••• July 1996 ••• Appears every 3 months ••• For your Apple II only! •••

Deep Dark Castle Magazine

Volume 3, issue 2

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- New games
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For your Apple II only!

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More about Dark Castle Magazine...

Dark Castle is an independant Magazine for the Apple II computer. The goal is to inform the reader about the latest available products, and to support and stimulate the Apple user, also by using a BBS as helpdesk system.

Advertisements...

If you have something for sale, or if you are looking for something specific, you can send your advertisement to Dark Castle. It will be published in the next issue. Non-subscribers pay $5 per advertisement.

Subscription...

There are three types of subscriptions:

• Magazine & diskette	US$ 40,-- per year (or US$ 33 within Europe)
• Magazine	US$ 25,-- per year.
• Diskette	US$ 25,-- per year.

These prices include handling, and shipping by air-mail, no matter where you live. Please note that European subscribers pay less. This difference is based on less shipping costs.

Payment...

You can send your subscription money in the following ways:

- Cash in an enveloppe
- A signed EuroCheck, with the amount in Dutch Guilders.

Unfortunately Dark Castle cannot charge credit cards, or accept non-EuroChecks, simply because of their high charge-costs.

- Dutch subscribers can also send their money by bank, to account number 31.43.97.175 t.n.v. Doede Boomsma.

Address...

The address for articles, subscription info, money, etc, is:

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BBS: +31-314-365145 (28.800 bps)
Fax: +31-24-3445114

From the publisher...

Finally... Finally...

It has taken a real long time to complete this issue. I think it is the one which took me longest of all. My spare time has been very rare the last months, and I haven't devoted too much time to the Magazine in the spare time *that* I had. To be honest, I spent more time on the BBS part, rather than on the Magazine part.

Anyway, here it is. Dark Castle Magazine, issue 7, the first English issue. There have been alot words about this issue, and whether this Magazine really existed. Well, it *does*, just as it has been doing for the past two years. Now you may wonder why you never saw another issue, but that's because, like what I just said, this is the first English issue. It took a long time to decide to switch to English because English is my third language. I'm Dutch, and Frisian is my second language. Therefore, please forgive spelling- and other grammatical errors...

For the folks who never saw Dark Castle Magazine before, here is some information:

Dark Castle Magazine exists of two parts: a Magazine and a disk. The Magazine is what you are now reading, and the disk contains alot tidbits, self-written software, sounds, pictures, and eventually share- or freeware programs which have been discussed in this issue.

In the past months I received many e-mails requesting more information, but there were also e-mails in which people complained about the high price for this Magazine. In my opinion US $40 is not that much if you receive a Magazine and a disk, sent by air-mail. About 15 dollars are for shipping, and compiling a new disk every three months costs time and money as well. Maybe a subscription price can be made lower on a larger subscription base, but that is not for sure.

Well, I hope you enjoy this first English issue. If youhave anything to tell, please write, fax or e-mail! Contact information can be found on page 1.

Sincerely,

Doede

Letters...

Hello.

I am Christ van Mierlo and I'm from Wageningen, somewhere in the Middle-East of the Netherlands. Wageningen is a nice city with lots of students, and it's nice to live in.

I'd like to welcome anyone who subscribes to Dark Castle Magazine, and also every member of our SIG Apple II (S.I.G. = Special Interest Group). This SIG is a fanatic group of mostly Apple IIgs users who offer to help newbies, and share information and thoughts among each other.

One of the most important things, is to get or keep in contact with other Apple II users. One of the best ways to do this, is to call a Bulletin Board System. We use Dark Castle BBS for these purposes.

A few weeks ago I bought a PC Transporter for my Apple IIgs, but don't know how to install it. One phone call to one of the SIG members, and voila, the card was installed! Some of these active "helpers" include Tom Prins, Henk van Beek and Doede Boomsma. I really appreciate their efforts.

Within a month or two, I hope to have a faxmodem to be able to communicate with others.

I know that alot folks want to solve their own problems, but in my opinion it is important to share thoughts and information via a BBS. This also keeps the spirit alive.

Well, that's what I wanted to say to you folks out there.

Awaiting a reply.

Christ van Mierlo
Jagerskamp 68
6706 EN Wageningen
The Netherlands

Faxing on the Apple IIgs

Have you ever wanted to fax right from your Apple IIgs to another fax-station, without the need to print it first? Well, that's possible! Read on if you are interested, or don't know about Apple IIgs faxprograms yet!

