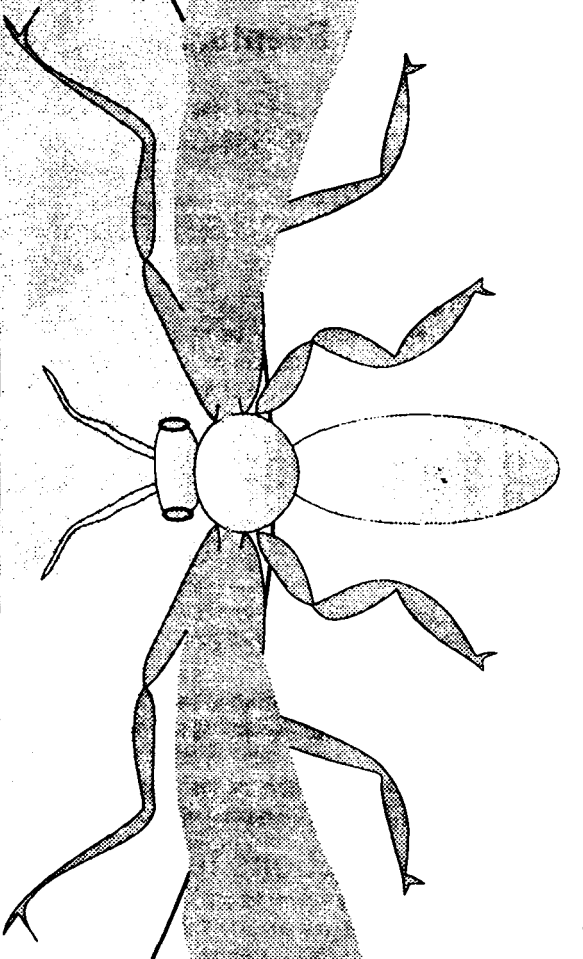
October 1989 Edition

Apple Bug

the newsletter of Apple-Q Inc.



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P.O. BOX 721, SOUTH BRISBANE, QUEENSLAND 4101

$1.50

THE BRISBANE APPLE USERS' GROUP

Apple-Q Inc. Information Page

This Month...

General Meeting	Committee Meeting
Sunday 15th October 1989	Monday 16th October 1989
Hours: 11.00 am to 4.30 pm	**Starts:** 7.00 pm

Next Month...

General Meeting	Committee Meeting
Sunday 19th November 1989	Monday 20th November '89
Hours: 11.00 am to 4.30 pm	**Starts:** 7.00 pm

All meetings are held at: **Hooper Education Centre, Kuran Street, Wavell Heights**

Coming Events...

October:

This is our Annual General Meeting. We will also have **Todd** from **Computer City** for a demonstration.

November:

Tony Truscott will be giving us a demonstration of **Music on his Mac II**.

February:

Apple-Q Auction will be held. So check you house for anything (computer related) you would like to sell. More details will appear in later editions of Apple-Bug.

Membership Fees

Joining Fee:

Adults: $10.00 (add to Membership Fee when first joining)
Students: $5.00 (under 21 years & on production of Student Card)

Annual Subscriptions:

Adults/Students:	$25.00
Corporate Membership:	$50.00
Associate Membership:	$10.00 (BBS only)

At the discretion of the Executive Committee

Contributions to Apple-Bug

We are always looking for articles for publication in Apple-Bug. You can send your article to **The Editor, P.O. Box 6375, Gold Coast Mail Centre, Qld. 4217** or hand it to a Committee Member during the General Meeting. If possible, send the article on disk. The disk will either be posted back to you or handed to you at the next meeting. The deadline is the Committee Meeting following the General Meeting. Disk contributions can be accepted on:

Apple II - Dos 3.3, CP/M, Apple Pascal & Prodos Text files. Also Appleworks and Zardax files.

Mac - Text file on a 400K disk (also MacPaint pictures).

Executive Committee

Vince Crosdale	President	(07) 351-3090
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Bob Godbehere	Secretary	(07) 808-3892
Bernie Benson	Treasurer	(07) 345-1545
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Bulletin Board - Apple-Q Inc. BBS

On-line:	24 hours a day
Telephone:	(07) 851-1711 (Bulletin Board)
	(07) 351-3090 (Voice)
Baud Rates:	300, 1200/75, 1200 & 2400 (CCITT & BELL)
Data Specs:	8 Data bits, 1 Stop bit, No Parity, Full Duplex
Sysops:	Vince Crosdale, Graham Black

Copying Fees

Apple-Q Inc. has a wide selection of Public Domain, Shareware and Demonstration software available to members. We charge a copying fee so the group can obtain more software to expand the library. The copying fee for 5.25 inch disks is 50 cents a side with a minimum charge of $2.00. For the 3.5 inch disks, the fee is $3.00 per disk. See the Software Librarian at the next Meeting for a catalogue. Also see the "Disk of the Month" section for more great Public Domain software. On the inside back page you will find a software order form. This form can be filled out if you wish to order by mail or you can order and pick it up at the meeting. For mail orders, remember to add $2.00 for postage and packaging.

