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A journal and exchange of Apple II discoveries

Celebrating 15 years of Apples

by Ellen Rosenberg

Genie's head Apple II sysop, Chet Day, declared November "Celebrate the Apple II" month. He challenged subscribers to post messages describing the positive feelings they had about their Apple II computers. He asked them to talk about the ways they used Apple IIs to create, to produce, and to simply have fun. The response was as diverse as it was creative and uplifting.

A number of inspiring testimonials came out of these messages. Oh, the writers probably didn't think of them as inspirational or testimonial as they keyed their thoughts into their telecom programs, but as I read the messages, sentences seemed to jump from the monitor, just begging to be archived or to be memorialized in needlepoint or calligraphy.

Some people focused upon the uniqueness of the Apple II community:

Ken Taggart-"One of the greatest benefits of owning an Apple II is becoming a member of the Apple II community. It is a very special community of dedicated hobbyists, educators, programmers, hardware engineers, and vendors who all love this machine."

John Hopkins-"The power of the Apple II is not just the power of the machine....it's the power of the Apple II community. A computer that just won't die..a community made up of generous, talented Apple II diehards..and an Apple II RT (RoundTable) operated and populated by some damn fine people."

Other thoughts centered around the user-friendly interface and the amazing versatility of the machine:

Ross McIntosh-"The Apple II's and the fantastic programs available for them do more of what I want to do, the way I want to do it, and with less pain than any other machine I have seen or used."

Kirk Hollingsworth-"The key point is that the Apple II **sparks** creativity in a way that MS-DOS never did."

Lloyd Devries-"There's nothing I want to do with a personal computer that I can't do with my Apple IIe."

Udo Huth-"The purchase of my Apple IIe in 1984 was the beginning of a long and lasting friendship that found its peak with an Apple IIgs. The Apple II's do what I want them to do, they've never failed, they function as properly today as they did when they were new."

A final category of sentiments had a kind of 'hacker ethic' quality:

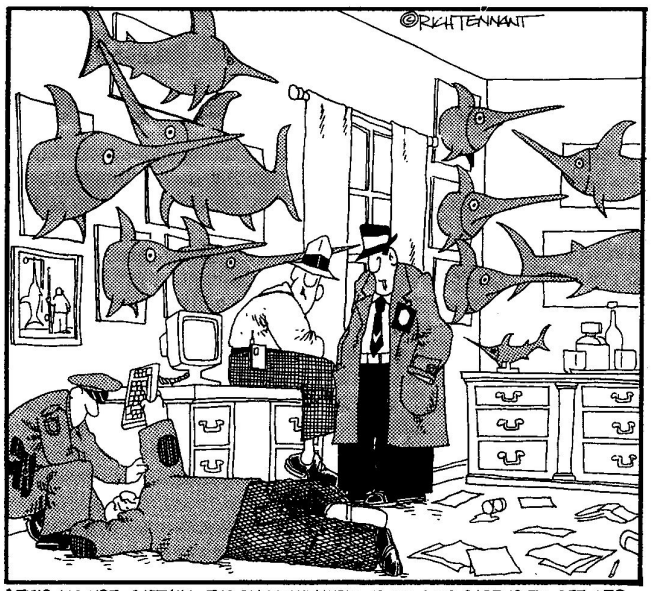
Kelly Gray remembered building his first Apple II Plus clone in 1980 with parts collected from various merchants in his area. It had 48k of memory and a monitor. Period. Today it has been transformed into an Apple IIe, built from genuine Apple parts (excluding the power supply) with two 3.5 drives and a 20 meg hard drive. He says, "Throughout all this construction, I have learned more about what makes my Apple go than I would have in a lifetime of just using the computer, and I've had a lot of fun doing it. I don't think that there is any other computer on the market that I could have done this with."

Dave Rogers related his fascination with science fiction and technology and how the story of Steve Wozniak in *The Hackers*, by Steven Levy, cemented his commitment to the Apple II. Dave wrote, "Here was a machine designed by a person (who I felt shared my faith in technology) for the fun of it. It was built for people who felt the way Wozniak did about computers....that same spirit exists in all the II's. It's an intangible element of the 'II experience. The systems have all been open and friendly and quirky and I love them." Rogers goes on to summarize his feelings, "I don't do anything earth-shaking with my II, but everything I do with it brings me joy. It is an honest expression of one person's expectation of the goodness that technology can bring to our lives. And it is still very much the reflection of that one person (Wozniak). There is no other computer on the market today with this spirit or heritage."

Scott Alfter is another one with a hacker's heart. He has transformed his Apple IIe into a machine with many of the same qualities as an Apple IIgs. He wrote a program called SoftDAC which allows him to play digitized sounds from an Apple IIgs or a Macintosh through the rarely-used cassette port. In this way, his machine can play a variety of sample sounds upon startup. His current project is a program that will print GIF files on an ImageWriter—on multiple pages and even in color on an ImageWriter I.

Both Ed Stutsman and S. Elliott have found ways to customize their computers to suit their individual needs. Harry Jessen calls himself an 'accidental' Apple II user. He was given an Apple IIe and loved the fact that it wasn't IBM compatible! He worked with mainframes during the day, you see, and didn't want to take work home with him. He reiterated that the Apple II did everything he needed and everything his wife needed for her direct sales job. Steve Weyhrich enjoys his computer so much that he has spent the last few months writing an historical account of the Apple II computer. The 11 installments that Weyhrich has written to date are available for download on GEnie (and other major online services, I suspect). It's no surprise that they are also beginning to appear in user group newsletters.

Then there's Bill Heineman, whom I've heard people refer to as an Apple II Higher Being. Bill works for *Interplay* and has devel-



"IT'S NO USE, CAPTAIN. THE ONLY WAY WE'LL CRACK THIS CASE IS TO GET INTO PROF. TAMARAS PERSONAL COMPUTER FILE, BUT NO ONE KNOWS THE PASSWORD. KILROY'S GOT A HUNCH IT STARTS WITH AN 'S', BUT HECK, THAT COULD BE ANYTHING."

oped or created the Apple II version of many games including *Battle Chess, Dragon Wars* and the *Bard's Tale* series. Bill relates how he bought his first Apple II in 1977 with money saved from his paper route. He is still developing new software for the Apple II (he's just finished *Bard's Tale III*) but is also using his Apple IIgs as a *Nintendo* development machine. *(Here's a guy who knows where the money is!)* Bill says that he sometimes laughs when he sees others using high-powered IBM machines that cannot assemble code as fast as *Merlin* on the Apple IIgs. His quote, destined for immortalization is, "But I am the enlightened one, they are but mere sheep, following each other in the name of compatibility."

The one person I have failed to mention thus far is Art Coughlin. He is a programmer/hacker who, incredibly, has not only hooked his whole house up to his Apple IIgs but has hooked himself up as well. I feel that this story deserves a column or two all to itself and I'm hoping to convince Mr. Coughlin to write it down for a future issue.

