



The Official Newsletter of the Kaiserslautern Apple Users Association (KAUA) and the Ramstein Apple Computer Club (RACC)
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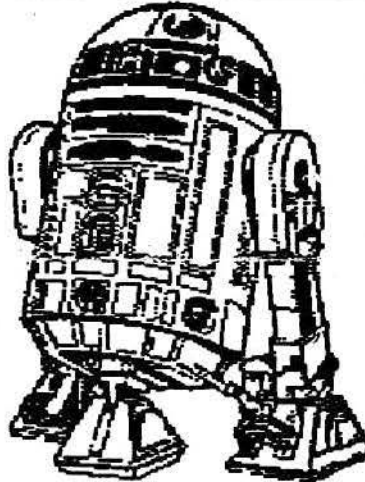
GREETINGS from The 'LIK

by Scott Curtis

This letter comes to you from my new duty station at Incirlik AB, Turkey -- Home & HQ of Operation PROVIDE COMFORT (you know, Feed the Kurds and fly over Northern Iraq to keep an eye on Saddam). Anyway, it's been a long time since I've written for what I used to call the "R.A.C.C. Rag". I must admit that "Apfel Bytes" sounds and looks more professional than did its predecessor.

Christmas was good to me and my IIGS. I am still trying to read all the manuals that go with the goodies I ordered from Quality Computers. Look for more in depth reviews in the future on the following items: the Quickie Hand Scanner; InWords OCR software (used with Quickie); Salvation Supreme (hard disk Back-up, Optimizer, Directory repair, Virus detector and cure, and Wings! (Finder alternative); and SuperConvert (graphics converter -- SHR Convert follow-on). If anyone is interested in SuperConvert, be sure to order it through the club because they are a Seven Hills Partner! and can save you a few \$\$\$.

If any of you IIGS owners are considering a second 3.5" drive I would suggest an Applied Engineering 3.5 High Density drive (about \$240 mail order). I have one and it's great. It fits nicely beside the Apple 3.5 drive in the AE Conserver (system saver). It will read any of your 800K ProDOS disks that you are currently using PLUS it will read/write



1600K on a HD 3.5" disk. AppleWorks also recognizes the 1600K disk and I haven't run into any problems/incompatibilities yet (except one very minor thing with Photonix II installed on the Hard drive, and there's a simple work-around for it).

Now hold on there -- before you throw out your Apple-brand 3.5 drive and buy two AE 3.5 HD drives so you can boot GS/OS from a 1600K disk, that part won't work. AE supplies a special Driver (AE HD Disk 3.5 -- goes into the /*/SYSTEM/DRIVERS folder) which replaces the standard APPLIEDISK 3.5" driver. GS/OS must boot this driver before the IIGS will recognize the HD disk. If my description is somewhat confusing, fear not, the AE manual is quite clear and easy to follow. ??? -- call me at DSN 676-6331/3483. See you next month.

Other Issues

How to Build a Homebrew Hard Drive

by Bill Woodhouse

I've been meaning to write this article ever since I came to Germany. But for one reason or another, I've put it off. Well, the procrastination is over!

Though most of the information is tailored for the Apple IIGS, Apple IIe computers should also be able

to use the same information. It's a little different for the IIc, however. I have to apologize because I don't have any information available for the IIc or II+.

With the upcoming release of System 6.0, a hard drive even becomes more essential than a luxury. Of course, System 5.0 probably have clued you into the apparent need for a hard drive. With all the system files and tools which you need to get anything done, a 3.5" disk drive may be enough but was increasingly getting tedious to work with.

If you're strictly working with ProDos 8 programs, then it wasn't too bad. But if you were working with any GS/OS specific software, the constant disk swapping (unless you have two 3.5" disk drives) must have been nerve-wrecking. (Check out Dave's article on how to minimize the system disk for 3.5" disk drive users).