More Info...

- The copying of Commercially produced software is not sanctioned by Apple-Q Inc. and members who do so risk expulsion from the group.
- Application for membership or Renewal of membership and all other mail, should be sent to **Apple-Q Inc., P.O. Box 721, South Brisbane, Queensland 4101**. Articles for Apple-Bug can be sent to **Editor, P.O. Box 6375, Gold Coast Mail Centre, Bundall, Queensland 4217**.
- No one is allowed behind the Trading Table counter except the Committee members and anyone appointed to work at the Trading Table.

Advertising

Free	to all Financial Members
$18.00	per Half Page
$30.00	per Full Page

This newsletter was formatted using AppleWorks GS and the orginal copy was printed using a LaserWriter IINTX.

Editorial

by Dale Rodgie

This month we celebrate Apple-Q's 8th Birthday. Also we have the Annual General Meeting. We will be electing the committee to manage the group for the next 12 months. And as with all AGM's, apple pie, apple cider and ice cream cake (with an apple logo of course) are on the menu. I would like to thank Robert Sunners for the demostration of AutoCAD d KarelCAD last month.

Postal Address

If you are sending in a Renewal or Application for Membership, please send it to **Apple-Q Inc., P.O. Box 721, South Brisbane, Queensland 4101** and not the dcliffe address. Articles for the Editor can still be sent to **Editor, P.O. Box 6375, Gold Coast Mail Centre, Bundall, Queensland 4217.**

October Demostration

Todd, from Computer City, will be giving us a look at some of the new products available at Computer City. So join us on Sunday 15th October for an insight into "what's new for the Apple II" (and Mac of course).

10% Discount

Apple-Q members are entitled to a 10% discount at:

Computer City	(07) 395-6722
600 Wynnum Road, Morningside	
Computer Orchard	(07) 832-6166
Astor Terrace, Spring Hill	
B.C.F. Bookstore	(07) 229-5393
107 Elizabeth Street, Brisbane	

At the Trading Table

We have some more bargins this month at the Trading Table.

MQ-800 or MX-80 Ribbons (reduced to)	$12.00
ImageWriter Ribbons	$11.00
Workshop in Applesoft Programming (Vol 1)	$20.00
Workshop in Applesoft Programming (Vol 2)	$20.00
Basic Programming - Do It Yourself	$20.00

Apple News

Laptop Mac

Apple Computer has released a new Macintosh in the States. It is the Laptop Macintosh. This new member of the Mac family weighs 13 pounds which is the heaviest Laptop on the market. The price is $6000.00 (U.S.), which makes it the dearest Laptop on the U.S. market.

p Chip for GS on the Way

Help is on the way for GS owners who have been bemoaning the slow speed but are reluctant to part with $399 (U.S.) for the price of Applied Engineering's TransWarp Accelerator. Zip Technology has announced plants to produce a speedup board for the GS, somewhere in the neighborhood of 8 megahertz. The GS now runs at 2.8 Mhz, and AE's accelerator is rated at 7 Mhz. Zip claims that the board uses extremely low power, and lets the user select the speed for each peripheral slot, and can be enabled directly from the keyboard. No price has as yet been announced, but if they want to be competitive it will have to be under AE's $399 (U.S.) price tag.

Zip Technology is also coming out with a 8 Mhz model for the IIc and IIe. Bits and Pieces Technology, the manufacturer of the 5 Mhz RocketChip, has announced the RocketChip II, a 10 Mhz version of their popular accelerator chip for the Apple II, II+, IIe and IIc.) (Reprinted from SIGNAL, the Honolulu Apple Users' Society newsletter)

Disk of the Month

This is the biggest month ever for Disk of the Month. So big, it could be named Library of the Month. This month we have eleven Disks of the Month. On the Apple II side of the fence we have ArkoCAD. ArkoCAD is a CAD program used in schools to teach the basics of Computer Aided Design. Next is the Appleworks Templates disk. On this disk is a number of Appleworks templates for home and business and also a good Appleworks life saver. The last of the Apple II disks is a Publish It! Utilities/Templates disk. It contains some Publish It! templates, a Font Editor, Font Converter and a heap of fonts to use with Publish It!

On the other side of the fence are another eight GS disks. Firstly, it's the GS Games disk 2. This disk contains three more GS games on a bootable disk. Mines of Moria is another

game available this month. It is a text adventure game and also comes on a bootable disk. The last six disks are Digitized Sound disks. These disks cover a range of sampled sounds to play on your GS. A program called Noise appears on each disk. Click on it to play all the sound on the disk.