Faxing on the Apple IIgs has been able for a long time. Applied Engineering (Æ) made a fax-modem for the Apple IIgs specifically. It was called the Æ Send-Fax, a 2400 baud modem with an optional MNP-5 protocol. As the name reads, it's a send-fax modem only.

Back in early 1995, Vitesse Inc. released the first fax send and receive program for the Apple IIgs: Faxination. Unfortunately, alot promised features weren't included, and the program was very buggy. It took a few updates before you could even send or receive a fax!

In the mean time, Paul Parhurst (PMP) was working on PMP Fax. He had never seen Faxination before, so he didn't know which of the two programs would be better. Almost a year after Vitesse released Faxination, PMP released PMP fax. It was alot better than Faxination, and it did include all the promised features. The documentation on PMP Fax was very clear, and also easy to understand.

Overall, PMP Fax does a much better job than Faxination. PMP Fax almost never crashes, while Faxination still does.

There are no demo versions available, but if you plan to buy one of these two fax programs, I suggest that you buy PMP-Fax. This gives this small article a personal opinion, but I am sure more people agree with me. See the disk for an example of a received fax with PMP-Fax.

Would you like to contact Paul at PMP, then this might help you:

Parkhurst Micro Products
2491 San Ramon Valley Blvd
Suite 1-317
San Ramon, California, 94583
USA

Phone: +1-510-837-9098
Fax: +1-510-820-9401

Disk Images

[This article has been compiled with help from Dr. Tom, and Rubywand]

Quite a few Apple II emulators have become available during the last year(s). However, there was no real working Apple IIgs emulators yet. Today they have become (almost) available, and several emulators include: GUS (from Apple), Fast Eddie (Henrik Gudat) and XGS (Joshua Thompson, also known from METAL/ FutureVision), which runs under UNIX.

Emulators, like those on the Macintosh, are able to read 3.5" ProDos diskettes, and some, like those running on MS-Dos compatibles, are not. 5.25" diskettes cannot be read by any kind of emulator. In that case, you need so called *disk images*.

Disk images contain all files that reside on a disk, but are one large file itself. Such a 5.25" disk image is 143 Kb in size. Disk images are seen as "real disks" by the emulators, and need to be copied to the hard disk on which the emulator resides. This is the very basic principle of the use of disk images. I myself have never used an Apple II emulator, so I won't go into details right now. Maybe a reader can write an in depth article about emulators for the next issue.

To create disk images, you need a special program. This program must be run on an Apple II, because Macintosh and IBM-compatible computers are not able to read the Prodos 5.25" disks.

Listed below are two programs that are able to create disk images for your emulator, and one to de-image files. After they have been created, it is up to you to transfer them to your other computer. This can be done by connecting the two computers by modem, by uploading the disk images to a BBS with the Apple II, and thereafter downloading them with your other computer, or by using a null-modem cable.

Here is some quick information (extracted from docs) covering *Dsk2File*, *UnImage*, and *DeImage*.

- **DSK2FILE**
  by Ronald T. Kneusel, rkneusel@post.its.mcw.edu

DSK2FILE creates DOS 3.3 or ProDos order disk image files of 5.25" Apple floppies. It also writes image files back to disk. It will run on any Apple II

that can run ProDos. Code is in Applesoft and machine. Complete documentation is included.

The most recent version of DSK2FILE will always be available from: ftp://kreeft.intmed.mcw.edu/q/pub/apple2/dsk2file

• **UNIMAGE Pro**
by Ivan Drucker

This program requires ProDOS 8 and BASIC.SYSTEM.

UnImage Pro converts Apple][5.25" disk images, such as those used with Kevin Lund's great Mac-based emulator Stop the Madness!, back to disks. It will also work with IBM-PC emulators which use the same format. It converts an image back to a disk. It requires that the image be on a mounted ProDOS volume, and rather obviously it requires a 5.25" drive. It is unpolished but usable.

• **DEIMAGE v0.1 7**

This program requires ProDOS 8 and BASIC.SYSTEM.

DeImage reads an STM image file of a standard DOS 3.3 disk, located on a mounted ProDOS volume (i.e. a 3.5" floppy or a hard drive) and allows you to extract AppleSoft and Binary files into ProDOS. It is very slow when the image is not on a RAM disk or a hard drive. It is unfinished, and will probably stay that way as far as my participation goes. It works well for those two filetypes, though.

The files can be obtained from Caltech apple2...

• ftp://apple2.caltech.edu/zocalo/pub/apple2/utils/dsk2file.shk
This is a whole-disk .SHK file-- seems to be earlier version.