The subject of celebrating the Apple II, of recounting the ways that we use and enjoy our computers, brought to the surface some thoughts and queries that I've had since becoming involved with these machines. I've often wondered what it is that makes us so impassioned about this computer. And we are passionate in a way that I'm sure owners of other computers are not.

For me, I think that it has something to do with the ability to get inside the machine; to replace that battery, to add those memory chips, to install a SCSI card. The first time I put these thoughts to disk, the text read like a pulp novel. "Hands trembling and moist with anticipation, she opened the case and peered inside. There under the massive power supply, lying limp and useless, was the dead battery. Anticipation mounting, she frantically rummaged in the drawer for the snippers, found them, then paused long enough to regain her composure." Well, I could go on but I suspect that the rest of the story belongs in HyperBole anyway.

Our Apple II's are no ordinary computers. For those of us who think of them as more than just machines, they are, in and of themselves, a celebration. They are incredibly versatile; they can be as complicated or as simple to operate as we want them to be. We can beef them up all by ourselves or pay someone else to do it. We can turn a deaf ear on twelve-year-old sons who badger us for that other kind of computer (so that they can keep up with the latest games), or we can buy another machine to supplement, not replace what we have. Do I celebrate my Apple II? Bet my hard drive I do.

Since 1992 marks the 15th anniversary of the Apple II, we'd like to celebrate all year long. Put into words what it is about this computer that has infected you. Send those words to us and each month we'll have a little celebration right here in ***A2-Central***.

Designing educational software

by Phil Shapiro

Designing educational software is an interesting challenge. The goal is to produce a learning activity that is both fun and educationally beneficial. Thinking up a computer program that is educationally beneficial is not too difficult. But making that activity appealing at the same time is no small challenge.

There's a vital ingredient to good educational software that can never be fully described. It's an intangible quality. It's a quality that creates a positive chemistry between the child and the computer.

As an educational software designer, the most richly satisfying reward you'll get is watching a child become excited and involved in using software you've designed. It's as if they were interacting personally with your mind. The computer becomes an extension of you yet capable of existing independently of your corporeal body. When children interact with a well-designed educational program, it's as if they were closely interacting with the sharp wits of the person who designed the program.

Coming up with ideas for educational games can sometimes be a hurdle for novice software designers. For example, thinking up a novel math game is a very steep challenge if you hope to distribute the product commercially. Dozens of large educational software companies have produced many excellent math games in the last ten years. And schools are reluctant to spend scarce funds on software that accomplishes the same results as software they've already purchased.

Likewise, simple word games, while beneficial and often appealing to children, just do not excite much interest in the educational market today. (This is not to say that such programs are not worthwhile for a shareware disk or for your home or local school.) These days educational software purchasers are rather discriminating. For a product to have a commercial appeal, it must stand out from the crowd. It must be unique in some important way. Educational software critics, who write reviews for the leading educational software magazines, will spare no effort in finding flaws with software that does not meet their exacting standards of originality and ease-of-use. One such critic remarked recently that she holds all educational software publishers to the same stringent standards. Small startup companies are held to identical standards as multi-million dollar enterprises.

In some ways, this is only fair. Mediocrity should never be tolerated in educational products for children. Yet, fair warning is needed to those with an interest in starting their own educational software company: it's a tough market out there. Schools will not consider programs that do not offer substantial benefits to their students. And magazines will rake you over the coals if you dare place any software on the market that has not been thoroughly tested and designed.

Summarizing then, the three most important rules of educational software design are:

1) Test your software with kids.
2) Test your software with kids.
3) Test your software with kids.

If the kids don't like it, you need to go back to the design phase to see if you can incorporate some of that intangible magnetic appeal. Ask the kids what they think should be added or taken away from the program. Kids aren't shy about expressing their opinions. And they have special insight as to what works and doesn't work in an educational game.

If you don't have a herd of children running around the house to serve as in-house beta-testers, you might try volunteering for after-school computer classes at one of your local schools. Or see if there is a summer computer camp in your vicinity that would be interested in helping beta-test your software.

Two summers ago I had a valuable experience beta-testing software at a computer camp near my house. Early in the summer the kids saw the program in a raw, unfinished form. With each passing week they saw small enhancements being added. And their week-to-week response to this software provided vital feedback as to the features that were ultimately included in the product.

A special luxury is beta-testing educational software with children who have programming skills of their own. Such kids are experienced enough to know what is feasible and not feasible on the computer. You can bounce ideas off them, getting feedback both on the ideas themselves, and the possible programming work needed to implement those ideas. In some cases, you might even enlist their help to produce some of the modules of the software.

Creating educational software can be one of the most satisfying types of programming work. The rewards can be as lucrative as a young child's gentle smile. Late night programming sessions become eminently worthwhile if you've ever witnessed a child interact enthusiastically with one of your programming creations.

(The author is the founder of Balloons Software, a new Apple II educational software company. Number Squares, the first disk produced by Balloons Software, was nominated for the annual educational software guidebook, Only the Best, published by R.R. Bowker. This disk of logic puzzles has also been licensed to several school districts. You can reach Shapiro at 5201 Chevy Chase Parkway NW, Washington, D.C. 20015-1747, phone 202-244-2223)

ProTERM 3.0-a review

by Dean Esmay

A new version of *ProTERM* , the widely popular Apple II modem program, is now available from *InSync Software*. The program has been entirely re-written and includes complete support of every popular file transfer protocol (Xmodem, Ymodem, Zmodem, and Kermit), with every imaginable variation, a brand new user interface, an astonishing scripting language, a greatly improved on-line editor, new and improved terminal emulations (including limited ANSI-BBS), and a very detailed, indexed new manual. It operates on the 128K enhanced IIe, IIc, Laser 128, and the IIgs.

I've had quite some time to become familiar with the new *ProTERM*. I was one of the twenty-seven people who tested the program extensively in the months before its release. If the old *ProTERM* were to be called a Cadillac (big, cushy, and loaded with features, but a bit of a hog) one would have to call ProTERM 3.0 a Rolls-Royce (big, cushy, loaded with more features, and elegant as all get-out). Is there a feature you'd like a modem program to have? *ProTERM 3.0*'s almost certainly got it. Are there things you wished the old version of *ProTERM* would do, or did better? Chances are good that your wish has been answered in either case.

The first thing to talk about is *ProTERM 3.0*'s astonishing interface. If you're a beginner who prefers software that uses a mouse and pull down menus, you'll find *ProTERM* very easy to use and just about as intuitive as you could ever want modem software to be (with one exception, noted below). Novices will find *ProTERM* to be both simple and friendly.

On the other hand, if you don't own a mouse or just like to keep your hands on the keyboard, you'll feel right at home with *ProTERM* 3.0. Unlike most software that uses the mouse but claims to work just fine without one, *ProTERM* 3.0 does. In fact, I use the program daily but I so rarely touch the mouse I sometimes forget it's an option.

