments were converted from the AppleWriter 1.1 file on the disk.

- A 018 HELLO
- A 003 HELLO2
- I 004 APPLESOFT
- B 008 B.MENU

Boot programs which convert the CATALOG into a menu. INTEGER BASIC version is named APPLESOFT so that DOS will automatically load it if you do not have APPLESOFT ROMs. B.MENU is a modified version of Apple Dayton's menu.

- B 004 VAR SHORTEN

LOAD an APPLESOFT program and then 'BRUN VAR SHORTEN.' Voila, all of the variables in the program have been truncated to two characters. Although variable names can be very long, only the first two characters are significant (from Softdisk June, 83, by Chad Adams).

- A 009 ANSWER MAN.PROG I/O ERRORS
- T 024 ANSWER MAN.TEXT
- B 002 MENU.SCROLL

A tutorial on I/O errors. The tutorial covers what I/O errors are, what causes the errors and how to recover from them (from Softdisk June, 83, by Jim Weiler).

- A 013 ROOTS.&.PREFIXES
- T 004 ROOT 1
- T 004 ROOT 2
- T 004 ROOT 3
- T 004 ROOT 4
- T 004 ROOT 5
- T 004 ROOT 6
- T 004 ROOT 7
- T 004 ROOT 8

Test your knowledge of roots and prefixes. You are given a choice of eight sets to pick from. You are then given a sneak preview of words to study before the test starts.

- A 017 VOCABULARY FLASH CARDS
- A 002 VOCAB.STARTER
- T 063 VOCAB

A set of vocabulary flash cards with 100 words with their meanings ready to go. You can randomly select 1-9 words or review them all. You can input new words, delete words from list, or print all or part of the word list. To start a new list UNLOCK 'VOCAB' and RENAME it to save it or RUN

'VOCAB.STARTER' to DELETE the current 'VOCAB' list.

- A 035 APPLE HANGMAN
- A 004 HANGMAN ADDER
- A 004 HANGMAN SPELLER
- B 004 SHAPES
- T 003 GRADES 1-4 WORDS
- T 002 GRADES 5-8 WORDS
- T 004 GRADES 9-12 WORDS
- T 003 COLLEGE WORDS

A hires hangman game with a good looking man to hang. This hangman is nicely done with 4 levels of play. Use 'HANGMAN ADDER' to add words to any one of the 4 lists, or RUN 'HANGMAN SPELLER' to review words or correct spelling (from Softdisk June 83, by Paul Madison).

- A 008 KEYBOARD TUTOR
- B 019 SH
- A 007 YK
- A 007 YP
- A 007 NK
- A 007 NP

Here's a way to teach yourself to touch-type. It has two parts: learning the keyboard, and typing. It uses a well-done hires keyboard with options for sound on or off (from Softdisk June, 83, By Bill Hemmel)

- A 002 HELLO SPOTLIGHT THEATRE
- A 009 SPOTLIGHT THEATRE
- A 019 ZARGON
- A 016 MEET TRIANG
- A 009 TRIANG
- A 018 TRIANG.1
- A 008 TRIANG.2
- A 018 ZARGON VS. TRIANG
- A 014 FIGHT.1
- A 013 FIGHT.2
- A 014 FIGHT.3
- A 018 FIGHT.4
- A 008 FIGHT.5

Two hires movies starring ZARGON and TRIANG. RUN 'SPOTLIGHT THEATRE' for the first movie and then RUN 'ZARGON VS. TRIANG' to see the second movie (by Eddie Moore).

- B 013 TEXT.DOM MAY 1984

Apple Writer I TEXT file of this description sheet (by David Hurley).

DOM #41
Denver Apple Pi
DOS format



July 1986

by Steve George, Software Director

Here is another disk obtained in our continuing effort to "spread the wealth" between user groups. Denver Apple Pi's Librarian Ed Thompson and I have had several disks pass back-and-forth, along with much correspondence.

This is the disk they released as their DOM last June. Ed's comments about the disk (reprinted from The Seed) follow:

"Blackbox is a new high-res windows style game very professionally done by Glen Bredon. In addition there is a cross-section of very good DOS 3.3 utilities, and there are three Prodos utilities which will have to be converted before being run."

CATALOG

- *A 039 BLACKBOX
- *A 016 CAVERN CRUSADER
- *A 016 ELAPSED TIME CALCULATOR
- *A 030 MINI GOLF
- *A 008 ALPHACAT
- *B 018 AMPERSAND MENU
- *A 007 APPLE BASE CONVERTER
- *A 003 ASCII-CONVERTER
- *B 006 BINARY START & LENGTH
- *B 008 BMENU

- *A 004 DELETE DOS
- *I 020 DISK II SECTOR MAP
- *A 032 FINAL DISK EDIT
- *A 007 HI-RES DISPLAY/SAVE
- *A 015 MENU
- *B 006 MOVE DOS 3.3
- *B 006 NEWVOL3.3A
- *A 021 SUPER EXEC MAKER
- *A 023 T-FILE EDIT
- *A 005 TLIST TEXT FILE LISTER
- *A 003 TRACK SECTOR LISTER
- *A 008 TYPE COMMAND DOS MODI ER
- *A 005 VOLUME NAME CHANGER
- *B 026 XDIR EXTENDED CATALOG
- *T 015 BOTHDOS.INSTRUC
- *B 011 PRODOS.DISK.ZAP
- *A 004 PRODOS.MENU
- *B 006 APPLEPICREDIT
- *B 009 BB.SH
- *B 008 CAVE.OBJ
- *B 002 CAVE.SH
- *B 004 DELETE DOS.X
- *B 033 PICTR.DOM JUNE

DOM #42
Astronomy
DOS format



September 1986

by Steve George, Software Director

This disk is the work of Ron Dawes. He has kindly donated his programs to the public domain. He indicated that a faster DOS would improve the disk's performance, so I added SPEEDOS.

Also, he relates that you really need a color monitor or TV to appreciate the images these programs produce.

The following comments were extracted from Ron's on-screen help and information files:

CONSTELLATION plots the stars of the brightest constellations in the northern hemisphere, including all of the constellations of the zodiac. Stars down to magnitude 4.7 are plotted in their relative positions and brightnesses based on data taken from the American Ephemeris and Nautical Almanac.

The coordinates of the center of each constellation are given in hours and minutes of right ascension and degrees of declination.

The astrological symbol is displayed for the constellations belonging to the zodiac. The earth symbol is displayed if the ecliptic option is selected.

The constellation name is displayed and si is the current scale (1-9): 1 giving the smallest image and 9 the largest.

I've tried to make entering the names of the constellations as simple as possible. In most cases only the first three letters are necessary. Special abbreviations are indicated when the help (?) option is selected. When prompted to enter a constellation, some additional options are available:

- ? - Help (lists constellations)
- / - Flip to full page graphics mode
- CR - Return to mixed text and graphics
- 1-9 - Set scale factor 1-9
- E - toggle Ecliptic. Overlays a dotted line representing the path of the planets.

The program CONSTELLATION contains information on the

following:

Andromeda	Canis Major	Cygnus	Ophiuchus	Taurus
Aquarius	Capricornus	Draco	Orion	Ursa Major
Aquila	Cassiopeia	Gemini	Pegasus	Ursa Minor
Aries	Cepheus	Hercules	Perseus	Virg
Auriga	Cetus	Leo	Pisces	
Bootes	Corona	Libra	Sagittarius	
Cancer	-Borealis	Lyra	Scorpius	

ASTRO CONVERSION will convert astronomical coordinates from right ascension and declination to altitude and azimuth and back again.

This is particularly useful for the backyard astronomer who does not have the equipment to measure equatorial coordinates when seeking a celestial object. The following data is required for conversion:

- Date
- Time
- Time zone
- Local latitude
- Local longitude
- Right Ascension (H,M,S)
- Declination (D,M,S)

This data is entered by means of a parameter list.

Select the parameter number to be changed and enter the data as instructed.

The initial parameters in the program are the coordinates for Wright-Patterson AFB Ohio and the star Rigel in Orion.

PLANET SHOW will display a continuous slideshow of the moon and four of the planets. Switching will occur automatically or you can switch by pressing any key. Pictures include:

- Jupiter
- Mars
- Moon
- Saturn
- Venus

SUNRISE gives the times of sunrise, sunset and twilight for any location. The required entries are latitude, longitude, time zone and the date.

The data for up to 100 locations can be stored within the program for instant recall.

PHASES: by entering a day, month and year this program will calculate the Julian date, the age of the moon, (i.e. days since the last new moon) and show the moon's phase for that date.

🌀 🌀 Happy Stargazing 🌀 🌀

DOM #43
c/o Denver Apple Pi
Public domain DOS format



October 1986
by Steve George

Six major programs make up this month's Mini'app'les DOM

3 Games:

- Arctic Passage
- Roadtrip
- Text Invaders

3 Educational:

- Crystal Symmetry
- Dungeon of Algebra
- Text Tricks Tutorial

Arctic Passage is another excellent shoot-'em-up created with Borderbund's Arcade Machine. In Road Trip, you try to drive as quickly (and safely) as possible. You must take time out to eat

and rest, or you'll fall asleep and crash. Decisions about fuel and direction of travel must also be made. Text Invaders, plays similarly (in concept, not action or graphics) to the arcade game. Uses text screen symbols for all movements. Limited action, but still quite fun for youngsters or all-thumbs adults.

Crystal Symmetry illustrates crystal structure. You can rotate each type shown on all 3 axes. Dungeon of Algebra is for pre-algebra students. You are placed in a maze and when you encounter a monster, he'll let you pass if you can solve the equation shown on screen. If there is gold nearby and you solve a problem, your wealth increases. Lastly, in Text Tricks Tutorial, Dr. B. Zarro creates some interesting text screen displays. Various methods of 'tricky' ways to place and remove screen text are shown. The program is well-sprinkled with REMs so you can see just how it was done. Use 'em in your own programs.

DOM #44
(Denver Apple Pi, Sept '85)
DOS format



November 1986
by Steve George

Here's another very nice disk which originated with Denver Apple Pi. Special thanks to Ed Thompson, their group's software librarian, for all his help in the past several months! Through cooperative efforts, both our groups have benefited, and I look forward to further exchanges.

The major programs on this DOM include 2 Games (PT-6502, an arcade-style hi-res game requiring paddles or joystick made with Bröderbund's Arcade Machine [an excellent program!], and Zyphur Wars). PT-6502 requires a joystick or paddles and has superb animation and sound (which can be turned off during those games that last into the wee hours). Zyphur Wars is another invasion/save-the-Earth type of game.

Next we have a Talking Calculator, a repeat from an earlier DOM, but interesting just the same. The 'voice' is a little scratchy, and shows us just how far we've come since this was first created! Nobody will confuse this program with a IIGS.

Last there are two good music education programs and several utilities: both DOS and ProDOS. (Huh? ProDOS utilities on a DOS disk?) You'll have to convert ProMenu and

its doc file to a ProDOS-formatted disk to be able to use them. Auto Redial Apple Pi will probably be of little use as it is received -- you guessed it, it repeatedly dials the Denver group's BPS. However, it certainly can serve as a model for when you create your own Micromodem auto-redial.

Games	Education
PT-6502	Talking Calculator
Zyphur Wars	Fast Forward Music
	Music Wars
DOS Utilities	ProDOS Utilities
Auto Redial	ProMenu
Bin to Textfile	ProMenu Docs
RamDisk128	

DOM #45
Apple/Boston Games #2
DOS format



December 1986
by Steve George

Arrright! The REAL reason many of us have a computer in our possession becomes clear here! Below are listed some fine 'early' computer games which have been enjoyed in various forms and revisions for many years.