• ftp://apple2.caltech.edu/zocalo/pub/apple2/utils/dsk2file30.shk
This is not a whole-disk .SHK file-- seems to be current version.

• ftp://apple2.caltech.edu/zocalo/pub/apple2/utils/dsk2file.txt
• ftp://apple2.caltech.edu/zocalo/pub/apple2/utils/unimage0.1.shk
• ftp://apple2.caltech.edu/zocalo/pub/apple2/utils/unimage.readme
• ftp://apple2.caltech.edu/zocalo/pub/apple2/utils/deimage0.1.shk
• ftp://apple2.caltech.edu/zocalo/pub/apple2/utils/deimage.readme

Emulators

By Doede Boomsma

In the previous article (Disk Images) I mentioned a few emulators. The following article contains a list with almost all *known* Apple II emulators. The information was grabbed and gathered from internet and recompiled for publication in this Magazine.

Emulators are programs that run on a specific computer, and act like another computer. Of course we are talking about Apple II emulators on other computer platforms here, like MS-Dos/ Windows, Macintosh and Unix computers.

The strange thing is, that when you start talking about the Apple II with non-Apple II users, they say it is a worthless computer. "Go and buy a better machine", "Go for a *real* computer", etcetera. But in the mean time hundreds, maybe thousands of people are looking for emulators for the Apple II computer. Why would they want to emulate an Apple IIe or IIgs, but don't like the computer? Well, I have no clue about this, but I *do* have a list of emulators.

Like mentioned before: the information has been found on internet, on various pages, and thereafter been recompiled. Some reviews may be a bit short, but the original intention was only to mention a few names.

There are several types of Apple II emulators, and the list starts with an Apple II+ emulator.

- **Stop the Madness**
  by Kevin Lund

There are currenlty 2 working versions. The older one, v. 0.851r is very stable, while the newer one, v. 0.881r isn't. However, v. 0.881r contains alot new features, while v. 0.851r isn't compatible with all Apple II software.

The list continues with an Apple IIe emulator on the next page...

• **IIe v. 3.0**
Vincent and Victor Tan

IIe v. 3.0 seems to be one of the very best Apple IIe emulators. It requires a ROM image from the Apple IIe, it is shareware, works only a limited period to unregistered users and is PowerPC native and 680x0 compatible.
IIe v. 3.0 runs on an Apple Macintosh computer.

• **MacE v. 1.0**
By unknown

MacE v. 1.0 is a very basic emulator which lacks alot features. In fact it is not a real functioning emulator. One of the most important features, Load DiskImage, doesn't even work.
Source code is included, so a programmer can work on any fixes. Nothing is known about the author and why he isn't working on an update anymore.
MacE v. 1.0 runs on an 680x0 based Macintosh and is not PowerPC Native.

There are even Apple IIgs emulators! The list continues with several:

• **XGS v. 0.34**
By Joshua Thompson

XGS is an Apple IIgs emulator for X Windows. It hasn't been finished yet, but made available to let the public have a "taste" of it. The author is still working on XGS and updates may have been released in the mean time.

• **Fast Eddy**
By Andre Horstmann and Henrik Gudat

Fast Eddy isn't available yet, not even a demo version. It seems that Fast Eddy is going to be a real good emulator that runs prety fast too.

• **GUS**
By Apple Computer employees.

[see next page]

Apple Computer employees are working on a real Apple IIgs emulator. From what has been told, it will promise alot! Of course it will run on a Macintosh, but if it will be 680x0 compatible is unknown.
GUS should do everything an Apple IIgs can do, and much faster.
Unfortunately no demo version is available, so we will have to wait for the first release.

Well, these are a few emulators. There must be more available (like the old "II-in-a-Mac"), but this list contains the most well-known ones.
This article was to inform you about the emulators available. It does not include any ftp addresses since I don't know them. Maybe a reader can furnish me with the addresses for publication in the next issue?

Rumors and facts...