There's quite a few hard drives on the market already which are available for just about any amount of money you're willing to spend. If you would like to save a few bucks, then building your own drive is a viable option. Believe me, it's not that hard to do. If you can manage to put four screws together, you're on your way.

First things first, you need to get the components yourself. And, I've done the research for you already. All this information came from the Computer Shopper (July 91 issue). So if you pick up the latest issue, the prices might have even gone down a bit.

Well, what exactly do you need to build the hard drive? First you need to decide on how much capacity you need. I

suggest you start with at least 60 meg. Though, if you can afford to buy the larger capacity drives, the better off you'll be. It doesn't take very long to fill up those drives. As soon as you realize how convenient they are, you'll be storing just about everything you can on it.

To build a hard drive you'll need a SCSI hard drive (bare drive), a case with power supply and cables, a SCSI Board, and a SCSI cable. The following companies which sell these components and their price follows:

I. Hard Drives:

(The following are available in limited quantities)

a. Rodime R05128S, 128 MB, 18ms, 5.25" HH, \$299.

b. Rodime R03085S, 85 MB, 22ms, 3.5" HH, \$239.

c. Rodime R03057S, 57 MB, 22ms, 3.5" HH, \$175.

Hi-Tech

320 N. Nopal Street
Santa Barbara, CA 93103
Phone (805) 966-5454
Fax (805) 966-2354

d. Seagate Technology
ST277N-1, 65 MB, 16ms,
5.25" HH, \$288.

e. Seagate Technology
ST296N, 85 MB, 28ms,
5.25" HH, \$292.

S.D.I. Storage Devices, Inc.
1217 Bay Area Blvd.
Houston, Texas 77058
Phone (800) 835-3023

II. Hard Drive Case with power supply and internal cables:

1. Apple Subsystem which consist of external box, power supply, cables and software, \$95.

Hi-Tech (see address above)

2. Hard Drive Case with enough room for two, 5.25" HH drives, includes power supply and cables, \$119.95.

3. MacTrue for one 5.25" HH drive, includes power supply and cables, \$119.95 also.

True Data

P.O. Box 347
775 Quaker Highway
Uxbridge, MA 01569
Phone (800) 635-0300

III. SCSI Cable

a. Made to order cables, \$28.40.

Redmond Cable

Phone (615) 478-5760 East Coast
Phone (206) 882-2009 West Coast

IV. SCSI Cards

1. Apple Rev. C, \$75.

From our users' group, \$75.00.

2. Apple High Speed SCSI, \$109.95.

3. RamFast SCSI with 256k Cache, 189.95.

Quality Computers

20200 Nine Mile Road
P.O. Box 665
St. Clair Shores, MI 48080
Phone (800) 443-6697
Fax (313) 774-2698

All the above companies charge for shipping and it just depends on how quick you want your order to come in as to what price they charge you. For the hard drives, I've ordered a Seagate ST277N-1 from Lyco Computers two years ago. Their price for a Seagate ST296N is \$289.95, they're \$0.95 more expensive than Storage Devices, Inc.

Hi-Tech Computers, on the other hand, sells Rodime hard drives with the same or greater capacity cheaper than Seagate drives. I don't know which drive is better. But since I've bought a Seagate drive, I prefer to buy another Seagate just to ensure compatibility with my existing drive.

When you buy a hard drive, emphasize that you want to

include a SCSI terminator on the drive. This will allow you to daisy chain another SCSI drive if you decide to buy another one later.

Once you receive all the components, then it's just a matter of assembling them. The case will already have the power supply and cables with it. It'll also have a place for the drive(s) to slip into. You normally have to secure the drive with four screws onto the case's body and connect a cable between the drive and the power supply.

Set the drive's SCSI ID from 7 to 0, depending on your preference, with the toggle switches on the drive. However, if you're planning on using a RamFast SCSI card, you can't use 7 as a SCSI ID, pick any number from 6 to 0. The order of preference for SCSI cards starts from the highest number to the lowest. So if you want the card to access the drive first, then pick 7 or 6 depending on which SCSI card you have. Then, select the next lower number if you want to connect a tape backup unit, etc.