Most are text or lo-res games but don't let that detract from your enthusiasm. These are great for beginning computerists of just about any age.

Checkers	a two-player game. Keeps track of your moves and scores.
Combat	simulated war game (1 player) against the computer.
Corral	try to catch the horse in the corral.
Craps2	you and others get to play against the house.
Fur Trader	business adventure where you are a fur trader in 1776.
Golf	text simulation that allows for a handicap and plays 18 holes.
Gunner	asks for the elevation of your artillery in destroying the target.
Horse Race	simulation for up to ten bettors.
Joust	joust with four knights for the faire lady's

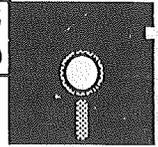
LEM	hand. lunar landing simulator. English or metric landing calculation.
NIM	take (or not) the last object from a row. You define the parameters.
Pizza	business and logic simulation. Try to deliver pizzas efficiently.
Rocket	yet another landing simulator.
Rose	guessing game about the number of petals on a rose (using dice).
Roulette	this is a nice simulation of the game of roulette.
Slalom	simulates a slalom course (skiing!). You setup the parameters.
Slots	nice lo-res slot machine program. Bring lots of nickels!!
Splat	simulates a parachute jump where you control the speed of descent.
Stars	number guessing game that gives you hints.
Swords	adventure game that takes you on a trip through the forest.
Target	star-ship shooting game that asks the 3-D co-ordinates of your shots.
Taxman	number guessing game (like NIM) that works with number factors.

Word Puzzle requires a printer and lets you define a word puzzle.
Words puzzle that requires a printer and makes up a word matrix.

(The above comments derived from the textfile on disk.)

IAC #38

from Dallas Apple User Group



December 1985
by Jim Baker

If you use or will be using the Apple LOGO language, here's the second of a collection of four you won't want to miss. This collection of two disks contains around 80 programs that can be run with the LOGO language.

You will need Apple LOGO software to run any of them, although the Documentation files are in standard Applewriter format.

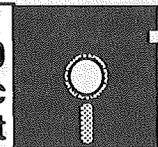
IAC #38 (Dallas LOGO) contains a few of the same files found on Sample Programs (previous LOGO disk set in this catalog), but some very pleasant surprises, too. In my days, I've seen some houses built and some trees grown in LOGO, but ROADRUNNER goes kinda wild with each and still has a pleasant surprise for its grand finale. (You don't expect me to say what it is, now!) The **CLOCK** is outa sight! **CLOCK** starts off by asking you for numerical inputs for the hour, minute and second, and follows with a neat artistic rendering of -- you guessed it! -- a clock. The hour and minute hands are oriented just as your inputs directed. But what happened to the second hand, you can't help but wonder. Then you notice a Return instruction "to go on" at the lower

screen. You take the bait and the second hand appears exactly at the number you earlier specified and **STARTS TOCKING**, out loud, at the same time the second hand starts moving perfectly to each tock. By this time I was really chortling to myself, but figured that the second hand would just keep going around. **THE OTHER HANDS MOVE, TOO, JUST LIKE A REAL CLOCK AND IT EVEN KEEPS GOOD TIME.** My phone rang and 15 minutes later when I returned to the screen, the crazy thing had advanced with perfect time.

Sure, these graphics get old fast, but their real value is in their instructional potential. Have your kids take the clock (program) apart and "lay all the pieces out on the table," so to speak. It uses the **MAKE** command and **BUTFIRST** primitive, which both show up in other procedures (and instructions!) on these 2 disks. You can do some wild things with those commands. You'll also find some old standbys such as **HANGMAN** and **HOROSCOPE** and several **DOZEN** other programs on the Dallas disk. And, oh yes, there are several **MUSIC** procedures that let you assemble musical compositions that **PLAY REAL MUSIC**, using LOGO.

IAC #40

**Pilot Basic
 DOS Format**



April 1985

This disk entitled **PILOT -> BASIC** was released to the IAC by Dr Michael R Smith of the Department of Electrical Engineering at the University of Calgary.

PILOT (Programmed Inquiry, Learning, or Teaching) was developed in the early 1970's for computer-assisted instruction (CAI) and its implementation on Apple computers comes in several forms, including Apple's own Pascal-based **SuperPILOT™**. **PILOT** is characterized by a system of commands which can prompt a student for an input, receive the student's input, match the input to acceptable answers and jump to the next step in the instruction sequence. It also uses sound and graphics to aid in the learning process.

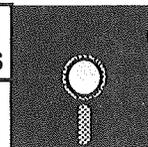
This disk allows the user to develop a sequence of **PILOT**

commands using the Editor which is on this disk and to store them in a text file. (Once you are familiar with the structure of **PILOT**, you can write your own **PILOT** instruction commands using a word processor). Because you need the **PILOT** language to execute these instructions, this disk contains another program which will convert the **PILOT** instruction sequences you have created into an equivalent Applesoft program (hence the name **PILOT -> BASIC**).

Does that sound a little overwhelming? Don't worry! This disk was designed to teach you about **PILOT** not confuse you. It contains a set of **PILOT** instructions which have been converted into an Applesoft program using the method described above. All you have to do is boot this disk and follow along with the tutorial.

This disk should be helpful not only to teachers but also to any one who wishes to make their software more 'user-friendly'.

IAC #41
AppleWriter II Utilities



April 1985
by Steve George and Arsen Darnay

This disk contains a number of AppleWriter II utilities and information files written by Mini'app'les's members Steve George and Arsen Darnay. There is also a number of text file articles covering other aspects of AppleWriter II.

There are two AppleWriter II WPL files to help you learn about the use of glossaries for printer controls. You may access these WPL files by following the following procedure.

- 1) Boot your AppleWriter II disk.
- 2) Strike CTRL-P to get the Print/Program prompt.
- 3a) Type: DO EPSON HELP or
- 3b) Type: DO PROWRITER HELP

The steps 3a and 3b will get give you menus dealing with the Epson MX series and C Itoh Prowriter printers respectively. These articles written by Steve George have previously appeared

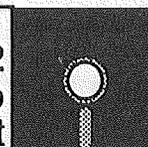
on Mini'app'les DOM 29.

The three text file articles entitled AWII NOTES, MORE NOTES and WPL NOTES cover AppleWriter usage, AppleWriter footnotes and the use of AppleWriter WPL to construct a simple data base. These may be loaded as AppleWriter text files and printed on your printer. This material written by Arsen Darnay has appeared in the Mini'app'les newsletter.

The files APWRITE2 PART1, APWRITE PART2 and APWRITE PART3 were written by Sandra Brockmann of the Kansas City Apple group. They are intended to provide an introduction to AppleWriter and WPL for the new user. They also are standard AppleWriter text files and may be loaded and printed.

The file WPL MULTIPRINT was submitted by the Washington Apple Pi group and tells how to use a WPL file to do multiple printouts of an AppleWriter text file.

IAC #42
from LOGIC UG of Ontario
ProDOS Format



April 1985

This is a ProDOS based disk submitted to the IAC by Leith Falkner of LOGIC (the Loyal Ontario Group Interested in Computers).

You do not have to have ProDOS to boot this disk but you must have at least 64k RAM (a 48k Apple][+ with a 16k expansion card or a 64k Apple //e or 128k Apple //c). The descriptions below are taken from the STARTUP program.

STARTUP

This is the "HELLO" program for this ProDOS disk. It allows you to select a program to run or to read the program descriptions. It is similar to the CATALOG MANAGEMENT program found on Mini'App'Les DOM's.

MENU

This is a data file containing these descriptions.

CLEAN.LISTER

This program prints neatly formatted listings of Applesoft programs including headings. There are two formats, 'compressed' and 'indented'.

APPLESOFT.TOKEN

This program lists the BASIC tokens used by Applesoft and where in ROM memory to find the machine language routines

used by BASIC to handle each word in the Applesoft syntax.

OUTER.XXXX

These four files are of interest to machine-language programmers only. They are the intermediate steps in the construction of the demo program OUTER.LIMITS.

OUTER.LIMITS

This program does three fascinating stunts and offers no hint of how it does them. At least two of the stunts are impossible on an Apple (so says Apple's documentation).

MINI.ASSEMBLER

This is the one-pass Assembler which is hiding on your DOS 3.3 System Master. It is documented in the Apple][and Apple //e Reference Manuals. The program runs at \$6000 (24576) and is \$140 (320) bytes long.

ORGANIC.CHEM

This program asks you for the constituent atoms of an organic molecule. Then it generates the molecule and draws it on the HiRes screen.

DG.XXXX

These files demonstrate double HiRes graphics. DG.PRESENT is an EXEC file which runs DG.INIT and then each of the other demos. DG.RESET discards the machine-language routines which have been loaded during the demo. NOTE: THIS

PROGRAM REQUIRES AN APPLE //c or a 128k APPLE //e.

FIN

This is a DIRectory file or inner Catalog, containing

dozens of little Applesoft programs, each of which performs a financial calculation. The program 'HELLO' within this DIRectory helps you select the routine to run.

IAC #43
FreeWriter and Technical Notes
ProDOS Format



April 1985

This is another ProDOS based disk. You can boot it on any Apple with at least 64k RAM. The disk contains a public domain word processor 'FREEWRITER' and the first 14 'PRODOS TECHNICAL NOTES' from Apple Computer Inc.

The ProDOS Technical Notes originate from the Developer Technical Support Group of the PCS Division at Apple Computer. The right to distribute these was graciously given to the IAC by Bill Grimm. The information represents enhancements and additions to the 'ProDOS Technical Reference Manual', which is available in the 'Work-Bench' toolkit series from your Apple dealer. The Technical Notes are of course copyright material and are distributed to IAC User Groups for information only.

An article on ProDOS from the Waukegan Apple Users Group (WAUG) is also included on this disk.

To read the ProDOS Technical Notes or the WAUG article, you can use your own word processor or send them to a printer using the 'PRINTER' program on this disk.

Or you can use 'FREEWRITER'...

This public domain word processor was contributed by Paul Lutus of 'AppleWriter' fame. Because of its heritage, any user familiar with AppleWriter II will have no difficulty learning to use 'FREEWRITER'. In addition, you can access a tutorial by entering a CTRL-T command. FREEWRITER works best with an Apple //e or //c because of their special function keys. However an Apple][+ with a lower case chip and game paddle or joystick will also work. FREEWRITER uses the DELETE key to erase or rub-out unwanted characters. On an Apple][+, use the back-arrow (< -) and the game paddle #0 pushbutton. FREEWRITER also uses the up and down arrow keys on the Apple //e and //c. On an Apple][+, use CTRL-J for down arrow and CTRL-K for up-arrow.

FREEWRITER is a 'System' file and can only be run by using the special ProDOS '-' (dash or smart-run) command. Type -FREEWARE/FREEWRITER to execute the FREEWRITER word processor.

FREEWRITER and several other programs by Paul Lutus are stored in the 'FREEWARE' subdirectory. These programs may also be selected directly from a small menu which appears after booting.

IAC #48
Trial Size Toolbox
DOS format



© 1984/5 Roger Wagner Publishing Inc.

December 1985
 by Richard Peterson

This double-sided disk includes 8 routines from the 4 Toolboxes available commercially from *Roger Wagner Publishing, Inc.* These are fully functioning routines which you may use in your own programs.

The included routines are:

- | | |
|-------------|--------------------|
| Array Redim | Fixed Length Input |
| Tone | Window |
| Chart | Text Output |
| Get | Ptr Read |

The disk contains a program which adds Toolbox routines to the end of your Applesoft program. By adding to the end of the program, the routines are automatically saved as part of your Applesoft program when you save your program to disk. After

any of the routines has been added, you may still edit your program in the usual manner without losing the Toolbox routines.