- There seems to be a new version of The Manager available. It should be a 1.5 version in French. Seven Hills is working on a translation and making it soon available to the public.
- One of the 1WSW (One World Software Wizards) members has been working on a TelNet GS program. It is available from Dr. Tom's site, but isn't a very finished product yet. Source code included.
- There are two PhotoCD programs for the Apple IIgs. One of them is available, and the author of the second one is looking for a publisher.
- The Apple IIgs can easily handle a 14.400 bps modem for filetransfers. With an accellerator installed, like a Zip or Transwarp, an Apple IIgs can do 28.800 easily. 33.600 bps hasn't been tested yet, but it should not give problems either.
- NinjaForce from Germany is writing a new game for the Apple IIgs.
- Brutal DeLuxe from France seems to be working on a new game too.
- Comp.sys.apple2, the newsgroup for Apple II discussions on internet suffers from many flamewars. Please don't participate in them, unless you use e-mail.
- There is going to come a new FIDO mailer system for METAL/Future Vision BBS's. George Powell is working on a shell-type 3, and George Fodi is working on the METAL port. The IIgs modem port driver has been fixed too.
- Apple II is doing just great in the Netherlands!

Puyo Puyo

By Doede Boomsma

A few weeks ago I was cruising the major Apple II ftp-sites on internet, and found a new game on the Caltech (apple2.caltech.edu) site. Curious a I was, I immediately downloaded the file, which was rather large: around 470 Kb.

Once on the hard disk of my Apple IIgs, the archive seemed to be corrupted. After a second download it still was corrupted, however the game unpacked and worked fine.
The name of this new game is "Puyo Puyo", and is very well documented.

The Game

Puyo Puyo can be played alone, or with two players. When playing alone, it's more like a practise mode (in fact the main menu says 'practise'), while playing together it's a lot more fun.

The idea of this game is much like Tetris and DuelTris, but it is NOT the same. It is different, it is Puyo Puyo. Pieces fall down in pairs of two. There are no pieces of one, three or four balls. But there are pieces of different colors. The goal is to have four colours in a row, which will then disappear and give your opponent a grey ball. This grey ball will block a part of the opponents screen. To get them removed, a new row of four will have to disappear, which will take one or more grey balls away. But the more coloured balls you remove at once, the more gray ones your opponent gets. Removing four balls or more of one colour, can lead to a new combination of four or more colours (these are called chain reactions), that will also disappear, leading in a larger number of grey balls to be dropped at the opponents side.

Levels

There are three levels of playing Puyo Puyo: four, five and six colour modes. The more colours you choose, the harder it is to create a row of four identical colours to disappear.

Configuring

Puyo Puyo is easy to configure. You can enter just any combination of keys to control the game. This is especially handy for a two-player game. The best configuration for a two-player game with two right-handed people is:

J K L	**4 5 6**
[spacebar]	**0**

Or for one right-handed and one left-handed person:

S D F	**4 5 6**
[spacebar]	**0**

Not Tetris or DuelTris

Unlike Tetris and DuelTris, you can't have gaps in all dropped balls. They will always fall down till they are on top of another ball. A paired group of balls will break if needed.

Goal

The main goal of this game is to make it as tough for your opponent as you can, by creating complex structures which will cause alot gray balls to be dropped at the opponents side. When the opponent reaches the top of the screen, he or she will lose.

Addiction

Because of the fact that a single game only takes up about two minutes playing maximum, it keeps a nice game to play. You may even get addicted to it (read the documents)! Before you know, you have been playing for two hours, and still willing to go on, just to win again, or for example take revenge on your opponent. I showed Puyo Puyo to a few friends, and from then on they keep asking me to let them please play the game again. Addiction?

[Puyo Puyo is a Right Triangle Production and is freeware. It's available on almost every BBS that supports the Apple II, as well as on all major Apple II ftp sites]

Using CD-Roms

Using CD-Roms on an Apple IIgs isn't always as easy as one may say. Especilly when you have a RamFast card in your Apple IIgs. A good thing to do, is to check out the following steps. It may solve your problem.

- **1**- The RAMFast CD ROM driver file in Media.Control folder which is in SYSTEM/DRIVERS
- **2**- The MediaControl control panel file in SYSTEM/CDEVS
- **3**- The Media.Control.DA desk accessory file in SYSTEM/DESK.ACCS.
- **4**- The Slot in which RAMFast is located must be set to "Your Card"
- **5**- Stereo headphones, speakers, or hi-fi cables need to be plugged into the CD ROM drive. Most drives have a mini-stereo socket in the front. The plug for your headphones, etc. must be a stereo plug.

Once the above items are checked, Shut Down your IIgs. Turn it OFF. Turn OFF the CD ROM drive. Wait 10-20 seconds. Turn ON the CD ROM Drive. Wait a few seconds and turn ON your IIgs.

Reboot the system. Click on Control Panels in the Apple Menu. Select the Media Ctrl control panel. If a system uses a RAMFast and a CD ROM drive from Alltech, you will have for example "1" for Media Channel, "**RF.NEC**" (the name of the driver) for Media Device, and "**GAME PORT**" for Port. After entering your settings, close the panel. This will save your setup in a file named "Media.Setup" in the same Media.Control folder which contains your driver.