Connect the SCSI cable to the hard drive then close the drive's case. Open up your CPU and install the SCSI card. Close the CPU's case and connect the SCSI cable from the hard drive to the SCSI card.

Hang in there, we're almost done. The club's library have several utilities which will allow a low level format of your hard drive. Or, if you happen to have a RamFast SCSI card, it has its own utility which will do the low level format and partition your drive at the same time. It'll even give you the option to format it with 1:1 interleave which provides the CPU with the fastest read/write access to your drive.

After, you've done the low level format of the drive, then you can use Apple's utilities to format and partition your drive. Or, you may use a

dozen other utilities available at the club's library.

Once you've formatted and partitioned your drive, you're now ready to install the operating system of your choice, ProDos 8 for the IIe or GS/OS for the IIGS. You may now start loading your application programs on your hard drive being cognizant of the fact that you don't have to load the ProDos nor the GS/OS that comes with the programs. All you need is the actual program and its files.

Although most productivity software will load onto your hard drive, be aware however that some of your games may not load on it. There are some work-arounds available such as those provided by Copy II Plus. Another good source of information on how to load your software onto the hard drive is the Computist magazine which teaches you how to modify your program so it can be installed on your hard drive.

If you're thinking about getting a hard drive, consider assembling it yourself. It doesn't just save you money, it will also give you some satisfaction after you've done it. Happy computing!

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Our Newsletter exchange program is proving to be a good source of articles and ideas.

We've received the following newsletters since the last issue:

The Apples B.C. News from Apples B.C. Computer Society, British Columbia, Canada; Novapple from the Northern Virginia Apple Users Group; the NSDAUG Press from the North San Diego Apple Users Group; Rhein-Neckar Apple Users Group (RNAUG) Newsletter from Heidelberg, Germany; and, Candy Apple from the South Jersey Apple Users Group.

Any of these publications and

newsletters are available for your reading pleasure. Please call any of the club officers for availability.

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From the Prez...

Disk Space Scavenger

If you don't have a hard drive, and are using a GS, here are some possible candidates for elimination from your system disk. If you never use these files, remove the ones you don't use from the backup system disk you always boot from. If you rarely use some of them, maybe have two versions you can boot from, then boot from the one with the extra stuff only when you are going to use it.

System:Drivers: folder

AppleDisk 5.25 (Removes the 5.25 inch disk driver)

Modem (Allows printing through the modem port)

System:System.
Setup: folder

TS2 (If you have ROM version 03)

TS3 (If you have ROM version 01)

System:CDEVs:
folder

You only need Alphabet, DirectConnect, RAM, and Printer as a minimum, but it's recommended you keep all of these.

Other files

pg
BASIC.Launcher
BASIC.System

Only required if you are running applications under ProDOS 8 or are using AppleSoft BASIC. It's best if you can keep these.

Use a shareware Font.DA installer to install Fonts and Desk Accessories only as you need them. This saves RAM used to start up and run your system.

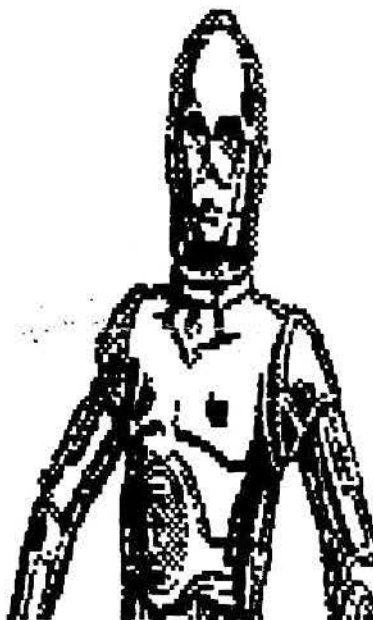
Speed Comparisons

Remember when I said comparing the Apple 2.5 MHz or 7.0 MHz to an IBM 10.0 MHz was like comparing Apples and Oranges? Here's why;

What you are really concerned with is how much work is done in a given amount of time. And you've heard how a PC Transporter card lets you run much IBM software faster than an IBM machine. Yet, when people (read sales people) talk comparisons, they'll mention how their IBM runs at 10 MHz while the Apple runs slower. Well, that's clock speed, the number of cycles the microprocessor clock makes in a second. It's used to synchronize the processor to the rest of the hardware.