The Array Redim routine allows you to redimension a one- or two-dimension array. You can even lengthen an array without losing any data. If you shorten an array, the only data lost is the part which exceeds the redimensioned value. The Tone routine generates a tone based upon the pitch and duration values you give it. The Chart routine allows you to draw on the Hi-Res Screen with 12 commands. Two of these commands are Axes and Frame.

The Axes command allows you to setup an X-Y axes to any scale you want with tic marks. Frame outlines the current window. The Fixed Length Input routine allows you to set allowable input length, print a prompt string, print underlines equal to allowed length, allow default string acceptance with the return key, & allow escape from the input routine with a jump

to a line number. The Get routine works like Applesoft's GET except you can specify allowable characters, print a prompt string (like input statements), allow defaults, and echo characters to the screen. The Ptr Read routine reads two bytes of memory and returns the decimal value in a variable. The Text Output routine allows you to print to screen or printer without breaks in the middle of a word. It also allows you to specify width, indentation at the start of string, & the amount of spacing between each line. The Window routine allows you to set the four screen margins without pokes.

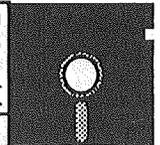
The disk has a program on it that prints out a 50+ page manual for the included routines. It explains the correct syntax for each routine, and examples of how to use them. Again, these are full-functioning routines which you can use in your own programs. The above are very useful and powerful routines which would be useful to programmers at every level.

[However, they are a 'teaser' to what's available if you purchase the full disks of routines from your software dealer for

\$39.95 list. The Database Toolbox has over 40 array-related routines (e.g. Array-sort, Array-search, Array-redim, some fast loads and fast runs). The Video Toolbox has over 30 text screen input and output routines (e.g. Menu generator, Print justify, Window, 4 Way screen scrolling). The Wizard's Toolbox has over 30 assorted commands (e.g. Turtle graphics, Print using, Hires Text on screen, Game Shapes, Input Anything). The Wizard's Toolbox includes information on writing your own machine language Toolbox commands. The Chart 'n Graph Toolbox contains a library of routines for Hi-Res Graphics, including Double Hi-Res Graphics on //c and 128K //e. This Toolbox includes routines for making Charts, Graphs, Shape Tables, Windows, Plotting, Drawing, Program Splitter and more.]



IAC #50
"Another Trivia Game"
 ProDOS Format



February 1987
 by Steve George



Well, we finally filled in with IAC #50. It only took a year to get a good version of the disk. But for you trivia fans out there, it may well have been worth the wait. Rudy Guy (a name familiar to us old Nibble Magazine subscribers) has created a 200 question trivia game.

The following is from a textfile on disk:

Another Trivia Game
 By: Rudy A. Guy

With the trivia craze sweeping the land, and the continuing need good public domain software, it was just a matter of time before someone came up with a generic trivia game. Since I do not like to be outdone, I decided that I better start writing some code, and quick. So, for those of you who can't survive without a good game of trivia, I present ANOTHER TRIVIA GAME. Since there are so many trivia games on the market, I thought the name was appropriate.

ANOTHER TRIVIA GAME is written in Applesoft and is designed to work on an Apple //e or //c. It will also work on any older Apple that has the capabilities of displaying upper and lower case. The package was developed under the ProDOS operating system, but will work under DOS 3.3. Along with the game comes a question editor and 200 canned trivia questions.

When the program is run, you will be presented with the hires title page which was created using FONTRIX and MICRO ILLUSTRATOR. From there you have the choice of reading the instructions, using the question editor or playing the game. I would recommend that you start with the instructions. They present a brief description of both the game and the editor.

Question Editor

The question editor module of ANOTHER TRIVIA GAME allows you, the user, to enter new trivia questions into the textfile called QUESTIONS. The questions may be up to 200 characters in length and the answer can be up to 80 characters. Since some questions may require the entering of commas, I had to write a special input routine to allow for them. Note, the left arrow key will erase the character to it's left. It will not cursor over it. This means that an error at the beginning of a line will cause you to retype the line from the point of the error. Some characters to avoid when entering a question or an answer are the colon (:), semi-colon (;) and quotes ("). They cause severe problems when being read back into memory from the textfile. In testing ANOTHER TRIVIA GAME, I found that it is best to enter the answers to the trivia questions in upper case. It makes entering the answers in the game much easier.

The editor module also allows you to delete any questions that are either too hard, too easy or ones that you just don't like. Also, if an answer becomes outdated, the editor allows you to change any question or answer. Finally, for those of you who like to cheat by studying the answers to the questions, you may get a listing of all or a portion of the questions and answers from the editor. This listing may either be sent to the screen or to a printer attached to slot 1. This, however, is not recommended as the game isn't as much fun when someone knows all the answers.

Another Trivia Game

The game module allows up to four players or teams to compete. At the beginning of each game, you must enter the names of the players. Then, you will be prompted for the number of points needed to win. When this information is entered, play begins. Each player will be shown a question

when it is his or her turn. You have three minutes to enter your response. If you enter a partial answer and then the timer runs out, your response will be treated as if no answer was entered. For each correct answer you are awarded 1 point. There is no penalty for an incorrect answer during this phase of the game. If an answer is entered that does not exactly match that of the computer's, you will be shown the correct answer and asked if the response that was entered is acceptable. If only the RETURN key is pressed in response to a question, the response will be treated as an incorrect answer and the correct answer will not be displayed.

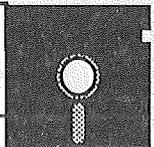
From time to time a BONUS question will be asked. If a correct response is entered to a BONUS question, the player answering will receive two points. An incorrect answer, or no response, will bring a two point deduction. Any of the questions in the QUESTIONS textfile can be selected as a bonus question by the computer.

The first player or team to reach, or exceed, the target score wins the game. The program is designed in such a manner that no questions can be repeated until at least 3/4 of the questions in the textfile are asked. As the game proceeds, the questions may take a little longer to appear on the screen (a few seconds) so please be patient. After all, do you want your opponent to get the same question that you have already answered correctly?

An Idea

For those of you with children who use the computer, you may want to create a question disk that relates to subjects being studied in school - History, Geography, English, Math, etc. However you decide to use ANOTHER TRIVIA GAME, I'm sure you'll find it enjoyable.

IAC #51 Image-Works DOS/ProDOS hybrid



January 1986
by Steve George

This disk contains a series of menu-driven utilities for use with the Apple ImageWriter printer. The disk was assembled by Ed Thompson of the Denver Apple Pi.

Several of the programs are involved in the creation and downloading of custom fonts, to provide an alternate to the built-in fonts of the ImageWriter.

The disk contains the following programs:

- PRINTER SETUP** - easily sets your ImageWriter to the desired line spacing, typeface, and margins.
- SELECT FONT** - chooses a custom font for use in your **TOOL KIT** - this program, from Apple Computer, allows hi-res graphic images to be dumped to a printer.
- DISK LABEL MAKER** - as the name suggests, it creates labels for your disks.
- FONT EDITOR** - this program, from Ed Thompson modified from G. Bredon and D. Leighton, allows you to load, edit, and save fonts to the disk. It is easy to use and well documented.
- SET PERFORATION SKIP** - keeps you from printing on the page-breaks.
- DEMONSTRATE FONTS** - shows you how the font will appear on the printer.
- TEXT SCREEN DUMP (/ALTERNATE)** - does just that, to your printer.
- RESET PRINTER** - puts your ImageWriter back to where it was in the beginning.

Also included on the disk are a number of different fonts which can be downloaded to your printer, or used as the basis for the FONT EDITOR.

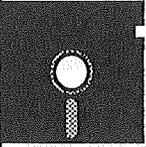
ASCII.SET	BLIPPO BLACK.SET	BYTE.SET
COLOSSAL.SET	COUNT.SET	CYRILLIC.SET

ESPERANTO.SET	FLOW.SET	GOTHIC.SET
GRAPHIC.SET	GREEK.SET	KATAKANA.SET
MIRROR.SET	OUTLINE.SET	PINOCCHIO.SET
PUDGY.SET	ROMAN.SET	SHADOW.SET

Because the Image-Works programs did not fill an entire disk, the IAC librarian for fun made this disk a hybrid between DOS 3.3 and ProDOS. When you boot up, you are in ProDOS, but can go to the DOS 3.3 portion of the startup menu. The ProDOS part of the disk contains Paul Lutus's FreeWriter, along with instructions on how to print out files created with this program.

If you don't have an ImageWriter, but another printer which accepts downloaded fonts (such as Epson or ProWriter), you may want to modify this disk to work with your own machine. If you do so, please share your results with others by letting me know so that we can send a copy to the IAC offices.

IAC #52
Enhanced Softgraph
ProDOS format



January 1986
by Steve George

T

his disk originated with David Durkee's Softgraph which as released into the public domain by the late Softalk magazine.

It became a popular program with many because it was written in Applesoft and could be easily modified for a variety of special uses and interface cards.

This enhanced version of Softgraph was produced by Tony Martin of the Stanislaus Apple Group in Modesto CA, and submitted by their librarian, George Osner. Tony developed both a DOS 3.3 and a ProDOS version; this is the ProDOS version.

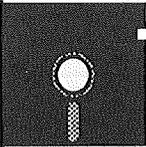
The IAC librarian chose to release the ProDOS version

because this disk will take files created by a spreadsheet (such as AppleWorks) and allow them to be displayed graphically. Because AppleWorks does not have a graphing capability, this disk may serve as a reasonable substitute.

The operation of this enhanced Softgraph is similar to the old Softgraph, allowing for display of data in various line, bar, and pie charts. Entry and editing of data is accomplished with the 'Data Editor' section of the disk. Full instructions are included in a text file which can either be listed on the screen, or read and printed out using a word processor.

Because this disk is in ProDOS format, an Apple //e or //c, or a][or][Plus with a 16k RAM card (language card) in slot 0 is 'required'.

IAC #53
More AppleWriter Utilities
DOS 3.3 format



January 1986
by Steve George

T

he previous two disks of AppleWriter utilities have proven to be popular with many of the members of Apple user groups. The original IAC #41 (our DOM #29 written primarily by yours truly) was for AppleWriter][glossaries for use with an Epson MX or Prowriter. That was followed 6 months later by

Tom Ostertag's AppleWriter enhancements on IAC #47 (our DOM #34 - yeah Tom!). This disk contains more AppleWriter enhancements and some changes to my original glossary files to allow their use with AppleWriter //e.

Dennis Doms of the Kansas City group sent along some improvements in the Epson and Prowriter glossaries to make them compatible with the //e version of AppleWriter. He also included a lengthy discussion on

glossaries. Also, for you Apple Dot Matrix owners, he included a glossary for you.

MODS.HELLO
MORE.GLOSSARY.NOTES
EPSON1.NEW
PROWRITER1.NEW
ADMGLOSS

A. R. Lyle of King City, Ontario modified the glossary of print commands for use with a Gemini printer. Instructions and help files are included, as is a special international language character set (INT CHAR SET). A text file entitled 'MAKING A GLOSSARY' explains how to obtain ASCII codes for use in glossaries.

GEMINI.HELLO

GEMINI.NOTES
GEMINI.HELP
HELP.PART1/2/3/4A/4B/5
GEMINIX
LISTING.GEMINIX
MAKING.A.GLOSSARY
INT.CHAR.SET

A bug managed to creep into IAC #47, and so Tom Ostertag sent along the correction to the WPL.SECTORS program. He also included a short article explaining how to modify the program to work with altered catalogs. (We made the correction several months ago and published the changes in the newsletter, so now EVERYONE should have it.)