From the Apple Menu click on Media Controller to show the CD ROM player. Click Channel 1. (When the correct channel is clicked, the name of your CD ROM driver sould show in the player display.) Insert a CD. Click Play and adjust the volume on the drive.

A last note: please make sure that your CD-Rom drive doesn't have the same SCSI ID number as your hard disk. If it has the same number, it will not work. Try using a lower number than the one of your hard disk, because your boot hard disk has the highest number.

Modem cable for the Apple IIc

Suppose you buy an Apple IIc for a low price, or find one in a trash, and you want to use it. You will find some othe Apple II users in the neighbourhood, and then you decide to connect a modem to your Apple IIc. You discover that it has a 5-pin connector, and you wonder what the heck for kind of cable is needed to connect such a port to a modem.

Well, if you are such a person, here is the solution! If you can create your own cable, read the IIc to modem scheme, or else decide to dial Atlaz Computer Supply to order a cable...

Atlaz Computer Supply
Phone: **516-239-1854** or **+1-516-239-1854** for international callers.

IIc to Hayes modem -- **$10**

For the people who want to make their own cable, this is the scheme for a IIc to standard modem (non-handshaking):

IIc DIN-5		Modem DB-25M	
1	-----	20	DTR
2	-----	2	TxD
3	-----	7	Gnd
4	-----	3	RxD
5	-----	6	DSR (you might want to use pin 8, DCD in some cases)

If you want a cable with hardware handshaking, try this scheme:

IIc DIN-5		Modem DB-25M	
1	-----	4	RTS
2	-----	2	TxD
3	-----	7	Gnd
4	-----	3	RxD
5	-----	5	CTS

The Apple IIc cannot do handshaking very well. If you use this cable, it will cause side effects. These effects, and also the schemes are included in the "**Information**" folder on the DDC disk, issue 7. The file is named "**IIc.Modem.Port**".

A good BBS, or not?

By Doede Boomsma

What is a BBS?

BBS stands for Bulletin Board System. The idea behind a BBS, is to exchange information between people in various ways. This is called interaction, but more about this later.

A BBS is not internet. The Internet is a huge network that consists of thousands of computers that are connected to each other, 24 hours per day. A BBS on the other hand, can connect to internet, and does that at a regular base, for example twice a day, but is a stand-alone station. A BBS can receive internet mail (e-mail) and bulletins or messages (via newsgroups). This is called an indirect connection.

Interaction

To create a good working BBS, there needs to be a good interaction between the system's users, the system and the sysop(s). This interaction, once established, needs to be maintained as well.

In the first place, one can exchange bulletins via a message area or conference. When doing this, all other people on the BBS can read the message. Or, if the conference is connected with internet, half the world can read it.
Bulletins need to be on-topic. Most BBS's have multiple conferences, so that users can discuss a specific topic in one of the conferences. The chance of getting a reply is bigger when you post a message, rather than

when you only e-mail friends or the sysop of the BBS.

Lots of people ask if a reply can be sent to their personal mailbox. Please don't ask for this! There are always other people on the BBS who are wondering the same as you are, but don't dare to post a bulletin. If a reply goes straight to your mailbox, the other person will keep wondering. Moreover, general messages will often lead to a better discussion with more than two people.

Second, it is possible to exchange files via the transfer sections. On BBS's you will only find software that may be freely distributed, like updates, demos, shareware, freeware, etcetera. Distributing commercial software is illegal.

Like in the message areas, keep on topic. Don't just upload a new file to the directory you are currently in. Also, try to give a decent description of the file. If you don't accept these two small rules of the thumb, the sysop will have to do alot maintenance work, causing more downtime to the BBS. If the sysop doesn't have much spare time, the BBS will soon become a nasty and "dusty" place to visit.

As third and last option, there is an e-mail system. This system is to send personal messages to other user's mailboxes. Please only use this if your message is personal, otherwise use the message areas to communicate.

Maintenance

To maintain a BBS, a sysop or sysopette is needed so that local maintenance work can be done. If he or she has little spare time, one or more remote co-sysops will need to be appointed.

You will have to realize that you are a guest on a BBS. Please take a note of the systemrules. If you don't, and you mis-behave, the sysop, sysopette or co-sysop has the right to remove you from the BBS, and deny future accesses to you.