There's one area where this doesn't hold true; namely, file selection dialogs. Instead of using the standard Apple guidelines for file dialogs, with the familiar "Volume" "Open" "Close" and "Cancel" buttons, *ProTERM* 3.0 relies on a system of commands such as "Parent directory" and "Select" listed right in the same column as the list of files! This method is pretty simple once you get the hang of it, and old hands at *ProTERM* will be used to it. But it seems incomprehensible to me that a program that makes so much effort to be friendly and intuitive would not at least attempt to incorporate Apple's standard interface in addition to its own interesting but non-standard method.

I have another quibble with *ProTERM* 3.0's interface. One of the program's handier features is the ability to select several different systems to call at once. It will start at the first system on the list and, if it finds a busy signal, dial the next system on the list, and so on in a circular fashion until it connects to one of them. Many heavy-hitting modemers will find this an extremely useful feature, but may never find out about it unless they read the program manual, as it's hidden behind an obscure menu option called "Rotary Dial." Most people, myself included, would assume "Rotary Dial" to be an option to have the modem dial out using rotary (also known as "pulse") dialing instead of touch-tones. Far better to have called this option "Circular dialing" or "Multi-Dialing."

Despite these problems, the program as a whole remains very easy to understand and use.

There's more to the new *ProTERM* than a new interface, however. The file transfer protocols have been beefed up considerably. Of special interest is Zmodem, a much faster and more powerful protocol for file transfers. Unlike previous versions, *ProTERM* 3.0's Zmodem is now fully compatible with GEnie and other systems and includes both Zmodem Resume and CRC-32 options. More wonderful news: all the transfer protocols, even in batch mode, now support the use of the Binary II standard for both uploading and downloading. *ProTERM* 3.0 is even smart enough to recognize whether or not a file on disk is encoded with Binary II, making the attachment of an additional wrapper unnecessary. (If you don't know what that means, it's just something that makes life a whole lot easier for *ProTERM* 3.0 users and for those who trade files with them.)

As mentioned above, the new editor sports many new features; in fact, the *ProTERM* 3.0 editor could almost be called a full-fledged word processor. It's also got an extraordinarily nifty reformatting feature for selecting part of a bulletin board message that you can quote in a response, as well as a number of other text-reformatting features. With the *ProTERM* editor, which is always just a keystroke away and available whether you're on-line or not, responding to electronic mail or bulletin board messages becomes much easier on practically any system.

The *ProTERM* 3.0 manual is easily one of the most wonderful software manuals I've ever seen. Not only is it written in plain, simple-to-understand English, not only is it indexed and well-organized, but it includes absolutely everything a novice would need to know as well as what more advanced users need to use the software to its fullest potential.

For example, the manual starts with a very nice treatise for beginners on telecommunications as a whole. It also explains the ProDOS operating system, file transfers, baud rates, and more. In fact, it does such a remarkable job of taking all those scary-sounding topics that intimidate beginning modemers and making them understandable, that portions of the manual could easily be sold as a primer on telecommunications.

One of the things novices won't need to know about *ProTERM* 3.0 are its macros. Don't worry, you don't need to know this stuff, it's for advanced programmer-types. Since I'm not really one of those, I've asked Barry Hatchett, who is, to help me out by writing a review of the *ProTERM* 3.0 scripting language. *(See below.)*

It's important to note that *ProTERM* 3.0 has all the features that made the original *ProTERM* so powerful and easy to use; Scrollback, which uses as much memory as your system has available to record your on-line sessions; automated dialing; automatic logon macros, which watch you connect to a system and do it for you automatically next time; and an excellent unattended mode, which will allow you to set up your system so others can call in and trade files with you, even if you're not available.

In fact there's so much to the new *ProTERM* that any review can only scratch the surface. The folks at *InSync* put a great deal of effort into small details; each part of the program has a multitude of options, yet it all remains simple and straightforward.

If you're still bound to 5.25 drives, or have only 128K of memory, you may find *ProTERM* a little cumbersome to use. *ProTERM* normally loads all its segments into memory as you access them, but if you don't have enough memory it has to periodically purge and re-load them. Other programs, like *Talk Is Cheap*, load completely into memory, even on a 128K system, and remain fast and responsive at all times. Even so, *ProTERM* is still worth considering, as no other program has as many features, is as easy to use, or is more powerful.

ProTERM 3.0 retails at $129.95, but is available for less from a number of mail order houses. Updates from older versions of ProTERM are available for $40.00 plus $5.50 shipping and handling For more information, contact *InSync Software*, 3035 E. Topaz Cir, Phoenix, AZ 85028-4423, (602) 992-5515.

(Dean Esmay is the editor of A2-Central On-Disk as well as Studio City. He has included a demo version of ProTERM 3.0 on the January disk.)

Proterm macros boosted

by Barry Hatchett, Ph.D.

Compared to packages like *Talk Is Cheap*, *Point to Point*, and *ReadyLink*, *ProTERM*'s automation capabilities have traditionally lacked power and flexibility. Not anymore, though. Like the rest of the program, *ProTERM*'s macro language has undergone a complete overhaul in version 3.0.

***ProTERM* 3.0, like previous versions, has three different types of macros: System Macros, Global Macros, and Macro Files.** System Macros are accessed by holding down the Open-Apple or Command key while pressing a number key. (You get 10 System Macros in 3.0, not just 8.) Each system you've defined in *ProTERM* 3.0's Dial menu has its own independent set of System Macros. You use System Macros to enter your user ID and password, to sign and save your messages, and to perform other common on-line tasks. And just as

before, *ProTERM* 3.0 can watch you log on and write your System Macros for you.

Global Macros are invoked by holding down the Solid-Apple or Option key and typing a letter. Global Macros are available at all times, no matter what system you're logged onto — they're even available off-line. Most people use Global Macros to set up "hot keys" to dial their favorite systems and to begin uploads or downloads with one keypress.

The third type of macro, Macro Files, are executed by selecting Macro File from the Misc menu and choosing the file from an Open dialog. Macro Files are typically used for long, involved online processes which would clutter up the Global Macros — like a macro that logs onto a system, downloads all your mail and new messages, uploads any replies, and logs off. Macro Files are *ProTERM*'s equivalent of most other communication programs' "scripts."

***ProTERM* 3.0's macro language is bristling with dozens of new commands and functions.** (Yes, functions: you can use algebraic expressions instead of just literals or variables, but the syntax is a little confusing.) Most of the old commands are still there. Many have been enhanced. Macro keywords are two letters long (e.g., CL for "close"); you can spell most of them out if you like. That's a good idea, because *ProTERM*'s macro language has no enforced spacing or indenting rules. It's easy to create macro files that look like minimalist graffiti.

A few things changed for no obvious reason. A picky example: to transfer control to a System Macro from another macro, you now GO -5 instead of GO 5. Labels within Global Macros and Macro Files are defined with "@" and "%" symbols instead of "#" symbols. The DIsplay command is gone, but PRint has been upgraded and a new debugging command (BAr) has been added. Other things have changed too (for example, the DO command works a lot differently — a change made necessary by *ProTERM* 3.0's menu structure), but if you've used *ProTERM* macros in an earlier incarnation, you should feel right at home.