What you don't hear about is performance. Just to get your attention, the 6502

(grandfather to the Apple][GS 65816) computer running at 1 MHz does as much work (instructions) as the 8080 (IBM grandfather processor) running at 2.5 MHz. Simply, it does more work per cycle. The Apple IIc Plus with its 4 MHz clock is comparable to an 8080 based IBM running at 10



MHz!

Part of this is because the 6502 was designed to do two different but overlapping phases of a task within a single cycle, which is called pipelining. The only correct way to compare microprocessors is by comparing how long each takes, in its own machine code, to complete the same operation.

The 65816 used in the IIGS handles 16 bits at a time instead of only 8 bits (one byte). The brother, the 65802, can be used to replace the older 6502 or 65C02, allowing new software to be written for those machines that take advantage of the 16 bit processing capability. A test was done using the standard Sieve of Eratosthenes benchmark and showed the 65816 at 2.8 MHz equivalent to a 10 MHz 8088 processor. Imagine the comparison running at 7.0 to 10.0 MHz with an accelerator card!

DREAM GRAFIX

Update

(extract from Resource Central)

For those of you not familiar with DreamGrafix, it's a IIGS paint program whose primary claim to fame is that it takes advantage of technical idiosyncrasies in the IIGS' display hardware to support images with more than the normal 16 colors. Besides the usual 320 and 640 modes, DreamGrafix allows the artist to work in 256 color and 3200 color modes.

There's a catch, of course, neither 256 or 3200 mode aldgw egre t'af saptteef cgdgrs on any single horizontal line on the screen. This is an inherent limitation of the IIGS hardware. Furthermore, 3200 color pictures can only be displayed if the computer is doing (practically) nothing else. It's kind of like a pie-plate

balancing trick - the computer is constantly running back and forth keeping the plates spinning, as it were.

Despite these limitations, great results are possible with 3200 and 256 color modes. HyperStudio users should be especially excited by 256 color mode, as HyperStudio 3.0 can import and display this type of graphic as a card background without any fuss. In fact, the recent issue (#13) used 256 color graphics for the Studio City title screen, as well as the city itself.

The good news is that DreamGrafix pretty much works as advertised. DreamGrafix's interface is colorful and somewhat quirky, betraying an individual's touch. The program's main screen is handsomely designed. The familiar menu bar is at the top of the screen, of course, but the various painting tools are found in two rows of 3-D buttons flanking the lower portion of the screen.

These buttons have several nifty touches; for instance, command clicking any of the tool buttons causes the lower row of buttons to retract, revealing a scrolling help message. Double-clicking the grid button makes the pen-size selector control turn into the world's smallest color editor.

Occasionally DreamGrafix lapses into modal-ness, meaning that the user is faced with dialogs or screens where only certain actions are allowed. This is considered a Human Interface no-no (though hardly surprising, taking into account the ambitious technical feats DreamGrafix accomplishes).

There are also certain modes whose purposes seem to overlap. For example, the palette editor allows you to see three palettes at a time and freely swap colors between them, while a palette sort dialog lets you see 14 palettes and exchange colors within a palette, but not from one palette to another.

One test of an interface is how quickly one masters it. DreamGrafix scores well here. The 100+ page manual gets some of the credit for this. It is an attractive and well organized three-ring bound affair. The manual is informative and well-written as well, though it could benefit from a comma-purge utility on occasion.