A good sysop spends about one hour per day on the BBS. This may sound alot, but to keep a good interaction, a clean and interesting BBS, there is alot to do. Users do appreciate good and fast service, and will keep calling. It is up to the sysops to don't let it go down.

The User

A user is expected to know what he or she is doing. Keep informed about the rules of the system by reading them every now and then. Don't just trash mail from the sysop, but give it a try to read it.

To keep the interaction going, you should login on a regular base, e.g. once a week. Reading new mail and checking for new files, uploading files and posting bulletins, everything is needed to keep the interaction going. Because if you don't interact, the BBS will slowly die. You won't like the BBS anymore, and stop calling it. But in such a case, you are also responsible for this effect. Take that in mind!

Summary

To think about:

- Post a message every now and then
- Upload a new file every now and then
- Read messages and e-mails
- Download files that seem interesting to you
- Keep polite, and don't start a flame-war
- Don't participate in flame-wars, other than via e-mail
- If you are a new user, take your time to discover the BBS and post a little message about yourself in the general discussions area.

Undoubtedly there will be more points of attention, but these are the most important ones. If you keep these in mind, the BBS's you call will keep attractive to you and others. If you don't, well, then the BBS's quality goes down and down.

[This article has been written because of the decreasing active BBS users in the Netherlands]

Powersupplies

By Stephen Buggie

New IBM-Style powersupplies for the Apple IIe and the Apple IIgs!

A powersupply costs $27 + shipping. European buyers will get a dual-voltage supply, supporting 115 and 220 Volts.

Send your orders to:

Steve Buggie
Univ of New Mexico at Gallup
200 College Rd.
Gallup NM 87301

E-mail: buggie@unm.edu

Tip: OA-K

Sometimes you need or want to know how large a specific folder on your (hard) disk is. You select a folder, you press OA-I for Icon Information under the Special Menu, and then klick on the calculator button. There is a faster way using a key combination for the calculation. Simply hit OA-K, and the contents will be calculated! It saves alot mouse movement, and a key combination is faster. As far as I know this is an undocumented feature.

[This tip works with GS/OS 6.01, and has not been tested with previous versions]

Video Grabber, part IV

By Rob Goedknegt

Video Grabbing On The IIgs

After a period of silence around the project, we'll continue this story with a short description of the software. Doede has asked me to maybe show a B-release of the software. Well here it is but there is a problem; the software relies heavily on the card, using the software without a card is dangerous and I dont want to rewrite the program just for demo-purposes, so the software now does allmost nothing, you can only open and save SHR (colour) pics.

What does the software do:

- **1** Provide a standard user interface, with the well known File/Edit menu's

The File menu allows you to save a picture, load one or clear the window. Printing will be added later.

The Edit menu is there but does nothing, but is intended to provide for a standard Copy/Cut/Paste/Clear mechanism.

The Options menu allows the user to alter the settings and colour-table. In this release the settings menu is enabled although changes are ignored, because this routine will write directly into the hardware of the grabber. The settings are: card-slot (where did you put it) & conversion mode (single frame or continuous).
The second part of the settings menu is disabled; when the card is available, this menu entry allows you to change the colour-table values while grabbing.

- **2** Setup the grabber

The grabber will be provided with a very basic 'power saver'; most of the card's harware will be switched on by the software (no sense in digitizing noise). The card will be switched off again when the program is stopped. The translation RGB-data to colour-table data is done run-time via a static-Ram chip. This chip will be loaded at startup of the program.

• 3 Trigger the grabber

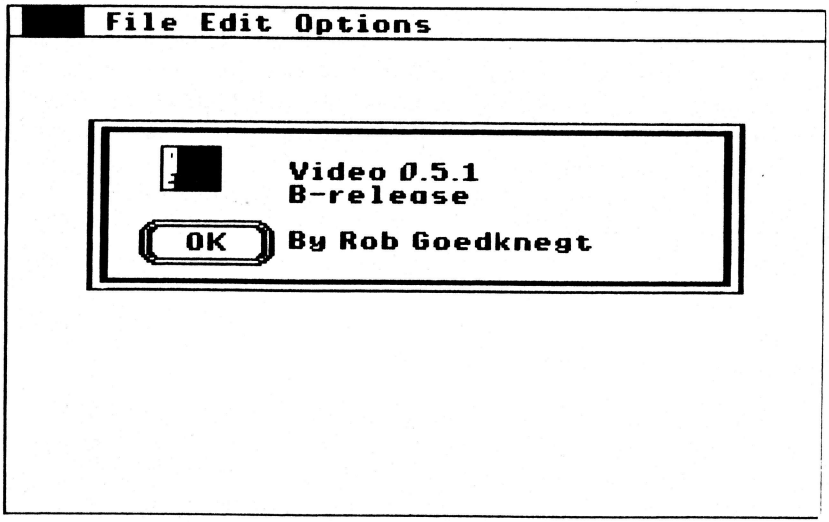
When the grabber is triggered it waits for a new frame, digitizes it and stores it into the card's memory. When it's done it signals to the software to copy the data from RAM into your GS. When copying both the expansion card's data area and ROM-area are used; the ROM area is used to read the video data from the card in 256 byte-chuncks, the data area (16 bytes) is used to select the '256 byte-chunck' and alter/load the colour-table. So now you can see the danger, the program will happily read and write in the cards ROM and data area, there are *no* checks on correct card usage or card availability, it's all sacrificed for speed.