***ProTERM* now supports more variables.** The variables share memory with the Global Macros; if you have a lot of Global Macros, you won't be able to use as many variables. *ProTERM* 3.0 also supports string variables up to eighty characters long. Unfortunately, variables are still defined and referenced by number, not by name or even by an initial letter, making *ProTERM* macros more cryptic than they should be. And, alas, there's no array capability. A variety of system variables are also available for watching and directing *ProTERM*'s operation.

The IF command, which was once just a variant of the WT (wait) command, has now taken on a life of its own for testing of variables and other logical conditions. Several Boolean functions are available for doing comparisons and logical ANDs, ORs, and NOTs. WT has been enhanced to permit conditional branching based on text received through the modem (IF's old job).

PRint (and the new INput) now support "device channels," allowing you to redirect macro input and output from the normal modem channel. Macros can read and write disk files via Channel 5. There are also channels for making text appear to have come from the remote system (so it gets put into the capture buffer), for pumping text through the current terminal emulation, and for sending text directly to the printer. Channel 2 (local console) lets you display messages to the user (via PRint) and accept responses (via INput) without affecting the remote system. The VIdeo command is used for cursor and screen control. And there's a WIndow command for drawing fancy screens.

ProTERM 3.0 supports structured programming via CAll and EXit for subroutines and REpeat, UNtil, WHile, BReak, and COntinue for loops. (Sorry, no local variables.) The IF statement allows multiple conditions for simulating CASE statements; the first condition that matches is executed. You can simulate the ELSE construction by making sure the last condition is always true (just specify a literal value of 1). Both loops and conditionals support "code blocks" — any macro statements you put between curly brackets will be executed when the specified condition is met. If you prefer spaghetti code, *ProTERM* is happy to oblige with GOto, POp, and PUsh commands.

***ProTERM*'s file management commands are more robust, as well.** We've got OPen and CLose for designating a file for PRint and INput's device channels; MArk for random access of data files; and CReate and DElete for making new files and killing old ones. And two new functions — EXist to find out if a file already exists, and EOf to determine when we've read to the end of a file.

Two commands are available for controlling *ProTERM* from a macro. DO allows a macro to choose a command from a pull-down menu, fill in the command's dialog box, and click the buttons just as the user would. KEy allows a macro to "press keys" on the keyboard — for example, to enter text in the editor or to issue an Open-Apple-1 through Open-Apple-9 to move through scrollback. And the new SCan function reads a screen line into a string variable, allowing the macro to "see" what's going on in any part of the program.

There's much more, of course — would you believe peek and poke? — far more than we have space for here. A Macro File included on the *ProTERM* disk shows off the macro language by drawing a gigantic real-time clock on the screen. It may be a trivial application, but the fact that it can be done at all from within a telecommunications program is nothing short of phenomenal.

The best new feature, in my opinion, is that every single part of *ProTERM* can be automated. A macro can take you into the editor, back to terminal mode, and then into scrollback without missing a beat. (In previous versions of *ProTERM*, macro execution was suspended when you left terminal mode.) Global Macros can now be invoked from terminal mode, the editor, and scrollback, not just from terminal mode. There's even a system variable that tells macros what part of *ProTERM* they're in; a simple IF statement thus allows a macro to have very different functions depending on where it's invoked.

Seamless integration is what makes *ProTERM*'s macro language so great. Sure, its two-letter commands and its numbered variables give it a fairly steep learning curve compared to other packages' relatively plain-English commands. The manual has a couple of errors in its chapter on macro programming, and a few features — notably the DO command and the use of the %S and %D escape characters in string literals — need to be documented more clearly.

But we're picking nits, because, truthfully, no other communication program has so much power to automate all your online and off-line telecommunications activities. *Talk Is Cheap's* editor is a separate program and thus can't be scripted. *ReadyLink* has an editor and one of the nicest scripting languages in any communications program, but, like *TIC*, lacks features like ZMODEM that would make it a serious contender.

Here's an example of what kind of power we're playing with. Off-line message managers for GEnie and other information services have long been available for use with *TIC*, *Point To Point*, and *ReadyLink*, but they all use separate programs (HyperCard stacks, an AppleWorks/UltraMacros task file, or a GS/OS desktop program) to actually manage off-line tasks like reading and replying to messages. The communication program is used only as a "robot" to fetch and post messages and files. *ProTERM* 3.0 is sufficiently robust that it's possible to write an off-line message manager that functions entirely within *ProTERM*. After all, *ProTERM* has a very good text editor; why should you have to run another program to write your replies? One hacker is, in fact, working on just such an integrated message manager for GEnie.

In case you haven't already guessed, the verdict on *ProTERM* 3.0's macro language is a hearty thumbs up. It's got the features today's modem users demand, and it provides access to all of *ProTERM*'s considerable power. *ProTERM* is not only the friendliest Apple II communications package on the planet, it's just become one of the most sophisticated.

Miscellanea

It takes a woman to find Bill Budge....well, actually it takes a hot tip from Apple Computer's Matt Deatherage. Last month, Jay Jennings didn't have any luck locating Bill Budge. I did. I found Bill in the Bay area, answering his own phone no less. He's been spending the past 5 years writing a program to control *Lego's* from a Macintosh. Another tip from ***A2-Central*** subscriber Bob Sherman confirmed that Nasir Gebelli resides in California as well. Sherman's wife runs a computer search business and was asked to help find Gebelli about 6 months ago. Her computer (an Apple IIgs) found him living in California with an unlisted phone number. (Well, he wasn't actually living with an unlisted phone number....stay tuned for the results of my note

to him.)

We don't do Windows or upgrades. We get numerous letters from customers asking us to upgrade this program or that. We don't do upgrades. We can't do upgrades. Mail order companies are typically middlemen (since I'm female I'll take the chance of being politically incorrect here. <grin>) and are not authorized to upgrade a publisher's product. For upgrade information, always contact the publisher. And if you send in your registration cards, maybe they will even contact you.

Not all Apple II software is disappearing. *VIP Professional*, a spreadsheet package that caused quite a stir a few years back has resurfaced to the delight of many satisfied customers. It is *Lotus 1-2-3 1a* compatible, has a large 8,192 row by 256 column spreadsheet and additional data query fields. It is mouse-driven, uses pull down menus and addresses over 8 megabytes on the Apple IIgs. *VIP Professional* requires at least 256k of auxiliary RAM to operate, and it works with a range of memory and accelerator boards. For more information or to order *VIP Professional* contact ISD Marketing, Inc., 2800 John Street, Unit #15, Markham, Ontario, Canada L3R OE2, 416-479-1991 (voice), 416-479-1882 (fax) They are offering our subscribers a special price of $69.95 until January 31, 1992.

Free GS+. A toll-free line for orders and subscription information, that is: 800-662-3634. For technical support and shooting the breeze, the folks at *GS+* can still be reached at 615-870-4960.