Though rudimentary is too strong a word, the power and scope of the tools don't match other IIGS paint programs like Beagle Bros.' Platinum Paint. There is no mask feature or perspective mode, for instance. While DreamGrafix supports a spare page, it only allows one open document at a time. Unlike most paint programs, DreamGrafix documents are limited to the size of the screen.

In general, if it weren't for support of 256 and 3200 color pictures, DreamGrafix's feature list would be on the ho-hum side. But of course, DreamGrafix does support these multiple-palette pictures! 3200 color mode means that each scanline (a horizontal line across the screen) has its own 16 color palette. There are 200 scanlines, so there are 16 times 200 possible colors at once -- 3200.

The IIGS is equipped to assign each scanline one of only 16 palettes, however. To use more palettes requires the program to switch the color values in the palettes just before the electron beam that runs down the CRT gets to the scanline -- the pie-plate spinning affair alluded to earlier.

As you can imagine, the computer is so busy huffing and puffing chasing the CRT beam that it scarcely has time to manage a paint program. When you appreciate this, you can't help but be amazed at how well DreamGrafix works in 3200 mode.

DreamGrafix has two complementary 3200 working

modes: normal and SBC. In normal 3200 mode, most of the image is a greyscale representation. However, a floating window of color follows the cursor displaying the true colors of the eight or so scanlines directly above and below the location of the drawing tool.

The other mode, SBC, stands for Slow But Cool. In SBC mode the entire working area of the screen is displayed in true color, though the tools are necessarily slowed down by the time required by the processor to display the picture. Still, the tools aren't so sluggish that work is impossible.

The other end of the 3200 color equation is the effort it takes the artist to manage 200 palettes and images that are limited to 16 colors on a single line. If it sounds like an enormous puzzle requiring copious amounts of aspirin and the patience of Job, well, that's pretty close to the truth, unfortunately.

DreamGrafix does have some features to alleviate some of the work, but you are still faced with the largely manual task of setting up 200 palettes. The 3200 color sample images provided are quite extraordinary, but the manual fails to mention that the images weren't created with DreamGrafix; they are digitized color photographs converted to 3200 mode with one of several utilities that accomplish this feat. DreamGrafix is certainly useful for editing this type of image, but a 3200 color graphic sample created entirely with DreamGrafix would have been a welcome addition.

256 mode pictures take a fair amount of planning as well, but in general are about an order of magnitude easier to create than 3200 pics. With the 256 color mode is only 320 mode is supported. In other words, it would be possible to have 640 mode pictures that have multiple palettes as well. Such images would be

especially useful with HyperStudio. Word is the DreamWorld guys have been made aware of this shortcoming and are considering adding 640-256 mode to a future release.

If you are shopping for your first paint program, DreamGrafix is probably not the right choice. I recommend Platinum Paint as the HyperStudio enthusiast's primary pixel weapon. Instead, think of DreamGrafix as the Ferrari of IIGS paint programs -- not much fun to take to the lumber yard, but it will blow the doors off a station wagon at the racetrack. As such, DreamGrafix makes an excellent second paint program. It is especially useful for enhancing images with additional colors. DreamGrafix retails for \$99.95.

New Apple Magazine
 (Extract from Resource Central)

New Apple II magazine debuts. Arctic Knights has announced that they have begun shipping their new Apple II based magazine, Event Horizon, a monthly magazine on disk. Using HyperStudio 3.0 for its front end, the magazine will contain articles about Apple II computing and other topics, and will also be devoted to helping to distribute high quality Apple II shareware and freeware software. Cost is \$50 per year for 12 disks. For more information contact the publishers at:

Arctic Knights
 P.O. Box 210811
 Anchorage, AK 99521-0811

Phone (907) 373-7495

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**The Alliance
 Incorporated Update**

Fred Kondrat sent this reply to his letter to The Alliance

Incorporated (see our article about them in issue #12, Dec 91).