OSTERTAG.HELLO
ME.FIRST
WPL.SECTORS
NEWSLETTER.ARTICLE
NOTE

While not strictly for AppleWriter, Walter Dnes submitted a series of utilities for use with the Videx Videoterm 80-column card. INTERLACE manipulates the CRT registers to improve the display. CURSOR STEADY stops the cursor flicker. VIDEX.OBJO is a video driver to be used with Magic Window. DRIVER implements the Applesoft words: HOME, NORMAL, and INVERSE on a Videx card.

VIDEX.INFO

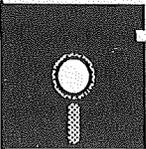
INTERLACE
 CURSOR STEADY
 VIDEX.OBJ0
 DRIVER+
 DRIVER-
 HILOAD+
 HILOAD-
 I/O HOOKS

Finally, the most entertaining part of the disk comes from James B. Munro of Youngstown NY, who also modified the Printer Control glossaries from IAC #41 for use with the //e version of AppleWriter. Jim developed a series of DEMOs for the Buffalo Applebyters, to demonstrate the features of this great word processor and to teach the commands which control

it. This is a 'live' demo, and a very well done one, at that. Just start up AppleWriter and enter: [P]DO DEMO1. (That's control-P, then the command word "DO" and then the filename "DEMO1".) Then just sit back and watch the action.

TUTORIAL.HELLO
 CONTROL P DO DEMO1 PROGRAMS
 DEMO1/2/3/4/5/6/7/8
 TAB DEMO
 DEMO5 LETTER
 LETTER
 TAB.SYS
 EPSON1
 PROWRITER1

IAC #54
DB Senior
(DOS format)



March 1986
by Steve George



According to the short write-up that accompanied this disk from the IAC:

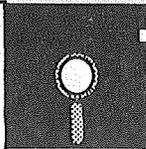
"DB Senior, by Tom Hellsten of Toronto, is the most powerful of the database programs to be found in the public domain. Besides creating and altering data files, you can append and merge two database files.

An excellent update facility is included. Fast, machine language search and sort functions are available. The most

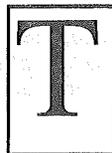
unusual feature is his 'DB Calc' utility, which enables you to perform mathematical manipulations on one or more fields, and put the result in another field. The top of the display screen acts as a 'help' function.

The database is memory resident; thus, a single database may contain about 38,000 characters - enough for most home and hobby users. You will want to print out the documentation and read it carefully as you use this program, lest you miss out on some of the built-in power."

IAC #55
ProDOS format
ProDOS Utilities



March 1986
by Steve George



This disk of ProDOS programs and instruction files was assembled for the purpose of making it easier for you to move about in ProDOS and handle your files in an efficient manner.

To begin, the **STARTUP** program is a well-written Applesoft program which allows you to view the directories and subdirectories of the volumes (i.e. disks and /RAM disk) available. You may want to use this **STARTUP** program on a number of your own ProDOS disks.

The program **FILE.STAMP** enables an Apple user who does not have a clock card (ie. Apple //c owners and many //+ or //e owners) to put a date/time stamp on their ProDOS files. This program is designed to run a **STARTUP** program once it is finished; therefore, you may want to change the appropriate line of this program if you want to use it in a different manner.

There are several programs in the **MISC** subdirectory, including two other ProDOS menu-type 'startup' programs, a sound generation program, and a program designed to output 8 bits in Applesoft. **BYTE.ZAP** will allow you to search the surface of a disk and modify the bytes stored there.

The lengthy file entitled '**EXEC.FILE.INFO**' is a document which will tell you some of the uses and techniques for **EXEC** files, both in DOS 3.3 and ProDOS.

The **COPY.FILE** subdirectory contains a couple of programs which assist you in the copying of files from one disk to another. One of them uses the added ProDOS command '**COPY**'. Once '**COPY**' is installed, you will find it to be a useful addition to the ProDOS command library. Instructions for the use of these programs is included in the subdirectory.

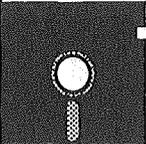
The subdirectory named **EDITOR** contains a ProDOS line editor which is designed to simplify Applesoft programming under ProDOS.

DISK.ED contains a program which will enable you to search, modify (and destroy!) the contents of your ProDOS disks. Read the instructions within this subdirectory for more details.

LEE is a series of routines from a LOGIC member which

also provide a means of time/date stamping your files.

IAC #56
DOS format
from The Appleton Apples Computer Users' Club



April 1986
by Steve George

The release of the ProDOS version of SoftGraph last January (IAC #52) is complemented this month with a DOS 3.3 version (for you DOS 3.3 hold-outs). Complete doc on how to use this hires graphing program is contained on disk.

The program is by David Durkee and was originally published in SoftTalk magazine.

In addition, a few handy utilities and some older Integer BASIC programs are included. **DOSTYPE** is a command that is added to DOS which will allow you to examine the contents of a sequential text file. This command comes in real handy when you simply want to read a file's contents. If you turn on your printer prior to executing the **TYPE** command, you'll get a hardcopy.

DUSC stands for Dos Utility: Sort Catalog (Give ya one guess... time's up!).

DUMP presents you with a 'D' prompt and awaits your input of a memory cell or a range of memory to "dump". Enter your memory locations in hex with a range separated with a period (standard monitor procedure). The result, in addition to the normal hex contents of the locations, is the display of the equivalent ASCII character.

Finally, here are four older games or demos. **APPLE-TREK** is probably easy to use by those familiar with this type of game. I could find no instructions, so I couldn't figure it out. When my game ended it said something about the total destruction of the Federation and that I was a dismal failure in my handling of the Enterprise. Lucky for *you* it was only a game!

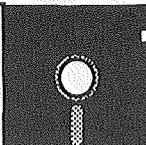
BIORHYTHM produces a lores plot of your biorhythms over a 30 day period. [There's another biorhythm program on DOMs 1 & 15 which will give you a hardcopy: **BIORHYTHM PRINTER**]

TOWERS OF HANOI - the classic game in lores.

YAHTZEE supports up to 4 players and even allows you to re-roll individual dice attempting to reach your desired combination of dice.

APPLEVISION - the classic combination of text and hires pictures. Created in 1978, this foreshadowed some of the excellent graphics seen in today's games. Written by *Bob Bishop*, author of several hires animation packages, this will forever remain a classic.

IAC #57
Fireground
DOS format



May 1986
by Steve George

Slim pickin's this month. I have requested several disks from other groups which I thought you might enjoy. A few of them are starting to arrive. However, I have concerns about the origins of several of their offerings and will need some time (and help) checking them out.

The net result is that we have only one disk this month (my first solo month), but I think you'll enjoy it.

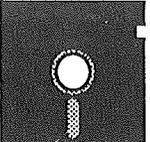
This double-sided disk was simply titled **Games** when we received it from the IAC. It consists of two versions of **FIREGROUND** by Albert Lesiak. On side one you play the game with keyboard input, i.e., F)orward, B)ack, etc. and take your instructions from a dispatcher whose voice is a little garbled (to add to the confusion?). Your goal (having memorized the street names and numbering system of 'your' town) is to maneuver the maze of streets until you arrive on the

scene with your fire engine. It's easy to get confused, make wrong turns onto streets (and while turning around, back into a building), or other hazards (dead-ends); but your reward for good performance is being able to 'move on' to disk side two.

This **FIREGROUND** is a hires arcade-style game and requires a joystick to be used properly. I liked this side much better, and if you're like me, you'll quickly figure out how to skip the required use of side one!

Besides flames that jump out of the burning building, you'll have to avoid the 'ambulance-chasers' in their cars. Watch out for the other firetrucks passing through the area, too. The 'scene' is only one block (two or three buildings) long, but the action in that one block can overwhelm even the best 'volunteer'.

IAC #59
ProDOS format
AppleWorks Spreadsheet Disk



August 1986

by Steve George, Software Director

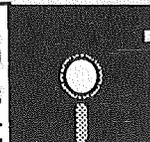
Here is Joslyn West's note which accompanied IAC #59: This disk contains a number of spreadsheet applications that were written by various San Francisco Apple Core members and donated to public domain.

These applications all require that the user have AppleWorks. Each application may be loaded from the disk into the computer's memory by using the AppleWorks Menu to place the application on the desktop. All tax applications require some knowledge of tax preparation. Guides provided by the IRS or similar sources should be consulted when these applications are being used. Applications such as those presented on this disk are intended to illustrate the use of the AppleWorks program. Take the time to trace the formulas that make things happen in each application. Each application contains brief notes on how to use it. These applications were written by: J. Conklin, D. Scellato, S. Dinsmore, P. Bernheim, A. W. Liswood, and G. Knox.

ATTEND A class attendance worksheet.
AWTAXCALC A worksheet that combines in income worksheet with the Federal Form 1040 and the Schedule A to allow the computation of taxes (1984).

BERNHEIMBU Allows the computation of proceeds from investments.
DRS.MED Used to compute medical expenses for tax purposes.
EXPONREG An exponential regression worksheet.
KNOX.STOCKS A stock portfolio analysis.
LINREGRESSION A linear regression.
PEARSONRANK Pearson Rank analysis.
SCHEDX A Federal Schedule X worksheet that may be adapted by changing the values in the lookup tables to the values in schedules Y & X.
SELLBUY.DEMO Demonstrates sell vs buy decisions.
SPEARMANRANK A Spearman Rank calculator.
TAXTABLE This tax table illustrates the use of logic statements, lookup tables and choose functions. Calculations are correct to within a few dollars of the actual tax tables for Federal Returns (1984). It should only be used to check your use of the tables included with the tax forms.

IAC #60
More Print Shop Pics
DOS format



September 1986

Several user group members from around the country have created unique Print Shop graphics. Some made their pics available to the International Apple Core which resulted in this disk.

Graphic images included:

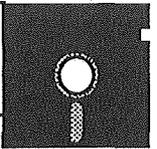
Apple Computer
Batty
Bomb2
Candy Cane
Carebear
Coconut Tree

Computer2
Crackpot
Dog
Down Arrow
Face
Fish
Funshine
Ghostbusters
Gymnast
Left Arrow
Microwave Man
Moosehead
Nuke
Pelican
Rhino
Right Arrow
Rocket

Screwbal
Screwball
Snowman2
Spaceman
Stop
Sword
Sword2
Telephone
Tree
Twilight Zone
Up Arrow
Wave
Whale

Notice: IAC #60 is IDENTICAL to the disk released in July, IAC #58. Because the Print Shop Graphics which these disks contain were not in the same order (and not using them ourselves), their sameness escaped our attention. We will attempt to point out this IAC oversight to disk purchasers. But, if you should happen to purchase both, let us know and we'll remedy the situation.

IAC #61
ALFA-EZ BBS
shareware ProDOS format



October 1986

To quote IAC's cover letter accompanying this disk: "ALFA-EZ is the latest public domain bulletin board software for the Apple // computers, and was written by Bob Garth of ProTree Software, Westminster, Co.

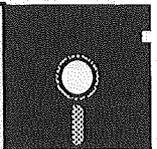
ALFA-EZ comes with a utility disk, and system running modules. The system is run under ProDOS so it is best used on a hard disk, even though it will work with two disk drives. The system is very easy to run and operate and can be set up and running in one day.

The program is, lets say, a working demo. Most demos have some sort of limitations. This program does not. This program can run and operate a BBS and do a great job. But, you knew that was coming, the author has an even better program with many more bells & whistles, and a

200+ page printed manual called ALFA-///. ALFA-/// which he usually sells for \$80, will be sold to IAC members for only \$30 - that's a \$50 savings. Both ALFA-EZ and ALFA-/// are supported on GENIE (General Electric Information System)."