Softdisk is paying for Apple software. The Shreveport-based software publishing company and new home of our former editor, Jay Jennings, is actively recruiting original programs written by you. For further information contact *Softdisk*, PO Box 30008, Shreveport, LA. 71130-0008 or call them at 318-221-2173.

Not only is Softdisk helping to grow Apples but it is also helping to keep the earth green. They recently started a campaign to recycle and sell used diskettes. The recycled disks that they receive are magnetcially erased and then relabeled. They're available in packs of 25-3.5 inch or 50-5.25 inch for $9.95. For more information contact Tim Choate, *Softdisk Publishing*, 606 Common Street, Shreveport, LA 71101 or phone 318-221-8718 FAX 318-221-8871.

The Deja-vu or I'm really-trying-not-to-smirk department. A recent article in our local *College Boulevard News* was entitled, "Suggestions for buying your first personal computer." After the author advised 1) determining what you want to do and 2) what kind of software you want to run, he posed the question: "Do you want to go with a Macintosh or an IBM or IBM compatible?" The answer, according the office manager of a local computer store was, "If the computer is meant for children in grade school, you might want to consider a Macintosh. Mac's see heavy use in elementary schools and there's a lot of educational software available. But if your child is older, an IBM compatible may be more appropriate because Big Blue dominates the real world." The author goes on to state that with the advent of Windows, the Macintosh has lost its previous edge in the desktop publishing and graphics arena. Ho hum.

SoundConvert from Triad Venture is the program you need to digitize directly into HyperCard GS. It supports all known digitizers for the Apple IIgs. It imports, it exports, it does just about anything you'd need to do to create and add sound files to HyperCard GS. It even includes a digitizing NDA. The retail price is $49.00 but *Triad* is offering an introductory price of $28.00 for a limited time. To learn more contact *Triad Venture Inc.*, PO Box 12201 Hauppauge, N.Y. 11788.

WestCode software is once more on the leading edge of Apple IIgs technology. They have just introduced *Pointless*, a new technology that allows font output to screen or printer to be smooth, crisp and clear. *Pointless*, which is scheduled for release in time for Christmas, purports to improve output to almost any type of printer, including the ImageWriter, to laser-quality. The trick behind the technology is the use of TrueType outline fonts, the new font standard on the Macintosh and Windows. *Pointless* works transparently and is easy to install. *Pointless* will create any point size you need from a single TrueType font. It retails for $69.95. We haven't seen it here yet but if it is half as good as it sounds, *Pointless* will be a big boon for Apple IIgs owners. For more information contact *WestCode* at 11835 Carmel Mountain Road, Suite 1304, San Diego, Calif. 92128, 619-679-9200 (voice), 619-451-0276. (fax).

It looks like C.V. Technologies is at it again. Not to rest on their laurels, they are offering a new upgrade to their *RamFAST SCSI Board*. The new board is much smaller than the previous versions (only 3" by 5") due to the use of surface mount technology. It draws less power (.150 amps versus the .600 amps for the older card). While a 256k cache is still standard it is expandable to 1 meg. This card is recommended for Apple IIgs owners only. Apple IIe owners can contact *C.V.Tech* for information about buying a refurbished *Rev C RamFAST* board for $99.00.

The company states that owners whose systems include either the original processor or the *ZipGS* will benefit additionally because with these setups, the *Revision D RamFAST SCSI* uses DMA to transfer data throughout the entire 8 megabytes of memory, if available, instead of the normal limit of 4 megabytes. This new board should also be able to make use of non-DMA compatible memory products, such as the *RamKeeper*, older versions of the *AE GS-Ram* and *GS-Ram Plus* cards. Evidently, the *TranswarpGS* is not as friendly with the new board.

You can upgrade from an older RamFAST board for $69.00 (256k version) or $139.00 (1 meg version). If you send them a credit card number (VISA/MC) or a check for the full list price of $199.00 or $279.00 respectively as collateral, they will send you a new board and an invoice for the upgrade amount. You will then have 15 days to send in your old card and a check. They will not actually charge upgrades through the credit card. This way, you never need be without your hard drive up and running. Contact them at *C.V. Technologies*, 1800 East Whipp Road, Suite 200, Kettering, Ohio 45440, 513-435-5743 (voice), or 513-435-9554 (fax).

Officially, it's just about the start of winter and I'll bet many of you are thinking of that dreaded day in April already. Here are 3 options that you may want to consider. *Double Scorpio Software* (formerly *Island Software)* offers a package called *TaxSmith* in various forms. The base package, *TaxSmith.Quick* contains form 1040, schedules A, B, and EIC (the new earned income credit calculation ($9.95, upgrade $7.50). *TaxSmith.Family* contains all of the above plus 2106, 2119, 2441, 3903, schedules D, and D-1 ($19.95 or $15.00 upgrade). To *TaxSmith.Full* add 4562, 6251, 8582, 8606, 8615, 8814, 8829, schedules E, R, SE ($49.00 or $25.00 for upgrade). The last option is *TaxSmith.Pro* which contains all the previous versions and 5 additional smaller configurations ($74.95, $37.50 for upgrade). This one is designed for the tax professional.

The company also has a new product called *Mr. Mortgage*, which is an AppleWorks-based mortgage analysis package. There are 18 modules included that evaluate and analyze mortgages from many different angles. The price is $29.95. Shipping is $1.50 per package. For additional information on these products contact *Double Scorpio Software* at 6704 Van Haven Drive, Raleigh, N.C. 27615 or call 919-676-4227 or 800-826-7146 to order.

The *National AppleWorks User Group* (NAUG) offers *1040Works* for $32.95 plus $3.50 for s/h. The update price from earlier versions is $22.95 plus the s/h charge. Additionally, *NAUG* announced *1040Works Tax Planner*, a comprehensive new tax planning package for AppleWorks ($29.95 plus $3.50 s/h). For further information contact *NAUG* at 45163 Quaker Hill, Canton, MI 48187.

HowardSoft, a long time supporter of Apple II users, continues its support. Its professional package for the consumer and professional alike is available for $199.00 through us (see December 1991 catalog) or by ordering directly from *HowardSoft*, 1224 Prospect Street, Suite 150, La Jolla, Calif. 92037 619-454-0121.

Here's a cute one from the proverbial roller coaster department. Back on October 15, 1991, *MacWeek's Mac the Knife* column had a blurb entitled, "Forever stops here." Without going into the gory details, the columnist predicted the demise of the Apple IIgs as early as that month. Apple would cease production, he said. Where have we heard that before? We didn't give it any more credence than the other unfounded rumors we've heard. Now, as our roller coaster takes us uphill, Jerry Borrell, editor-in-chief of *MacWorld* magazine informs us that "as a statement of pragmatism, Apple has decided not to cede its Apple II market and has a new version of the product under development." This statement appeared in the *MacVONK Server*, November 1991. Whew, hold on to your hats, I'm getting dizzy.—edr

Ask (or tell) Uncle DOS

Bypass surgery

In October of this past school year all my lovely IIe's were replaced with IIgs's and Macs and the whole business is tied together with an AppleTalk network. My IIe's went next door and wound up networked similarly. When the IIe's start up over the network they all finish booting in seconds whereas my IIgs's take about 10 or 15 minutes to come to scratch. The bottleneck seems to be GS/OS and we don't use a single application that requires it. Is there some way to make the IIgses bypass GS/OS and go directly to the 8-bit ProDOS and **Artistotle** menu program?