Thanks for asking about The Alliance International Inc. Wow! The news about us has already reach Europe? Fantastic. I knew it would but expected it to take a bit more time than it did. Computerized information is really making this a small world!

The Alliance is incorporated in the Commonwealth of Kentucky. Our mission is to publicize the Apple II computer. It is a shame but let's face it, Apple Computer, Inc. isn't going to do it so we will.

The Apple II is a great computer for home, business and school and we are going to do our best to let people know about it. We are going to let current Apple II users know that they are not alone and that there is a place to get support. How?

* We have incorporated and became a legal entity to demonstrate our commitment. Unlike other groups and causes, The Alliance plans on being around for a long, long time.

* We have already sent a press release announcing the formation of The Alliance to The Wall Street Journal, Barron's, USA Today, CNN and other national business media. We hope that they will publish it. The Louisville Courier-Journal did publish information about The Alliance. The C-J is distributed throughout Southern Indiana and the entire Commonwealth of Kentucky as well as the Louisville area so we got wide coverage.

* We have sent the same press release to PC Week and Electronic Engineering Times. Both are weekly publications. The first is devoted to the use of personal computers in business and the second is, as its name implies, devoted to electronic engineers. Apple advertises the Mac there so why not get a little notice for the Apple II also.

* We have sent an article about The Alliance to Nibble, GS+ Magazine, A+/InCider/Macintosh, The Boston Computer Society, National AppleWorks User Group, National AppleWorks Programmers Assn. and to about 40 user groups which have either Apple II or Apple IIGS in their user group name.

* We will soon be sending out the article to other Apple user groups.

* Word about The Alliance is spreading to national computer services through the efforts of some kind folks who volunteered. I guess international now too.

* The majority of the stock in Apple Computer, Inc. is held by institutional investors. Apple refuses to give us the names of these investors. So, we have sent a letter to computer market analysts at about seven major stock brokerage houses such as Merrill-Lynch and Prudential Bache. The letter suggests that the Apple II and the Macintosh have different markets. That computers, like other electronic equipment, should be aimed at the market and not try to remake the market to fit the computer. One computer can not satisfy the needs of all markets. We have also suggested that by neglecting the Apple II, the management of Apple Computer, Inc. may not be giving the stock holders the highest sales and profits possible.

That's what we've done in the way of publicity and helping the Apple II in just the last two months or so! What's next?

* We are planning to sponsor a National Apple II Day at the Mall this Spring. We would have liked to have done it before Christmas but these things take time to organize. This may become an annual event.

* We would like to place advertisements in national

publications to reach not only the non-computer public who may be planning on buying a computer but also to reach the those Apple II users who don't subscribe to an Apple II publication or belong to a user group.

* We've been kicking around the idea of an Apple II only convention for developers, dealers, publishers and users. I understand that there will be one this April in Boston. We'll wait and see what happens there.

* We plan on putting in a 1-800 number for people to call for support and with questions about why they should buy an Apple II.

* We are planning on producing a one-hour video tape on the use of the Apple II. That is, how to insert boards, install and use hard disks, software, etc. to help new Apple II users become familiar with their computers and how to use them more effectively.

* We are talking with the people at Computer Chronicles, a PBS television program about computers, to see if they will include the Apple II line. One way of convincing them to do so is that we are also talking to them about sponsoring the program.

Software is as important to computers as gasoline is to cars. The number of Apple II software publishers is rapidly declining. We need those publishers and more.

* We have also sent letters to current Apple II software developers and publishers and hardware developers to encourage them to stay with the Apple II.

* We have sent letters to some Macintosh software developers and publishers to encourage them to port their Mac software to the Apple IIGS. If it will run on a Mac, it can run on an Apple IIGS, and maybe better. We plan on sending letters to more Mac software people too.

* We have not forgotten the IIe! With the Zip Chip and RAM cards available, we think that a lot of MS-DOS software could run on an Apple IIe. So we're planning on contacting MS-DOS software houses to encourage them to port their stuff to the IIe.