This is a double-sided disk. And although it has been termed 'shareware', there is no additional fee for using it. The reason for the shareware designation is that you can (or at least could) get full docs for it through the author. That offer was when we received the program c/o another user group and it was called ProTree.BBS. My best guess is that you can get THIS disk (ALFA-EZ) and use it to your heart's content and not feel obligated so send any fee to the author.

IAC #62
ProDOS format
Hi-Res Picture Filer v1.3, and
Graphics & slide show



November 1986

This is another double-sided disk. Side 1 is Ken Tanaka's (Denver Apple Pi) Hi-res Picture Filer. Side 2 contains the programs which were to be part of IAC #60, but weren't.

From the info-sheet with the disk: "The purpose of the Hi-Res picture Filer program is to make the viewing and filing of hi-res pictures on disk easily done from one program. The program allows locking, unlocking, renaming, and deleting of files. A file can be copied from one disk to another with or without deleting the original file -- useful for organizing a library of pictures. This allows you to copy picture files, or move them, without leaving duplicate files behind to be deleted. The program also has the ability to do a screen dump -- send a picture to the printer. However, this feature only accommodates

Epson MX80 and MX100 printers with Graphtrax. This feature may also work for the FX80, FX100, RX80 and RX100 printers."

"To Maximize the number of pictures which can be stored, a *Scrunch* or packing routine is included. This routine encodes a hi-res image into a compact form. When this compact information is stored to disk it takes up fewer sectors than a regular image, allowing more pictures to be stored on a disk."

"Documentation, which is included on disk, tells you how to use the Hi-res Picture filer. Also included are programming notes and file description."

"This disk has been formatted for ProDos. HGR Filer runs on an Apple IIe, IIc, or 64k Apple II plus."

"Please note that on the back of this disk #62 is the slide show for the DOM #60 (Graphics and Slide Show) as we promised in last months DOM.

IAC #63
"ImageWorks"
ProDOS format



January 1987

The IAC's letter:
By popular demand, this disk has been released. Imageworks makes use of the fact that

the Apple Image-writer printer is capable of not only printing in different fonts which have been built in to it, but it is also able to receive different fonts which can be downloaded to it.

This disk consists of routines to edit and download fonts to the Imagewriter printer, such that you can select the appearance of the print which is used by the imagewriter.

This Imageworks disk also sports a demonstration mode,

which allows you to view any of the disk's 45 different fonts on your monitor or printer, to assist in their selection.

The disk runs under the ProDOS operating system. Unlike earlier versions, it works with the Apple //c.

If you have an Imagewriter, you will enjoy this disk."

Here's the list of the disk catalogs:

FONTS subdirectory (see list below)

STARTUP	SET.PERF.SKIP	GRAF.0	STARTUP
PRINTER.SETUP	FONT.EDITOR	HIRES.OBJ0	
SELECT.FONT	DEMO.FONT	KIT.VAR	
TOOL.KIT	RESET.PRINTER	SHIFT.SER	

The FONTs directory above contains these character sets:

APL	EDUCATIONAL	MIRROR	SLANT
ASCII	ESPERANTO	NINETY	SPECIAL
BAR	FANCY	NORMAL	STENCIL
BLIPPO	FLOW	OPTICAL	STOP
BLOCK	GAMES	OUTLINE	SUPERSUB
BROADWAY	GOTHIC	PINBALL	THIN
BYTE	GRAPHIC	PINOCCHIO	UPSIDE
COLOSSAL	GRAPHICS	PUDGY	WESTERN
CONTRACT	GREEK	ROMAN	WHITE
COUNT	HEBREW	RUSSIAN	
CYRILLIC	HEIGHT	SHADOW	
DIGITAL	KATAKANA	SKINNY	

IAC #64
"Utilities"
ProDOS format



February 1987

The International Apple Core and Draco Communications present: **D.O.M. - O - RAMA!** The programs on this disk were compiled from the American Apple Round Table on General Electric's national information service, GENic.

PRODOS
BASIC.SYSTEM
STARTUP
PROPACKER.V5.2
LINEFEED.STRIP
ALU
COPY
THE.EXECUTIVE
COPY.DESC

TIME.SET
IIGS.DESC
OPEN.LETTER
CLOCKFIXER
PROPACKER.DOC
PINPOINT.CO
PROMETHEUS.CO

Descriptions of just a few of the files:

COPY is a machine language utility program for use only under ProDOS. When BRUN it installs and protects the program for a new ProDOS command, COPY, which runs within the BASIC INTERPRETER environment. For a multidrive Apple //e, //c, or II+, COPY allows you to copy any file from anywhere to anywhere, with the same or a different filename. The only exception is a directory file, which because of its nature cannot be copied. The command can also be used within an Applesoft program in the standard way of using DOS commands. On single drive systems you can copy to /RAM, then from /RAM to another disk.

ALU - Applesoft Library Utility - The ProDOS version of ALU and its UNIX, PC-DOS and MS-DOS equivalents are based upon the CP/M library utility made popular by RBBS's

and RCP/M systems around the world. These library utility programs are used to maintain and manipulate a large data file (commonly known as an LBR file) made up of two or more program/data files.

Most library files contain two or more program or data files that are somehow related to one another. By "packing" these files into one large file it makes it easier for other computer users to download all of the necessary modules and information without having to worry about whether they missed out on a vital portion of your package. Once the LBR file is downloaded it can be "unpacked" (separated back into the original files) with another LU utility and used by the recipient. The following example shows how useful a program like ALU can be:

The only requirement is that both the sending and receiving parties have a library utility program to pack/unpack the files.

Since ALU allows the "packing" of many files into one large file, it lends itself to manipulating multi-file programs. For example, many programs may need several utility modules, help files and printer drivers. Rather than have to search through an entire Data Library for all the files you can download just the necessary LBR file and "unpack" it. Packed files generated by ALU use the ProDOS file type LBR (\$20).

ALU Commands

- [A] Unpack all files from the LBR file.
- [Q] Unpack all files in prompted mode.
- [T] List all files contained in the LBR file.
- [L] Same as [T].
- [E] Extract a file from the LBR file.
- [U] Update a library.
- [D] Delete a file.
- [R] Reorganizes the library.

ALU is distributed as a Public Domain program by Living Legends Software. We strongly encourage our fellow Apple users to spread this program around to their friends and to other BBS systems so that others can enjoy the benefits that come from combining numerous files into one large, easy to handle LBR file.

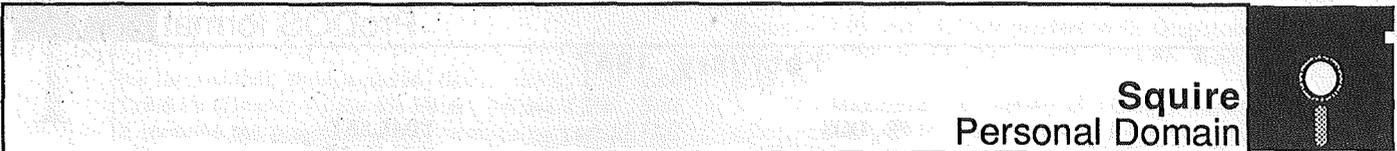
Propacker is the Prodos answer to DDD II. With it, a Prodos BBS system and AE system is now feasible. Propacker is menu driven and very simple to use. With it, you can pack or unpack both Prodos and DOS 3.3 disks, the same as with DDD. You can also catalog either drive 1 or drive 2 with a

single keypress. The Catalog function will catalog "both" Prodos and Dos 3.3 disks. The Change Default function allows you to designate the source and target drive choices. The Dos Command function enables direct Prodos commands, thusly enabling the renaming, deleting, locking, unlocking, etc., of files, plus cataloging of a Unidisk 3.5 or hard drive.

IMPORTANT

- 1) Propacker can reside and be run from a standard 5 & 1/4 drive, Unidisk 3.5, or hard-drive. However, it will pack and unpack only 5 & 1/4 disks and will only work with 5 & 1/4 drives in Slot 6.
- 2) A formatted Prodos disk must be provided as the target disk when packing a disk.
- 3) A packed file must be moved from the target disk before packing a second disk or a separate Prodos disk must be used to pack each disk. This is because the program packs onto the same place on the target disk each time. However, other files may be saved onto a disk containing a packed file.
- 4) Propacker works only with Slot 6, with 1 or 2 drives. The slot number cannot be changed.
- 5) Propacker adds the prefix of (XX.) to the name chosen for a packed file. When unpacking a packed file, and you are prompted for the file name, type in only the name and not the XX. prefix. Unlike DDD, no file size is needed after the name. Propacker automatically figures out the file size.

Just these few examples make this disk worth investigating!



December 1985
by Eric Holterman

Bue Chip Software has provided us with a sample of Squire, one of their simulation games. They also publish Millionaire, Tycoon and Baron.

Squire is "The Financial Planning Simulation (tm)", with this sample covering the last seven months of the twenty year time-frame included in the complete game. This is a double-sided disk.

The object of the simulation is to accumulate one million dollars by the time you reach age 55. To achieve this goal you must buy and sell stocks, bonds, money market funds, real estate, collectables, etc. The game moves forward a month at a time, with prices changing monthly and news events most months. Your reaction (or indeed in-action) to these news items can vastly affect the attainment of your million dollar retirement goal. Income and expenses are also handed monthly.

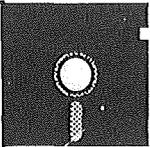
[The full Squire simulation includes seven interim goals such as college expenses and extended vacations, plus a "Reality Mode" which lets you use your own age, current assets, target retirement date, etc.]

Personal financial planning should be looked at by all of us. The Squire simaton game provides one way to look at financial planning. Squire may help you to appreciate some of the complexities and potential achievement that can be attained through long range planning. The sample will take about half an hour to go through and help you decide if the complete simulation is worth the investment. [The full game lists for \$59.95 and is available from most software dealers.]

Squire copr. 1984/5 Blue Chip Software

Requested fee: \$0

**Disk Manager
DOS format
Personal Domain**



**February 1986
by Steve George**

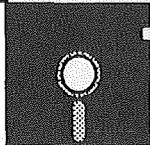
I received this disk from Ed Thompson of the Denver group. When I spoke to the author, Steve Peterson, he indicated that he was not offering it as Personal Domain any longer (!).

But, as long as I was willing to correct his mailing address from Illinois to the Twin Cities and already had the disk ready to go, he consented. So, let's show him we know how to treat Personal Domain software in Minnesota, ok? (i.e., If you get this disk and continue to utilize it, you REALLY should send him his requested fee.)

Briefly, Disk Manager is a 'disk access' utility which allows the usual reading and writing of individual sectors to a disk. But it goes on from there: Copying, Printing disk labels, Sorting catalogs, Undeleting files, etc. As you can see, this disk has quite a bit more than the usual disk access utility. Please see the review of Disk Manager elsewhere in this newsletter for more details.

Disk Manager copr. 1984 by Software Solutions
Requested fee: \$29.00

**Newton's Apple
ProDOS format
Personal Domain**



December 1986

We finally received the software which several national publications have been talking about for the past few months. It arrived as two disks, but we've combined them into one double sided disk to double your enjoyment. The four educational programs amplify the information presented in KTCA's productions of Newton's Apple series.

They are, however, stand-alone learning tools; that is, if you miss a segment of the TV series, the software doesn't require you to have viewed the show.

From reading Eric Holterman's review elsewhere in this newsletter, I believe that both the TV show and the software can basically 'stand-alone', but if at all possible, it would be nice to use them together because they complement each other very well.

We do not know at this time whether there will be additional disks sent to us. Presuming that there may be, we are designating this to be Newton's Apple #1 in the software listings.