I've been tinkering with putting my creations on the file server but trying to run **Artistotle** from a BASIC program has eluded me so far. How do you quit from a program and get back to that menu without rebooting?

John G. Thomas
Trenton, N.J.

While demonstrating 6.0 at KansasFest, an Apple person mentioned that there will be a new option in 6.0 to allow IIgs users starting up from the server to select booting into ProDOS 8 or GS/OS.

*You return to any ProDOS 8 program selector, including **Aristotle**, from an Applesoft program by using the ProDOS BASIC.System "BYE" command. Try something like this at the point that you want to return to **Aristotle**:*

```
1000 Print CHR$(4);"BYE"
```

*You should also note that the GS/OS System Tools disk includes an Installer script to update **Aristotle**.—DJD*

CD-ROM, CD-HAM

I have a question for the technical experts out there, even though I suspect I already know the answer. In addition to my Apple II's, I also have a 386SX clone "with all the trimmings," which includes an external Sony SCSI CD-ROM drive. Are there any drivers for the Apple II series that might be able to talk to the MS-DOS CD-ROM drive? Obviously, programs won't be transferable but text data might be. Since it's a SCSI device, I presumably have only to obtain a SCSI cable that's compatible with my Apple SCSI card.

On another subject-if Bill Currie (VK3AWC) wants to know if Chuck Gaifo (WB4JMD) is still writing programs, it would be relatively easy for Bill to look Chuck up in the *Amateur Radio Callbook*, which lists all licensed Ham Radio operators. I'd do it for him except I don't have a current copy of the book.

Kenneth Mitchell
Citrus Heights, Calif.

CD-ROM, cont.

In answer to your customer's questions about connecting secondary SCSI CD ROM drives to the Apple IIgs via the Apple Hi-Speed SCSI card, we have found that any Macintosh ready CD ROM drive will work. A CD ROM driver is included with the Apple Hi-Speed SCSI card.

The bad news is that it's a real slow-working puppy, and the Apple IIgs will sometimes get confused while reading CD disks. A second and third read attempt is required when accessing large folders. More bad news is that at present there are only a few CD disks available for the Apple II world.

We presently have the Generous Efforts of Many CD of public domain and demo software, as well as a Mac/Apple IIgs CD from Apple, Inc. that's 95 per cent Mac. We also have over 25 CD's for the Macintosh.

I couldn't honestly recommend a CD ROM drive for the Apple II. Macintosh owners shouldn't be without one. Just my two cents.

For the what it's worth department...the Macintosh is a fine drawing and game computer. We've spent hours upon hours playing games on the Macintosh IIci and IIsi. The color and graphics are dazzling, to say the least. However, when we want to get down to business, and get something **real** done, we crank up an Apple IIe.

Jeff Smith, Apple 1 owner
Price Busters
(Apple Compatible Enhancements)
8130 La Mesa Blvd
Suite 402
La Mesa, Calif. 91941

Our Apple CD SC uses a Sony CDU-8001 mechanism; if your "MS-DOS" unit uses the sae one, it will probably be recognized by the Apple drivers. However, don't assume the drive is "SCSI;" some MS-DOS units use a serial-style interface.

We've gotten conflicting reports on the compatibility of other CD-ROM drives with the IIgs; we're not in a position to go out and buy one of each available version to test. We've been specifically informed that popular NEC models won't work without an ancilliary driver (something other than the driver Apple provides with its SCSI card) and also that Toshiba drives don't work with existing drivers. We're still prepared to pass on combinations that readers tell us do work.

We had occasion to try the RamFast SCSI interface with an AppleCD SC and it works fine with a CD-ROM with all ProDOS partitions (specifically, we could read the Generous Efforts of Many disk). However, it failed to read a disk formatted with a non-ProDOS file system even though the Apple interface would. We've let C.V. Tech know so they can look into it.

Frankly, there isn't enough ProDOS-specific CD-ROM software out there to justify the purchase of a CD-ROM drive for most Apple II users. Accessing data files from MS-DOS (High Sierra) disks and Mac CD-ROM volumes (with System 6.0's HFS FST) will probably be the strongest justification for buying a drive for an Apple II. The ability to transparently access these disks (as GS/OS's FST structure was meant to support) is what can make the investment worthwhile.—DJD

Happy feet

I thoroughly agree with Jay Jennings' comments in the November issue. I have the typical IIe set-up with a few added peripherals. I have a printer with 12 different print wheels for my more formal work.

I wouldn't care if Apple never made another version of the II. I am still finding new ways to use the CPU power built into the ROM of my IIe. With AppleWorks, *Print Shop, Publish It,* and a myriad of other programs, I can do just about anything that I need in my activities in clubs, organizational newsletters, financial, and household records. And there are still several thousand Apple II programs available for me to explore!

If a program doesn't quite fit the bill, I can make alterations to fit my needs, or write a new program if necessary.

So I say to those who are continually in pursuit of an "upgrade"—The fact that something new with more speed, memory, bits or glitter appears on the market does not diminish the utility of my own set-up. I can still do my work and get my satisfaction—and keep my money in the bank.

Viva Apple II!

Herb Lipson
Sun Valley, Calif.

Three cheers for Jay Jennings. I refer to *"Worrying about the Apple II...."* (***A2-Central*** November 1991, pp 7.76-7.77) It is about time someone told the whiners to shut up and go away.

Since I sell computers as well as use them, I see many strange and goofy things. One trend I am seeing is that many computer owners are doing a repeat performance. I'll explain. For many years I watched people purchase Apple IIe's, purchase software for them and then let the machines languish. It was as though they expected the computer to magically do something without any effort on their part.

Many of these same people are now purchasing Macintosh or PC computers and guess what? They're doing the same thing. Once the initial whiz bang stage wears off, the machine spends most of its time sitting and collecting dust.

I now own five computers: an Apple IIgs (my favorite), an Apple II Plus, an Apple III (which my wife uses daily), an IBMPC/XT and a restored Lisa with hard drive. They each have their own strong and weak points but rarely does a day pass without having any two (at least) of them on at any one time. One advantage of multiple computers is that I can do several things simultaneously. One computer can do printing while another is being used for word processing, etc. Very handy.

With regard to "It's the Money"...***A2-Central,*** November 1991, p. 7.80), I get the same *Sierra* newsletter that Mr. Mitchell refers to. The editorial by Ken Williams should scare most all computer owners, not merely the IIgs group. His remarks will scare *Tandy* owners; *Sierra* is discontinuing EGA/*Tandy* versions of many games because of sagging sales, they will depress many PC owners; future titles will be targeted to 386 based PC's or color equipped Macintoshes. Imagine how many millions of computers aren't going to be able to run the future crop of games, not to mention the current crop.