* We would like to see the good old software back on the market with, perhaps, an update. It is common practice for software contracts to have a clause which says that if the publisher goes out of business, the copyright reverts to the author. We are planning on locating the authors of older software to see if they'd be willing to put it back on the market. Or, at least, give us permission to do it.

* Software piracy is a big problem in the Apple II world. Even if Apple quit making the II today, there are enough IIs in use to support a large number of software houses. A lot of software people left the Apple II because they couldn't pay their bills because of piracy. The latest is Stone Edge Technology. We shall institute an anti-piracy campaign. Free software is nice but if the software developers abandon the Apple II because they can't pay their bills, Apple II users won't have any software at all.

A lot, if not most, Apple II dealers no longer try to sell the Apple IIs. When people come in to ask about them, they are being switched to Macs and IBM PC clones! Some salespeople even think that the Apple II is no longer being made!

* In our letter to the Apple II/IIGS user groups, we asked them to send us a list of Apple dealers in their area. We are going to encourage dealers to carry, display and sell the Apple II.

* We will be developing a sales training information booklet for dealers and salespeople. It will compare

the Apple IIs with Macs and MS-DOS computers and list the advantages and cost effectiveness of the Apple IIs.

* We will encourage Apple Dealers to participate in the **National Apple II Day at the Mall**. Any dealer who brings a Mac or IBM PC clone will not be permitted to participate. We are running it, not them!

* We will also encourage Apple Dealers to locally advertise the Apple II because it will help their sales.

That's quite a bit for only about two month's worth of effort. But we have to get rolling fast! Time is running out. The latest rumor out of Cupertino is that Apple is planning on making only 50,000 or so Apple IIs during this fiscal year. If we're going to save the Apple II we have to act fast.

(Now here's the pitch.)

* So far, we (the incorporators) have been footing all the bills ourselves. Quite frankly, we can't afford to do that for much longer. We need your help. Paper, envelopes, stamps, advertising, etc. cost money. As you can see, we're not wasting what we have. This is not a slick, multi-colored marketing brochure.

* We also have regular jobs and can only afford to give The Alliance part-time efforts. I think that something this important deserves to have at least one full-time person. A real Apple II evangelist. That means we have to pay him or her and pay taxes too.

* Since we will be supporting the National Apple II Day at the Mall, we're going to cover some of the expenses. We are planning on getting local user groups to coordinate and do the actual work at the local level but they can't afford to shell out a lot of money. Local user groups are usually running just about even.

* Other activities will cost too. Letters to Mac and MS-DOS software houses are nice but there is nothing like a personal visit. A letter can be tossed in the trash can with a flick of the wrist. But people usually don't turn away and snub other people. One personal visit is worth 1,000 letters. So our evangelist is going to have to travel, if we can afford it. I'm talking coach flights and Red Roof Inns not First Class and the Marriott. There is another advantage. If we can get a large enough membership, we can be much more persuasive with current Apple II, Mac and MS-DOS software people. And, we can be much more persuasive with Apple Computer, Inc.!

It will also tell us if we are right or if Apple Computer, Inc. is right, that II users don't care, and were just whistling in the graveyard of the Apple II and should stop now.

Is \$20 a year too much for a membership? (Note: It's \$50 for user group membership).

We will be doing more. If you have any ideas, let's hear them.

Sincerely,

(signed) John R. Majka

P.O. Box 20756
Louisville, KY 40250
(502) 491-6828

Really Bad News (...if true)

(reprinted from Apples B.C. News, Feb 92 issue)
by Herbert Fung

Here is some interesting info I found on USENET:

I don't know whether this has already hit the newsgroup or not; if it hasn't, I apologize for breaking the spirit of the holiday season for Apple II'ers :-).

First, Apple France has dropped the IIGS from its

catalog. Although the Apple II support from Apple has been next to nil for a long time in France, they finally dropped the IIGS from their price list completely (this is all according to Olivier Goguel {Note: He's one of the FTA programmers}).