We have placed this disk in the Personal Domain category simply because it is not typical public domain software. Ask for the disk by name as with all our Personal Domain software.

Newton's Apple #1
Created & Dist. by TelEd, Inc.
Requested fee: \$0

Newton's Apple Freeware
Reviewed by Eric Holterman

So what do you think of combining television, software, fun and education together? Then offering it to anyone who wants

it, free of charge? Sounds good to me, I'll take two!

With the offering of Newton's Apple Freeware, just such a combination has been put together. The TV show is the award winning Newton's Apple, an entertaining science series for people of all ages. It is produced locally by KTCA-TV. The unique feature is the whole is greater than the sum of the parts. We found the combination produced more attention, learning and enjoyment than either would have generated by itself, and the parts are good in the first place.

There are four software programs for the Apple II series computers. You may want to start with Newton's Knowledge, which describes itself as "...a game of scientific trivia based on facts presented in the PBS television series Newton's Apple." It asks 20 questions of each player, keeping each player's score and congratulating the winner at the end. You tell it the number of players, it asks the players' names and takes over from there. It is not specific to any particular episode, so it would be fun any time during the season. It will also handle some misspellings, making competition a bit easier for the younger set. However, when accepting a misspelled answer, it does not provide any feedback concerning correct spelling. When an incorrect answer is given, the program does tell you what the correct answer is, but does not attempt to educate you further on the subject matter. We enjoyed it. When presented with questions from shows we had not yet seen, we found ourselves looking forward to them in order to learn more.

The other three programs differ in that they are tutorials that both lead you through the subject matter and quiz you on it so you can see what you learned. Covering probability, inertia and mirrors, they use some of the same examples as the TV show but you do not need to have seen the show to understand the tutorial. While I am not an expert in education or the subjects covered, I feel they did a good but not outstanding job.

However, any shortcomings are easily forgiven by a fan of Newton's Apple. They are certainly among the better public domain or freeware programs I have come across and would encourage you to try them, especially if you also watch the show.

Like the TV show, the software can appeal to a wide age range. I watch the show with Reidan, my second grade daughter, and Vanessa, my tenth grader. We all enjoyed the programs. However, had Reidan not been a Newton's Apple fan and keenly interested in science, the subject matter would have been well beyond her. The appeal of the software is probably at the junior high and above level, including adults like me who majored in Political Science rather than real science.

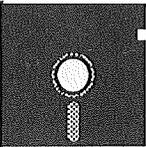
It is too bad the software was not distributed at least a month, and preferably two months, earlier. We were lucky enough to get a copy of the software shortly after the show that covered probability and inertia aired and before the one on mirrors. However, if you missed the shows, the software is still worthwhile. If you saw the shows the software will work all the better for you.

Newton's Apple Freeware consists of two disks (one double

sided disk as distributed by Mini'app'les) which were developed in conjunction with the Newton's Apple series on PBS. Funding was provided by DU PONT and initial distribution to User Groups was by TelEd, Inc. All programs are for the Apple][+, //e or //c and do not require 80 columns or a color monitor. Newton's Knowledge and Probability programs are on one DOS 3.3 disk and were written by Bob Houghton. Inertia and Mirrors are in the ProDOS format on the other disk and are by A. Loi. The authors, distributors and sponsors of these programs do not request any payment or contribution for their use.

[Software Director's note: please don't confuse the distribution method Freeware with the price of this software. This disk is not available for free. It is priced like all our other disks (virtually free!). Regarding the term Freeware (aka Personal Domain, HonorWare, ShareWare, Try-B4U-Buy, etc), please see the explanation at the front of this catalog. Thank you.]

Nifty Works
DOS format
Personal Domain



April 1986

Nifty Info has just released "Nifty Works" as a Personal Domain disk. Nifty Works is a word processor of the "what you see is what you get" variety integrated with a library of extended functions.

The library will consist of common word processing functions as well as some very unusual ones. The only function currently available is called "Sort Text", and is included on the disk. Sort Text is a sophisticated high speed sorting utility capable of handling nine levels of sorting as well as single or multiple line records. Future extended functions will include high security encryption of documents, communications and math functions.

Numerous prompts, menus and an on-line index of editor commands further help make this a truly friendly program. To

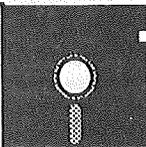
get you started, twenty full pages of instructions are included on the disk which can easily be printed out.

Nifty Works runs on the Apple //c, //e (with or without 80 col card), and the Apple][plus where it supports (but doesn't need) the 16K RAM card, lower case chip and shift key modification.

Be advised that there is no DOS supplied with this disk but that area of the disk has been reserved for adding it. Use Master Create or Update 3.3 from your system master to place DOS on your backup of this disk. Or, better yet, add a high-speed DOS such as Diversi-DOS to further enhance this program.

Nifty Works copr. 1985 Nifty Info
Requested fee: \$0

Diversi-DOS v 4.1-C
Personal Domain



April 1986

This is an announcement for the re-issuance of Diversi-DOS. This latest version includes all previous enhancements to DOS plus two new ones: Fast garbage collection and configuration to automatically setup a Ramdisk area on extended memory cards.

Fast garbage: When running large basic programs, the computer may pause for several minutes to reorganize string memory. Use the 'GARB' program to prevent these pauses. To

install 'GARB', simply 'BRUN GARB' (works with 48k or 64k Diversi-DOS).

Ramdisk: The ability to configure a Diversi-DOS enhanced disk to automatically create a Ramdisk (of up to 256k) with the Applied Engineering RamWorks card installed. Other extended memory cards supported: Neptune (192k), AE Memorymaster (128k), Legend (128k), Saturn (128k), and, of course, Apple (64k). Additional cards may be supported if they conform to the Saturn 'standard'. Means of protecting the

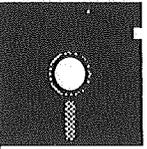
double hires memory area (for either Page 1 or Page 2, or both) and the second \$D000 area are detailed on the disk.

Requested fee: \$30

Diversi-DOS © 1982 DSR, Inc.

Newsroom demo (DOS format)

by Springboard Software



April 1986

Just in case you happen to be the one person (Herb?) to who has neither purchased nor seen a demo of Newsroom, this is just for you. We have a limited quantity of self-running demo disks from Springboard.

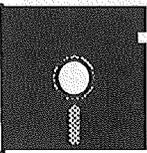
us is limited, I propose that we 'sell' these demo disks at the usual price of \$5.00. Then, you can (anyway we'd like you to) return it to us to exchange for another disk from the library of Public or Personal Domain software.

Its an excellent demo and covers most of the areas.
Because this disk is protected and the quantity available to

*Newsroom demo copr. 1984 Springboard Software
Requested fee: \$0 (please return to Mini'app'les for exchange)*

F83X [Forth]

Public domain



June 1986

by Steve George, Software Director

This is THE new standard for the Forth language put together by the Standards Committee and they feel it will be good for 4 to 5 years.

- System Generation
- System Notes
- Supplementary Notes
- Required Word Set
- Double Number Standard Extension Word Set
- System Extension Word Set
- Assembler Word Set
- Search Order Specification and Control
- Definition Field Address Conversion
- Controlled Reference Word Set
- Word Usage
- Input Stream and Arithmetics
- F83X Line Editor
- Full Screen Editor
- Sorted Word Index
- Source Listing of Kernel }This out, but available
- Source Listing of Utility }from disk screen dumps.

In addition to the double-sided disk, there is printed doc. Originally about 30% consisted of screen dumps for the Kernel and Utility. I have opted to let the user do this if he wishes, which brings the total pages of doc down to a 'manageable' 72 pages. By the time you read this I will have (hopefully) a small supply printed in small manual format. We will be charging \$5 for the doc and \$5 for the double-sided disk.

My thanks to Fred Olson of MNFIG from whom I obtained these disks and doc. He consented to have his name listed in the introductory screen when the Utility disk is booted. He is a real Forth enthusiast and indicated a willingness to provide assistance to those who share an interest in the Forth language.

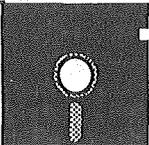
From the doc: "This self-compiling implementation of Forth-83 for the Apple][contains complete source and documentation for all required words, standard extensions, controlled reference words, and official proposals, including search order specification and control. It also includes the Starting Forth line editor (with extensions), a full screen editor, assembler, debugger, decompiler which produces compilable Forth for ordinary words, the author's Easy Directory System, multi-column printing utility, and all utilities used in developing the system. Three lores graphic demo's are included as well."

Further general information about Forth is available in numerous books. The one that the Forth-ers seem to like quite a bit is Starting FORTH by Leo Brodie. It is available at most bookstores and I've seen it in the 3 libraries I frequent. It's a blue paperback with white lettering and about 1/2" thick. Also you might want to look at Mastering FORTH now published by Brady, as mentioned in the doc "for the fullest explanation and tutorial on Forth-83 words and usage."

Will Baden of FIG (FORTH Interest Group) Orange County Chapter (CA) has placed this system into the public domain.

- Table of Contents:
- F83X -- FORTH-83 for Apple][
- Getting Acquainted
- Utility
- Easy Directory System
- Editor

**Slalom
ProDOS format
Personal Domain**



August 1986
by Steve George, Software Director

To quote from the cover of the documentation (included with the program): "Turn those large AppleWorks (tm) spreadsheets around and print them down the length of a page so that you can have up to 255 characters of uninterrupted printouts.

It's easy with Slalom, the AppleWorks (tm) Spreadsheet Printer. Works with Apple DMP, Apple ImageWriter, Epson MX/RX/FX and other dot matrix printers." These 'others' include: Apple ImageWriter //, Apple Scribe, C.Itoh 8510, NEC 8023, Epson LX, Gemini Star 10X, Panasonic 1091, Okidata 92 & 93 plus all compatibles of the above.

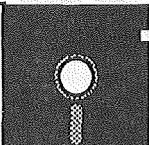
Supported interfaces include: Apple //c, Parallel, Serial, Super Serial; Grappler, Grappler+, Grappler Serial; Fingerprint; CCS 7710A Serial, 7720 Parallel, 7728 Parallel; Pkaso,

Pkaso/U; Printermate; Textprint Print-IT; Dumpling 64, Gx; Grafstar; Microbuffer II; and Videx Uniprint.

The 24 page printed documentation steps you through the procedure required for sideways printing. It is somewhat involved the first time through, but subsequent printings will not need all the detailed setup. Please see your January 1986 newsletter for a review of Slalom by Tom Ostertag (also available at Main Meetings for reading). Tom's conclusion is that Slalom is well worth the money, friendly to use, and recommends it.

Slalom copr. 1985 Big Red Apple Club
Requested fee: \$0

**Prowriter Font Utility
DOS format
Personal Domain**



August 1986
by Steve George, Software Director

During the last week of June, we received James Rosenow's Prowriter (8510) Font Utility version 2.0. Included on the disk is a 7 page manual. Quoting it: "This utility provides the following basic functions for use with the Prowriter Models 8510AP, 8510B or 8510S printer utilizing a parallel interface:

- 1) Downloading of Custom Fonts
- 2) Print ASCII/Font Table

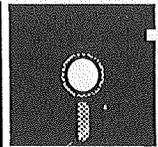
- 3) Convert Character Fonts
- 4) Re-Boot System
- 5) Configure system."

It is noted that Downloading can be performed on the 8510AP with its normal 1k buffer.