One point that must be made is that the market that will be on the leading edge in the

future will be the game market, not the business market, as has been the case in the past. The business customer can live just fine with an 8088 or 286 PC, a Mac Plus or an Apple IIe. The serious gamer, on the other hand, needs a fast 386DX PC if he wants realistic flight simulator performance or wants to experience the full impact of *Ultima VI*. The DOS market is doing a fine job of perpetuating the myth that the business market is the leader when in reality it is falling ever further behind the game market.

We would like your readers to know that we have not yet joined those Apple dealers who have abandoned the Apple II family of computers. Yes, we sell Macintosh's, we also sell DOS hardware. But we feel the Apple II still has life and function for many users. If anyone is looking for Apple software or hardware, feel free to refer them to us. Our people have been around long enough to have owned and loved the Apple II. We will do our best to help anyone out.

Vern Mastel
Team Electronics
1051 East Interstate Avenue
P.O. Box 1512
Bismarck, N.D. 58502-1512
701-223-4546

I read Jay Jennings article ("Worrying about the Apple II-A Psychic Energy Drain", November 1991, pp. 7.76-7.77) and agree with his sentiments. What happened to the fun in computing? I compute purely for the fun of it. An Apple IIe plus 128k isn't very much but the joy of exploration is just as much in terms of pleasure as a high powered machine. So what's all the fuss about?

I am over 70 years old, my learning curve is somewhat steeper but my enjoyment is not lessened by that fact. When I think of all the thousands of programs that have been created over the years in your country for the Apple, it seems incredible that so little interest in the IIe remains.

Henry Linton ("Whiner-Central", November 1991, p.7.78) got it exactly right in his last sentence, "let's exchange our fun and successes." Most of your readers, I would guess, are in it for the fun; be it games, graphics, or numbers. Whatever their interest, it is fed by information.

May I therefore ask if you could spare a couple of columns for the older machines with information supplied by readers themselves. What about Henry Linton for example, men like him obviously have the experience. Henry! Are you listening?

Harry Markham
Scunthorpe, England

Answering answers

I've got an additional comment about an answer in the December 1991 issue (Kudos and kwestions, p 7.84). While the question specifically asked for info on printing a field in condensed type from *HyperCard IIgs*, it would be worthwhile to point out that if all he wants is to quickly print an entire field, there's a THREE LINE solution just waiting for him:

```
open printing
print card field 1 -replace "1" with desired fld's number
close printing
```

It's a **lot** simpler to implement, can be done from memory via the message box, and makes a great tip when all you're trying to do is print a big field of text to simplify reading it or just to have a record of what's in it....

Tim Swihart
Cupertino, Calif.

Word from New Zealand

I have a problem with AppleWorks GS. Having gotten used to the speed and convenience of AppleWorks 3.0, I am finding the GS version slow and frustrating. It does not appear to have a global search function on the database but searches only within fields. Worse, it will not search a field of static text. In spite of all the pretty graphics, a database which cannot do a global search is of little use when you work with large files. I have read the spots off the manual and tried every trick I know of but no joy. Before I consign AWGS to the dustbin, is there any way it can be persuaded to do a global search similar to the beautifully easy 'Open Apple F' function of AppleWorks 3.0?

I have also read your comments about word processors with interest. Have you ever seen a word processor known as *Fulltext.Pro.80*? It is a locally written word processor which I believe to be the best ever written for the Apple II family. It is WYSIWYG, very fast, with some graphic capabilities (eg inserts and borders), beautifully easy formatting and bulleting features, a dictionary and just about any other feature you could wish for in a basic word processor. My work requires me to be familiar with a large range of word processors for Apples, IBM's, Commodores, BBC's, etc and *Fulltext.Pro.80* outclasses them all for ease of use and power. The price is also ridiculously cheap. Its only weaknesses are no thesaurus and no additional fonts other than extended and jumbo. It has become the standard Apple II and Apple IIgs word processor for New Zealand. No I don't have any shares in the company or any pecuniary axe to grind. You can get one from *Spacific Software*, Box 8035, Dunedin, New Zealand.

It is so convenient to use that in spite of having access to AppleWorksGS and AppleWorks 3.0 with *TimeOut* applications, I still find it easier to type everything into *Fulltext*, do an unformatted save, and then import it into *TimeOut Superfonts* for final printing when I want something better than draft quality.

C.A. Wright
Christchurch, N.Z.

All we can come up with is to copy the database file to the word processer, then use the find command to do the search. Does anyone else out there have any tricks for solving this problem?

*We haven't seen **Fulltext.Pro.80** here in the United States. I wrote to the company shortly after receiving your letter but haven't received a reply as yet. I would think that many users would be interested in giving it a try.—edr*

Driving Miss Daisy

I have an Apple IIe with an Apple 3.5 floppy disk drive interface card and an Apple 3.5 Unidisk drive with an additional 19 pin socket on the back. Can the AMR drive be daisy-chained to the Apple drive or must I have the Laser 3.5 controller?

J.W. Faulkner
Hornsby, N.S.W.

Okay, here's the rap...
Apple's UniDisk 3.5 controller for the IIe won't work with anything but the UniDisk 3.5. The same controller is built-into the IIc.

*On the other hand, the current versions of the **Laser Universal Disk Controller** won't work with the UniDisk 3.5. (This has been true for a few years.)*

*Therefore, you have a no-win scenario. Both drives won't work on the same controller, so they can't be daisy-chained on a IIe. You're in a better situation than a IIc owner, however, because if you have a free slot you can use two controllers. IIc owners can't use any 3.5 except the UniDisk. (The IIc **Plus** and IIgs internal disk ports can mix UniDisk 3.5 and Apple 3.5 types of drives.)—DJD*

(Word)perfect processing

We currently use *Wordperfect* for the Apple IIgs but as we upgrade to the current operating system on our hard drive, *Wordperfect* seems to develop problems in pull-down menus, keyboard input, and cut and paste functions. *Wordperfect* doesn't seem interested in upgrading to GS/OS compatibility. Can you recommend a word processor that has comparable features and supports the latest GS/OS?

W.A. MacDonald
Bakersfield, Calif.

*We aren't aware of such a creature. It would be nice if **WordPerfect** would add the enhancements, or Claris would enhance AppleWorks GS (especially since there hasn't been a revision since 5.0.x was released) to add some of the desired features.—DJD*

Taming a turbo mouse

I am hoping that somebody may be able to inform me of a modification to make my *Kensington Turbo Mouse Plus* work with my Apple IIc. I have been unable to get answers from either the manufacturer or the mail order company it was purchased from.

As supplied, the cursor drifts right and down until it drops out of the bottom right-hand corner of the screen, with no control being exercied by the trackball. I have wondered if all that is needed is to modify the connecting cable to make the device suitable for a IIc but I suppose that such a simple solution would be wishful thinking.