If you'd like to contact me, please send an e-mail at:

- **rob@darkcastle.ecore.fnet.org**

Special note about the software:

The Video Grabber software has been included on the disk that comes with this issue. It is all beta, and is only to show that the project is not vaporware. Since it is beta, you may use it, but only at your own risk. Nor I, nor Dark Castle Magazine and associates can be held responsible for any damage. Although all I/O routines have been removed, the program may still crash on your system.



A screenshot from the beta software

Happy Birthday!

It was 15 September 1986 that Apple Computer officially released their "Apple IIgs" computer. Since then, it has been 10 years and thousands of programs later, and still, this amazing machine hasn't died yet.

The question is: *why*? Why do so many people still adore the Apple IIgs? Well, we could talk about this subject for many hours, but wouldn't it be because the IIgs its code-name was *Phoenix*? You all know what Phoenix means, don't you? Well then...

One of the best descriptions of the Apple IIgs is, in my opinion, *Lonely Knight*. Nincjaforce from our neighbour-country Germany, called the Apple IIgs "Lonely Knight" in their great MegaDemo.

Some dealers words: "The damn Apple II won't die, no matter how hard I try!". "These Apple II folks keep showing up, even though Apple officially dropped all support for the II-line!"

Some users words: "At least another 10 years!". "It's the best hobby computer ever made". "Too bad Apple quit making Apple II computers".

Well, it seems that, no matter what is going on, there will always be people using Apple II's everywhere in the world. This can't be said of all non-supported computers...

Anyway, here this "ode to the IIgs" ends, with a last message:

Happy Birthday, Apple IIgs, keep going on for at least another 10 years, and don't let the Phoenix inside yourself *ever* die!!

Apple II museum in the United Kingdom

Richard T. Kilpatrick from the United Kingdom has started an Apple II museum. It has not yet been opened, but he does have a homepage. If you have access to internet, please check out the next address:

- **http://www.photonpub.co.uk/appleretro/**

New address

Our BBS has a new (read: slightly changed) internet e-mail address. In the past it was: @darkcastle.euro.fnet.org.

Today it is: • **@darkcastle.ecore.fnet.org**

The old address will still work, but is not very reliable. People who are still using the **euro** address to send mail to, please start using **ecore** right now. E-mails will arive much sooner, and 100% reliable.
Thanks to Dave Miller from Anti-Matter BBS (+1-517-263-8384, 28.800 bps, ANSI & PTSE) we have this reliable connection.

New Apple II BBS's wanted!

We're looking for more Apple II BBS's outside North-America. Possible the best software to use is **METAL/ FutureVision**. It will run on any (enhanced) Apple IIe or better since it's 8 bit software.

A complete BBS package is currently not available (unless you want *alot* troubles getting started) on internet, but we hope to have it ready soon.

In the mean time, Dark Castle offers you to send a complete working system. You pay shipping and disks.
To use Dark Castle's setup, you need a hard disk. The software simply

won't fit on two diskdrives.

What this BBS package offers you, is this:

- Full support of ANSI and PTSE emulation
- Full support for 300 - 33.600 baud modems
- Free internet e-mail
- Free internet newsgroups
- The possibility to setup a connection with internet yourself
- Free membership of the Futerenet network (FNET)
- Fast support from other sysops
- A very nice system
- FIDOnet support to be expected next year
- And even more!

Now, isn't that great? If you are interested, please e-mail to **root@darkcastle.ecore.fnet.org** and ask for more information!

New games...