In addition to the programs to actually process the fonts, James has included the following 65 fonts for your use:

RAK1.FONT	STANDARD.FONT	PINOCCHIO.FONT	TI.FONT	RUSSIAN.FONT
RAK2.FONT	SQUARE.FONT	PUDGY.FONT	NINETY.FONT	HEBREW.FONT
RAK3.FONT	BLIPPO	ROMAN.FONT	BROADWY.FONT	COLOR1.FONT
RAK4.FONT	BLACK.FONT	SHADOW.FONT	EVEN.FONT	COLOR2.FONT
ASCII.FONT	BYTE.FONT	SLANT.FONT	SPECIAL.FONT	CYRILLIC.FONT
CHECKS.FONT	COLOSSAL.FONT	STOP.FONT	BAR.FONT	ESPERANTO.FONT
OLD-ENGLISH.FONT	COUNT.FONT	STENCIL.FONT	FANCY.FONT	GOthic.FONT
FATSO.FONT	EDUCATIONAL.FONT	NORMAL.FONT	GRAPHICS.FONT	
ITALIC-UGLY.FONT	GAMES.FONT	ENHANCED.FONT	GRAPHIC.FONT	PROWRITER
JAGGED.FONT	FLOW.FONT	SKINNY.FONT	GREEK.FONT	(8510) FONT
MINI.FONT	WICKER.FONT	PINBALL.FONT	KATAKANA.FONT	UTILITY v2.0
OUTLINE.FONT	BLOCK.FONT	LARGE.FONT	MIRROR.FONT	© 1985
SERIF.FONT	HEIGHT.FONT	WHITE.FONT	UPSIDE	James F. Rosenow
TRICK.FONT	THIN.FONT	WESTERN.FONT	DOWN.FONT	<i>Requested fee: \$5</i>
	DIGITAL.FONT	SCRIPT.FONT	APL.FONT	
			GREEK1.FONT	

Elf ABC
Personal Domain



March 1986

T

his disk is designed for use by pre-schoolers. Please see the 2 'reviews' of this product following.

Two Reviews of this Educational Software by ElfWare

1st Review

by Janelle Norris

When my daughter was 3 years old (over 3 years ago), I wanted to get some pre-school software for her to use on the Apple. The only program I found at that time was Hodge-Podge. It is a lo-res, push the key and you get an ABC picture and sometimes a tune. Since that time, the number of programs written for very young children has grown to such proportions it is now hard to choose. Instead of one ABC-type program there are 5-10 and, as with most software, some are good & some are bad. ABC-type programs available today include Alphabet Beasts & Co., Stickybear ABC, Early Games for Young Children, MECC programs, Hodge-Podge, and several more.

A new entry, which will soon be available as a club Personal Domain disk, is ELFWARE's Elf ABC. My 6+ year old and I got to preview this software for the club. We felt that the pictures presented were cute, colorful and very bright in color. Paul Lutus' music routines are used throughout the program and add an extra touch, which was appreciated by my daughter. Elf ABC is very easy to use and when it first starts, you are greeted by an elf waving and music playing. The music chosen by the author is more classical than the tunes children know, but I feel exposure to new and different things is good for children.

As stated earlier, this disk is a Personal Domain disk. This means that as a club member you can buy Elf ABC for only \$5! Then, if you like the program and continue to use it, you are honor-bound to send the author his requested fee of \$17.50.

Depending upon what you are looking for, this program compares favorably with Stickybear Bop. I would not hesitate to list it as a good addition to a home library for young children ages 3-5.

2nd Review

by Paule Craton

Elf ABC is, in the words of creator Mike Culver, "an early learning program designed to help the child with letter and number recognition." After reviewing the package (and then passing it on to three kindergarden teachers to review), I came to the conclusion that Elf ABC is not a worthwhile program for

use in a school setting. It may have limited value with preschoolers when an adult is present, but more on this later. Here are the problems I found with Elf ABC.

Consider the relatively short attention span of a five year old. The first problem with Elf ABC occurs when the child must sit and wait a full sixty seconds between the time the disk is booted and the time they are allowed to start "doing" anything with the program. For a child of that age, that's a long time to wait.

Another problem is the low level of interaction between the child and the program. Even given the limited capacity of a five year old for finding the keys on the keyboard, there is very little interaction between the child and the computer. In Elf ABC, the child presses any letter, and the screen shows a picture to represent that letter, along with the capitol letter and the name of the picture. For example, pressing the letter H produces a picture of a hen, the word "hen," and a capitol H. The learning part is left up to the child. There are no cues to reinforce letter-sound associations, and unless someone is there to say, "That's an H. It sounds like this, and here it is in the word 'hen'," the child is merely associating pressing a key with getting a picture on the screen.

There is music to the program- a different classical melody plays for each picture. But it plays for too long (as long as 20 seconds for some pictures), and after a few pictures worth of music I shut it off. One teacher commented, "The music doesn't teach anything. It's more distracting than anything else." I was glad the program gave me the option to turn the music off.

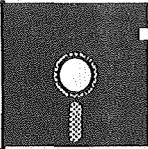
The graphics were sometimes confusing. All three of the kindergarden teachers told me they could easily see children confusing the picture of the kangaroo with a mouse, and the hen could easily be called a bird. It took me several seconds to recognize the jellyfish. Some of the letters printed on the screen were in pastel colors against a light background. They didn't stand out the way they should have.

The numbers section of the program is better. If the child presses one of the numbers on the keyboard, that number will appear, along with some objects (seven cups next to the number 7). The color of the objects flashes on and off and the child is expected to count them. Here the one-to-one correspondence between number and quantity is made.

Elf ABC does have limited value. According to one teacher, "It could be used for enjoyment as a picture alphabet book." I think that if a preschooler used the program with an adult there to say the letters and identify the pictures, the program could be useful. But you might as well use a book.

Elf ABC © 1984 ELFWARE
Requested fee: \$17.50

AmDOS 3.5
Personal Domain
DOS format



September 1986

Here is a reasonably priced means to add DOS 3.3 capability to a 3.5" disk drive on your Apple. When the UniDisk 3.5's were first released, it was very frustrating to be 'forced' to use ProDOS if you wanted to use a 3.5" disk for storage.

Several alternatives are now available with prices sometimes pushing the \$40 mark. Gary Little created AmDOS which is distributed as Personal Domain (ShareWare, FreeWare, HonorWare, etc). With Personal Domain disks, if you like the product and use it, you are encouraged (required!) to send the author an additional fee; \$15 in this case.

This was condensed from Gary's on-disk information file:

AmDOS 3.5 (Amateur Disk Operating System version 3.5) is an Apple II program for initializing 3.5-inch UniDisk disks in such a way that they will boot the DOS 3.3 operating system and work properly with it.

AmDOS logically divides a formatted 3.5-inch disk into two discrete 400K volumes; there are 50 tracks per volume and 32 sectors per track.

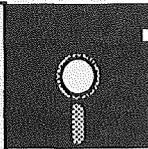
With AmDOS installed, the INIT command is disabled.

You can use a slightly-modified version of the FID utility program on the DOS 3.3 system master disk to transfer files to and from AmDOS-formatted 3.5-inch disks. The modified FID will still work properly with standard DOS 3.3 and with 5.25-inch floppy disks.

One final note: please remember that AmDOS 3.5 is a user-supported program. If you use it, pay for it. If it turns out that it doesn't meet your needs, erase the disk. Thanks, Steve.

AmDOS 3.5
©1986 Gary B. Little
Requested fee: \$15 (US)

Squirt 1.1
Personal Domain
ProDOS format



October 1986

Ha HAH! I love this one! Squirt replaces Apple's ProDOS QUIT command with something that really makes using ProDOS a joy. You know the situation, you quit AppleWorks or AppleWriter or some other application through the prescribed method and are 'greeted' with some garbage about (ENTER PRODOS PATHNAME OR RETURN) followed by (ENTER SYSTEM FILE OF NEXT APPLICATION)... huh? Forget a name and you can't even do a catalog! Great. Like many of you, I quickly grew tired of having to know Volume names and the name of the SYStem file on the disk. We all just hit Control-C-Reset, right? That WAS the easiest solution. Although that caused many a RAMdisk to get lost and required slogging through another round of whatever the boot disk's setup program forced upon you.

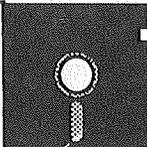
Get back in control with Squirt! When you quit any application which formerly used the QUIT command, Squirt pops up and takes command. The first thing it does is check all your drives of the names of all volumes online and presents a single-keystroke menu for disk selection. Next, it finds all the SYStem files and all subdirectories of the chosen disk. Hit a key associated with your SYStem file and you're off and running. Or, select a subdirectory for another directory. At any time, ESC backs you out one level. Wrong disk in a drive? Just replace it and hit ESC. No more re-boots! No more losing RAMdisks! FANTASTIC!

If your application quits to the AppleSoft prompt "]" and uses BASIC.SYSTEM 1.1, you're still in luck. Simply type "BYE" and up squirts Squirt!

Anyone who gets this program and doesn't send the requested fee of \$7.50 to the author will get Crushed!

Squirt 1.1 © 1985 by Steve Stephenson
Requested fee: \$7.50

ZIPSCRIPT II
DOS format
Personal Domain



November 1986

Hal Carter, author of a few of our other Personal Domain software selections, has done it again: an excellent value-for-the-money program. This time its a "complete word processing system that contains all the features required to handle your text processing needs with ease."

His introductory file continues saying that "the system features a full screen editor (with horizontal scrolling), complete on-line instructions and a formatting program that supports various dot (.) commands specifying the printed format."

"The system uses DOS 3.3 and does not require any additional equipment, such as an 80 column card, lower case adapter or memory, to be used on the Apple II+. It will, however, execute just fine on the Apple IIe/c in the 40 column

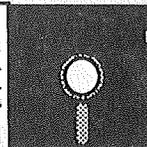
mode."

While not offering all of the features of a commercial program, it does offer an impressive array of features not found in many lower prices packages.

Please see Mini'app'les member Tom Gates' review of this disk elsewhere in this newsletter. Tom comments: "Hal Carter has done an admirable job and offers the beginner in word processing a heck of a value for the money."

ZIPSCRIPT II ©. 1986 by Hal Carter
Requested fee: \$10

Beagle Bros Demo Disk
DOS format
Personal Domain



January 1987
by Steve George

No matter whether the name Beagle Bros is new to you or if you've enjoyed their disks before, you will enjoy this demo disk. As with all their products, the programs are both entertaining and educational. Want to see how they create some of the displays?

Just load in the program and list it. A great way to see how its done. The demos included are:

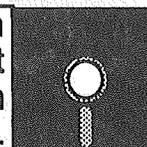
Alpha Plot Apple Mechanic Beagle Bag

Beagle BASIC	DOS Boss	Double-Take
Flex Text	Frame-Up	Pronto-DOS
Tip Disk #1	Typefaces	Utility City

Plus about a dozen pictures.

© 1983 Beagle Bros
Requested fee: \$0

LOGO Sample Program
LOGO Toolkit
LOGO Documentation



© 1983 Logo Computer Systems Inc.

December 1985
by Jim Baker

If you use or will be using the Apple LOGO language, here's the second of a collection of four you won't want to miss. This collection of the two disks contains samples that can be run with the LOGO language.

You will need Apple LOGO software to run any of them, although the Documentation files are in standard Appleswriter format. Sample Programs contains dozens of graphic programs, some of which cleverly use recursion. I won't attempt to list them all, but several of my favorites from Sample Programs were "Recursive Graphics," "Dynaturtle," "Animate" (a trip thru

space), "Wordgame," "Random Poetry" and "Spelling Quiz." Those last several are designed around "MAKE" and "MAKE.LIST" commands that enable you to easily change input lists. These "list-based" programs are fairly simplistic, but also versatile because of their changeable nature. Although these would probably be most useful for lower to middle elementary school age kids, you can ASSEMBLE your own, to any degree of sophistication, using info from the LOGO Toolkit -- read on.