If there is a solution that is economically feasible, I would be grateful to know if it. If I understand correctly, the device cannot even be used on my Apple IIgs because of the connector.

Peter Schaper
Katherine, NT

*We opened a **Kensington** trackball we happened to have here and there are no adjustments to do what you ask. If someone out there has a suggestion, we'd be happy to hear it.—DJD*

Frankly fonts

Is there a full "ImageWriter II font set" available? I would like to be able to use these fonts in different sizes and styles.

Tom Galway
Madison, Wis.

Are you saying that you use IIgs-style programs and want a font in various sizes and styles that looks like the ImageWriter II font set? Or do you use standard character-based software but would like to use italics and bigger letters?

The ImageWriter (I or II) has no self-contained fonts except the character-based fonts included in the printer. These can be printed in bold and in a variety of widths from 5 to 17 characters per inch. The ImageWriter can also accept downloaded fonts of the same height as those built into the printer (a program that provides this support is ***Beagle Bros's Power Print****).*

Be aware that these "downloaded" fonts are extremely limited, which is probably why most users have opted to use programs like ***Time-Out SuperFonts, Publish-It!,*** *or the IIgs Print Manager, all of which use the graphics mode of the printer to generate widely varying font styles. We do have a collection of IIgs fonts which will work with these programs, but they aren't "ImageWriter fonts" per se.—DJD*

Developing aspirations

I am a high school science teacher who has been writing programs which I think may be useful to other teachers, and some of those other teachers who have seen the programs even agree with me. So, I intend to sell them, an in order to keep them inexpensive and more in tune with the put-it-all-together-in-the-garage-Old Apple (not the IBM-clone New Apple Co.), I will be distributing them myself.

Here's where you come in: I was wondering if you could recommend a good supplier of any or all of the following items: disks (both 5.25 and 3.5); labels for disks; plastic (or other) bags to put the disks and documentation in; and mailing envelopes suitable for mailing disks. Also, I need a program to print disk labels, and perhaps you can recommend one of those, too. And any other advice you have for someone making a small start in the software business would be gratefully received.

Apple II forever department: My school recently bought a laser disc player a Mac to control it, and a chemistry disc which didn't have any software with it. I will be working on writing something for the Mac once the laser disc toolkit for the Mac comes from APDA, but in the meantime I demonstrated to the other teachers how *HyperStudio* can run the laser disc without all the extra fuss. Meanwhile, on my own Apple IIgs, on one *Prosel* screen I have both the first long Applesoft program I wrote 10 years ago for my II-Plus (it averages my grades), and the most up-to-date- medium in *HyperStudio*, both accessible with a touch of a button on the same machine; the Apple IIgs is a really great bridge machine as the computer evolves. Thanks for your continuing support of the Apple II.

Martin F. Schmidt, Jr.
Finksburg, MD

We order supplies a few thousand at a time, so we may not have a decent answer for you. Here're the addresses of a few companies you might want to contact:

Viking Products*, 11777 Central Pway, P.O. Box 19085, Jacksonville, Fla. 32245-9085, 800-421-1222*

Chiswick Trading Company*, 33 Union Avenue, Sudbury, Ma. 01776-2246, 800-225-8708*

Moore Business Products*, P.O. Box 5000, Vernon Hills, Ill. 60061, 800-323-6230.*

Another good source for information is microcomputer pioneer Don Lancaster's ***Ask the Guru*** *books. Don tends to be primarily a PostScript hound these days, but his emphasis is self-publishing and the Guru volumes contain many tips on packaging, presentation, etc. His* ***The Incredible Secret Money Machine*** *is indispensible for the entrepreneur. You can reach Don through his company,* ***Synergetics*** *(P.O. Box 809, Thatcher, AZ 85552, 602-428-4073) or through the PostScript RT on GEnie (keyword PSRT).*

It turns out that running the "commercial" laserdisc players (those like the Pioneer VP-2200 or VP-4200 with a serial interface) from HyperCard IIgs is also pretty easy using the slot access XCMDs. Here's an example:

```
on returnInField
  put slotOpen(2) into slotID
  slotWrite slotID, me & return
  put "Waiting..." into bg field "returnCode"
  put slotRead(slotID, 10, 13) into bg field "returnCode"
  slotClose slotID
  tabKey
end returnInField
```

This is obviously bare-bones and leaves the work of implementing a complete control interface to you. HyperCard IIgs v.1.1 (due within a few months) will include a new Media Control stack that will have "cut and paste" buttons and scripts available for adding (as well as other things) video control to your stacks.

HyperStudio, of course, incorporates an integral "control window" that pops up when you select "Add a video..." for a button.

In search of....

I am in search of aid regarding a product called *Softweigh* that was manufactured and sold by *Microsystems Research Corporation* of Cranbury, N.J. *Softweigh* is a card for the Apple II that allows a *Mettler* balance to be interfaced to the computer.

The company has gone out of business and I am left without support for the 4 cards that I have. Does anyone out there have knowledge of this product and could repair it? Or would anyone be willing to sell theirs?

J. Joel Sieh
Cortland, Minn.

Bug bytes

Has anyone come up with a fix for a bug which appears to exist in AppleWorks 3.0 where use of tab's along with full justification sometimes plays havoc with the formatting? At best, the first line is displaced a couple of spaces to the right, at worst, parts of the line are moved to the next line and the like.

A colleague who operates a IIe has a problem switching from 40- to 80-column operation while in Applesoft. Once 80-column mode is activated, DOS commands of the form PRINT CHR$ (4) "xxx" have no effect and DOS can only be reconnected by resetting the machine. I'm sure there is a simple fix, but I cannot find it in any of the manuals we have available.

David Steele
Thurso, Caithness
Scotland

It's not quite clear to us how you mix tabs with full justification, other than perhaps to indent at the beginning of a paragraph. If you're making a table with tabs, you should have a return at the end of each line, which, from a formatting standpoint, creates left-justification rather than full justification.

Therefore, one possiblity might be to turn full justification off right before your table and turn it back on afterwards.

If that doesn't solve your problem, your next step should be to procure and apply ***Beagle Bros's AppleWorks Patcher v1.61****. It's available from Beagle Buddies and also from many freeware sources. After that, about all you can do is document the bug and report it to Claris in the hope it can be fixed in a future revision. (If someone out there knows a patch, let us know.)*

If you are activating the 80-column card from within an Applesoft program where you have booted from a disk, you must issue the command as a disk command, along the lines of:

```
10 PRINT CHR$(4);"PR#3": REM you need that control-D
```

Otherwise, you'll cut the disk operating system out of the chain of command and disk commands won't work. (Normal Applesoft manuals may not tell you this, but ones involving disk commands like ***BASIC Programming with ProDOS*** *or* ***ProDOS Inside and Out*** *do.)—DJD*

A2-Central™

[redacted]

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The full text of each issue of ***A2-Central*** is available on 3.5 disks, along with a selection of the best new public domain and shareware files and programs, for $90 a year (newsletter and disk combined). Single disks are $10.

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