Second, the French-based company, Toolbox, is out of business. They have at least one game that was never published (Sensei), and the authors of Space Fox didn't get any money from the sales of their game.

Third, this is the biggie. FTA is officially dead. Olivier gave several reasons, first and foremost (obviously) is Apple's lack of support for the Apple II. In France, Apple allegedly tells people that the IIGS is simply "dead". The second reason had to do with internal problems within FTA. They thought they had everything resolved after this past summer but apparently the problems peaked again recently and were the deciding factor in their decision to split up.

The majority of the members of FTA will probably go to work on other computers, most will probably go to MS-DOS, some to Amiga, and a few to Mac (I hope not). GOGS says that he will "quit computers." I find all of this hard to believe, but since it comes straight from the source, it should be fairly accurate. I would recommend that we try to convince as many members of FTA as possible to stick around. My guess is that you should still be able to send mail to their old address: 34, Rue des Rotondes, 21000 Dijon, France. You might also recommend that they release their source code to the public so that GS programmers will have gained something "useful" from their outstanding efforts.

BTW, NoiseTracker is in its finished state. Any upgrades will be for major bug fixes only, however, I have a feeling that if Olivier receives enough

support to continue his work, he could change his mind.

Club Services

The following Seven Hills Software products may now be ordered through the club's Partner: GraphicWriter III 1.1 (\$70), a savings of over \$40 on normal retail price; Disk Access 1.0 (\$27.50); Express (\$27.50); Font Factory GS 2.0 (\$22); Independence 1.0 (\$22) and SuperConvert 3.01 (\$22).

Beagle Bros.' TimeOut Applications can be updated by the club's Beagle Buddy for a buck! Send in your original disk to Bill for updating.

We also have a ThunderScan (belongs to the club) which you may borrow. Check with Michael Berger for availability.

Any Public Domain disk in the library costs \$3.00 (for 3.5 disk version) or \$1.00 (for 5 1/4 disk version). Any shareware fees are to be paid to the software author directly. A2-Central disks are \$7.00 per issue.

We sell blank 3.5 disks for \$1.00 a disk, \$8.50 for ten disks, or \$21.00 for 25 disks. 5 1/4 Floppy disks are \$8.50 for 25 disks.

The prices for new ribbons: Black ribbons cost \$3 each while color ribbons cost \$8 each.

We can re-ink your ImageWriter ribbons. The costs are: Black - \$1.00 each and Color - \$2.00

Any comments, questions, gossips, etc. call Dave Pollock, 06374-3134, Michael Berger, 06371-70736, or Bill Woodhouse, 06371-43202.

Classified Ads

Note: The price for this space is just right -- it's free. However, the items for sale are not. These are really good buys, if you can use them....

We have two Apple Memory Expansion Cards with 256K and an Apple Memory Expansion Card with 512K. Make us an offer we can't refuse.

A fully populated Apple Memory Expansion Card (filled up to 1 meg) and an Apple SCSI Card, \$75 each or best offer.

Another fully populated Apple Memory Expansion Card (1 Meg) for \$75. Call Jim Bloom at 06782-7064.

Also, ThunderScan, a scanner for the Apple][GS - \$150.00 (used one time).

We also have two SCSI cards for the CMS hard drives.

The club needs a mouse for the][GS, anyone donating it will be forever enshrined! A 5 1/4" disk drive is also needed. Let Bill know.

Apple Bytes

is the official newsletter of the Kaiserslautern Apple Users' Association and the Ramstein Apple Computer Club in Germany.

We meet every second Sundays at The Hacienda at 1 p.m. in Einsiedlerhof and, every third Wednesdays at the Ramstein Rec Center at 7 p.m.

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HyperStudio, Dave Pollock
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Meetings

February 9th (1 pm) & 19th (7 pm)
March 8th (1 pm) & 18th (7 pm)

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