A few new games are to be expected for the Apple IIgs sooner or later. Currently in the works are:

- Bomberman
  By Ninjaforce from Germany

- Lemmings GS
  By Brutal DeLuxe from France

- Wolfenstein 3-D
  By Eric Shepherd and "Burger" Bill Heineman. This one will probably be released as share- or freeware.

- *Unknown*
  Sources from Internet reported that another game was in the works...

Please contribute...

Creating a Magazine and disk takes a long time. Checking out sources and resources, writing articles, checking them, page layouting, etcetera takes most time.

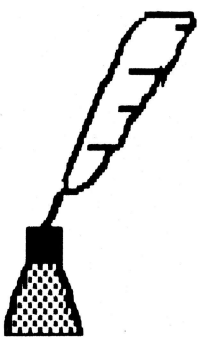
If you have anything to contribute to this Magazine, please e-mail it to **root@darkcastle.ecore.fnet.org**

You may also fax or mail your article or program, or upload it to Dark Castle BBS. You will be notified by e-mail if your article is going to be included in the next issue (*if* you have an e-mail address).

Any article is greatly appreciated, because it will help to finish a new issue sooner than when I would have to fill it all by myself.

Unlike other famous Apple II Magazines, Dark Castle does not pay for an article. This has never been done before, because it would have been unfair to other Apple II Magazines in the Netherlands (like Klokhuis Magazine and Pro-2 (r.i.p.)). This habbit will be continued now Dark Castle Magazine is being published in English.

On the other hand, if you are able to bring us 5 new subscribers, you will get US $10 discount on a one-year subscription (disk or Magazine or both). Or, if you don't want to subscribe for another year, $ 2.50 per issue, starting with the latest one.



Harmonie drivers

If you are using an HP printer, like the DeskJet and DeskWriter series, you may have noticed that the print-head does not return to its home after a print-job. This will cause the print-head to dry out. Pressing*Select* returns the head to its home, preventing it from drying out.

Although Vitesse, Inc. has been notified of this "problem", they have not updated the drivers yet. And their current state of activity doesn't seem to bring an update sooner or later either.

If you are, or know, someone who can write a little patch for the drivers, please notify him of the problem of the Harmonie drivers by Vitesse. A little escape code at the end of a print-job should be sufficient.

Cover sheets

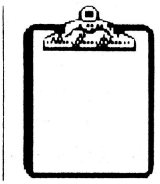
The program PMP Fax can generate very nice cover sheets. There's one "problem": you will have to create them yourself first!

If you have made your own cover sheets, please send them to Dark Castle via e-mail or snail-mail. They will be included on the next disk, so that other users can see what can be done with PMP Fax, and use the sheets too.

Maybe it would be nice if we all elected the top 10 cover-sheets, and send them to PMP, for distribution with the commercial package! Your cover-sheets will be known world wide...

|| be, or not || be - that's the question...

The Clipboard



The clipboard is a place for your little advertisements. If you are looking for something, or have something for sale, your message will be placed in this corner.

Of course you cannot ask for a copy of a commercial (software) product, or offer any other illegal deal.

Subscribers do not pay for their ads. Non-subscribers pay $5 per advertisement.

****

For sale: Logic Analizer 100Mhz. Old, works perfect. Best offer.
More information: Rob Goedknegt. Phone: +31-40-2426358, or e-mail: rob@darkcastle.ecore.fnet.org

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For sale: Apple IIgs with 4 Mb RAM, two hard disks (80 + 40 Mb), Transwarp GS, 2x 3.5" diskdrive, 1x 5.25" diskdrive, ImageWriter II and 14.4k FaxModem. Tons of software and manuals.
Best offer. More information: Hans Bierstekers. Phone: +31-77-3517633, or e-mail: hans_bierstekers@darkcastle.ecore.fnet.org

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For sale: Good working (old) Rodime 20 Mb SCSI hard disk. Best offer.
More information: Doede Boomsma. Phone: +31-314-324016, or e-mail root@darkcastle.ecore.fnet.org

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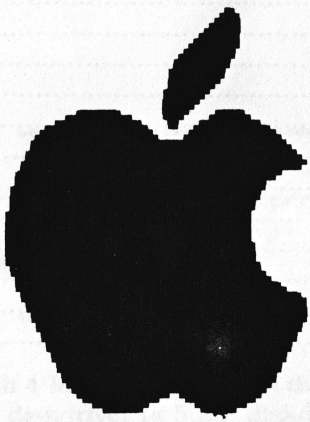
Don't forget to tell your friends about this new English Magazine for the Apple II(gs) computer!



][*Infinitum!*

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