The LOGO Toolkit diskette is CHOCK full of programming utilities, some 70 of them. This disk includes "tools" in the name of TEACH, ZOOM, TERRAPIN LOGO, TEXTPRO, HILOT, MUSIC PROCEDURES, ASSEMBLY, MAP

TOOLS, PLOTTING and a dozen printer routines.

For those of you who already own LOGO Toolkit but have never figured out how to use some of its numerous programs, here's the companion diskette you need: "LOGO Documentation." This one'll guide you through ASSEMBLING in LOGO as well as using the WORK SPACE more efficiently, and using MAKE, BURY, and .SYSTEM commands. These are all necessary syntax in LOGO lingo. The Documentation disk will also introduce you to the wondrous world of MUSICAL COMPOSITION. (I never CARED about musical composition until I got to diddlin' with the innards of some of these procedures, and pretty soon came in touch with what must have been a latent desire to compose; a couple of hours later, my first meager piece came forth. Who said, Ya can't get no satisfaction?) The "DOC" disk also discusses (with examples) making GAME, PICTURE and LANGUAGE programs, PLOTTING, making PRIMITIVES, and PRINTING out

documentation.

The pair of these latter two disks will surely help budding technical polyglots to a higher degree of LOGO literacy. There ain't no doubt about it.

By the way, there are several versions of LOGO that will run on Apple computers. If you already use TERRAPIN or KRELL LOGO on your Apple, you'd probably get some good ideas from many of the programs on these disks, but differences among the languages are significant enough that most of it wouldn't be directly useable or runnable.

LOGO Sample Programs © 1983 Logo Computer Systems, Inc.
 LOGO Toolkit copr. 1983 Logo Computer Systems, Inc.
 LOGO Documentation copr. 1983 Logo Computer Systems, Inc.

Requested fees: \$0

EAMON Text Adventure Series
 various authors
 DOS format

February 1985



Now you have these EAMON text adventures in the club library.

Again, due to the enormity of the task of getting these disks ready (vs. getting them into your hot little hands when you want them), the new volumes [13-31 & 33-98] will be MAIL ORDER ONLY. Please be advised that there may be a slight delay if the disk you request hasn't been readied for a previous order. The first 12 are available at meetings or through the mail. [Remember: numbers 13 and higher are only available MAIL ORDER.]

Disk # Eamon Volume Name

E01	Master & Beginners Cave	E18	Hogarth Castle	E56	Lost Adventure
E02	Lair of the Minotaur	E19	Death Trap	E57	Manxome Foe
E03	Cave of the Mind	E20	Black Death	E58	Land of Death
E04	Zyphur Riverventure	E21	Quest for Marron	E59	Jungles of Vietnam
E05	Castle of Doom	E22	Senator's Chambers	E60	Sewers of Chicago
E06	Death Star	E23	Temple of Ngurct	E61	Harpy Clouds
E07	Devil's Tomb	E24	Black Mountain	E62	Caverns of Doom
E08	Abductor's Quarters	E25	Nuclear Nightmare	E63	Valkenburg Castle
E09	Assault on the Clone Master	E26	Assault on the Mole Man	E64	Modern Problems
E10	Magic Kingdom	E27	Revenge of the Mole Man	E65	School of Death
E11	Tomb of Molinar	E28	Tower of London	E66	Dungeons of Xenon
E12	Quest for Trezore	E29	Lost Island of Apple	E67	Chaosium Caves
E13	Caves of Treasure Island	E30	Underground City	E68	Smith's Stronghold
E14	Furioso	E31	Gauntlet	E69	Black Castle of NaGog
E15	Heroes Castle	E32	(soon?)	E70	Tomb of Y'gononac
E16	Caves of Mondamen	E33	Orb of Polaris	E71	Operation Crab Key
E17	Merlin's Castle	E34	Death's Gateway	E72	House on Eamon Ridge
		E35	Lair of Mutants	E73	Deep Canyon
		E36	Citadel of Blood	E74	Dharmaquest
		E37	Quest for the Holy Grail	E75	Temple of the Guild
		E38	City in the Clouds	E76	Search for Yourself
		E39	Museum of Unnatural History	E77	Temple of the Trolls
		E40	Daemon's Playground	E78	Prince's Tavern
		E41	Caverns of Lanst	E79	Castle of Count Fuey [aka Tournament Adv. #1]
		E42	Alternate Beginner's Cave	E80	Search for the Key [aka Tournament Adv. #2]
		E43	Priests of Xim!	E81	Rescue Mission [aka Tournament Adv. #3] {requires solution of E80}
		E44	Escape from the Orc Lair	E82	Escape from Mansi Island
		E45	Swordquest	E83	Twin Castles
		E46	Lifquest	E84	Castle of Rivineta
		E47	Futurequest	E85	Time Portal
		E48	Picnic in Paradise	E86	Castle Mantru
		E49	Castle Kophinos	E87	Caves of Hollow Mountain
		E50	Behind the Sealed Door	E88	Shopping Mall
		E51	Caves of Eamon Bluff	E89	Superfortress of Lin Wang
		E52	Devil's Dungeon		
		E53	Feast of Carroll		
		E54	Crystal Mountain		
		E55	Master's Dungeon		

E90 Doomsday Clock
 E91.1 Futurequest II (part1)
 E91.2 Futurequest II (part2)
 E92 Fugitive

E93 Flying Circus
 E94 Blood Feud
 E95 Maze of Quasequeton
 E96 Chamber of the Dragons

E97 House of Secrets
 E98 Slave Pits of Kzorland

EAMON Adventure News

December 1986
by Steve George

Its been a long time a'comin' but we again have an EAMON Designer disk! Hurray! It has been combined with useful utilities into a very nice double sided disk.

Side 1 is primarily the Dungeon Designer. Included is documentaion which explains some of the 'conventions' used to create new and compatible Adventures. In addition, there is the Player Manual. Print these docs to learn all about the EAMON adventure series. The following files comprise this first side of the double sided disk: EAMON Dungeon Designer, Addendum, Addendum.Text, Convert Main > Main 10, Dungeon Edit, Dungeon Init, Dungeon List, Leadin Program, Main Pgm, Print/View Manuals, Designer Manual.Text, Player Manual.Text

Side 2 of the Designer/Utility disk contains Mini'app'les EAMON Utility Disk #1. These utilities allow you to manipulate, view rooms and artifacts, test monsters you've created, bring back your favorite adventurer from the clutches of death, etc. The documentation file details each program's usage. A big Thanks! to Mini'app'les member Guy Rice for the effort he put into this project. We started with about 5 disks of various utilities with some duplicate files (some with different names!) and he waded through the muck to deliver this fine disk of all necessary utilities for the True EAMON Adventurer. Files included are: Character File Maint, Monster Consolidate, Monster Inventory V0, Monster Battle, Monster Master, Monster.Master, Test Bench, Adventure, Main Hall, Resurrect, Artifact Maintenance, Check Text Files, Monster Name Reverse, Remove Dummy Artifacts, Change EAMON.Name 1, Label

Maker, Adventure Log, Adventure.Log, Special.Log, Dungeon Edit, Dungeon List, Utility Disk 1 Doc.

Also, we are happy to report that all EAMON adventure disks are now double sided! YES double the excitement for the usual fee! We're so excited that we can hardly stand ourselves. Yet due to the sheer volume of adventures (something like 97 of 'em), we'd like you to order these in advance or through the mail. If you send a note c/o the PO Box in advance of a Regular Apple II meeting, we will bring what you request. We will continue to have the first few adventures at each meeting plus the new Dungeon Designer/Utilities disk.

We'd like to continue to refer to the adventure disks by adventure number rather than messing with the numbering of disks (again!). Therefore, if you'd like to play Merlin's Castle (adv #33), simply order EAMON Adv #33 (as a bonus you'll receive #34 on the back!) Adventures are consecutively numbered: 1&2, 3&4, 5&6, etc. When you get up to 91, that's a double disk itself (used to be 91.1 and 91.2). Adventures then continue: 92&93, 94&95, etc.

You may have noticed that the gap of Adv #32 has been filled. This is an Adv that some clubs have chosen not to issue (that's why it was missing from ours: they didn't have it when we ordered them). Here's the reason: it's titled House of Ill Repute. Most lists of Adv names also include the notation: obscene/sexual. Well, it was contributed independently by 2 teenagers to the club. We read through the files and while we weren't shocked, we can understand where it would be inappropriate for some people. We would like to keep this Adv available, but will clearly indicate on the label its sexual nature.

CP/M Software

March 1986
by Steve George

Last fall we ordered a set of Public Domain CP/M disks from an outfit in California. In addition to the 92 disks of software (most of which are double-sided), there are 2 disks of commented catalog listings. Due to the sheer volume of disks involved, I have decided that atleast initially, these CP/M disks will be available through MAIL ORDER ONLY.

At present, we do not have a hard-copy of the commented

catalog listing, but when it becomes available, we will have it at meetings (but the disks will still be MAIL ORDER ONLY). Please indicate on the OUTSIDE of the envelope that the disks requested are "CP/M". To give you some idea of the disks' contents, here is a summary by Volume Number.

CP/M UG Library Programs

Disk #	Programs on Disk
C01	Various CP/M Utility Programs
C02	Lawrence Livermore BASIC & Disk Tiny BASIC
C03	Various BASIC E Games & Programs
C04	ACTOR, ML80 & Examples of FORTRAN-80 Code
C05	BASIC-E Compilers, Interpreters, Programs Microsoft BASIC
C06	Chicago Area Computer Hobbist Exchange Software
C07	PILOT-Programmed Inquiry, Learning & Teaching
C08	Various CP/M Utility Programs
C09	General Ledger Program by Bud Shamburger
C10	Lawrence Livermore BASIC with Disk Load of Programs
C11	Disk TiniBASIC & Disk Processor Technology BAWIC/5
C12	PILOT Interpreters Patched for CP/M
C13	BASIC-E/CBASIC & Microsoft BASIC Programs
C14	Various CP/M Utilities
C15	Utilities & Non-BASIC Games
C16	Assemblers, Other Utilities & FOCAL
C17	Utilities, Denver Tiny BASIC & Non-BASIC Games
C18	Math Routines, Monitors & CASUAL
C19	Various Utilities
C20	BASIC-E/CBASIC Programs, Pictures
C21	Microsoft BASIC Programs
C22	Monstrous StarTrek Games
C23	STOIC (Stack Oriented Interactive Compiler)
C24	CP/M Utilities, Macro Libraries RATFOR
C25	Various Assembler Utilities
C26	Microsoft BASIC & FORTRAN Games & Utilities
C27	Microsoft BASIC Games
C28	BASIC-E Utilities, Games, Data Base, ALGOL-Like Language
C29	Assembler Games, Utilities, BASIC-E 1.4 Source 1/2
C30	BASIC-E 1.4 Source 2/2
C31	Tarbell BASIC Manual & Assembler Source 1/2
C32	Tarbell BASIC Assembler Source 2/2
C33	Search & Rescue Programs from R. A. Gregoire
C34	SAM76.Macro/Text Processing Language, Utilities
C35	FELIX-Graphics Animation System
C36	Assemblers, Editors, Text, Memory, Utilities, TDL Drivers
C37	CBASIC2 Programs (Coded in Comments)
C38	(1) SPEED UP (& BIOS Auto-Reloc), (2) Tarbell Controller
C39	Music Programs
C40	Utilities, Disk Cataloging Systems, Modem
C41	(1) Ham Radio (2) Chess (3) VDM Pong (4) Least Squares
C42	(1) Disassemblers (2) Diablo Driver (3) Clock Routines
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