You can order these disks or any of the previous Disk's of the Month by ordering at the General Meeting or use the Software Library Order Form in this issue. You can also use the form to pre-order the disks and pick them up at the meeting - no waiting! Also other public domain disks and the Eamon Games Disks can be ordered using the order form. The prices for the Disk of the Month are:

	with disk	without disk
5.25 inch	$5.00	$4.00
3.5 inch	$8.00	$5.00

Let's have a look at this months offerings:

AkroCAD (2 disk set for $8.00)

AkroCAD is a Computer Aided Design program. AkroCAD was written to introduce the vocabulary and mechanics, found in most CAD systems, using a relatively small computer. A commercial CAD system, one usable to industry, is beyond the financial reach of many schools and individuals seeking an exposure to the modern design field. An actual drawing system does require, however, the use of a specific set of equipment. This system can be used on a standard Apple IIe or IIc computer with one disk drive. Many have purchased just such a system to use BASIC programming, word processing, spreadsheets, computer games, or one of the other many useful programs written for the computer user. The AkroCAD diskette and this text is all that is needed, along with the computer, to learn the basic concepts of CAD.

Appleworks Templates

ADB.Fixer - The Data Base Repair Kit will help you recover damaged Appleworks data base files. Instructions are included and a sample damaged data base is included to learn how to use the program. A must if you have large data base files.

Templates:

Amort.Netro.IV	Amort.Netro.V
Pr.Collections	Calculator
Pr.Profit.Loss	Amortization.AW
Wkly.Exp.Acct.	SS.Parts
Stock	Exp.Template
Cash.Pay	Cash.Rec
Check.Form	Credit.C..Rates
Credit.Cards	Day.to.Day
Depr..3	Deprec.
FirstAmerica.II	General.1
Info.Acct.Templ	Invoice.Templat
Payroll	PortfolioRecord
Purchases	Sales.1
Staff.Records	Chck.Frm.W.Stub
Util.1985	Wages.II
Breakeven	Business.Card

Publish It.Utilities/Templates

Templates:

About.this.disk	Hint.no.scroll
Ex.sleeve	Clipart.vol.01

Utilities:

Font.Scanner - This program scans all the fonts on the disk and displays the font information on the screen.

Font.Editor - The 8-Bit IIgs Font Editor is sophisticated and powerful. It is designed to let you create and edit fonts (called Apple IIgs fonts) for use with Apple IIgs applicatic and SuperFonts. It requires an enhanced Apple IIe or later and fonts produced using this program can be modified for Publish It! with Change Font Filetype.

Change Font Filetype - Macintosh/IIgs printing font types are FON or $C8 in hexadecimal form. While they work well with TIMEOUT SuperFonts within Appleworks 2.0 on IIe/IIc and with many IIgs type word processing and graphics programs, they are not accepted by Publish It!. This is because its font types are IMG or $F7, and it error-traps any others out. The $F7 fonts do work with Superfonts, however. This program changes the file type from $C8 to $F7 so the fonts can be used with Publish It!. All the fonts on this disk have a file type of $C8. Convert them before using them in Publish It!

Fonts:

Art.Deco	Bocklin
BostonII	Chicago
Finita	White.Shadow

Digitized Sounds - Sound.Effects.1

Noize.S16 - Noize is a slide show for sound files. It wi play in succession, every sound file in the same folder where the program NOIZE is located. To use it, simply place a copy of NOIZE in your sound file folder and launch it. It appears on all the Digitized Sound disks and all you have to do is click on Noize to play all the sounds on the disk. Some longer sour may require 1 meg. or more of memory.

Sound Files:

Applause.1	Applause.2
Ayaaaah	Beam.down
Big.ben	Bling
Boing	Boings.etc
Boom	Boom.ooo
Brook.Rpt	Clink.Klank
Cowbell	Crash.Cymbal
Door.Bell	Eject.Bleugh
Glass.Break	Grossness
Laugh	Nanana.of
Scream	Whoops
Woob.woob	

Digitized Sounds - Theme.songs.1

Addams	Batman
Beverly.Hills	Flintstones

Superman
Noize.S16
Pink.Panther

Digitized Sounds - Theme.Songs.2

Theme Songs:

Looney.Tunes.1
Looney.Tunes.2
Twilight.Zone.1
Twilight.Zone.2

Animals:

Dogs
Elephant
Lion
Mgm.Lion
Monkey
Parrot
Small.Dog
Noize.S16

Digitized Sounds - Music.Sounds

Bugle
Coke.is.it
Drama.Music.1
Drama.Music.2
Electric.Harp
Funky.Bells
Guitar.Music
Hallelujah
Korg
Road.to.Nowhere
Scale.High
Stair.Bonk
Noize.S16

Digitized Sounds - Phrases.1

Cartoon.Voices
Dasdafac.Jack
Peewee.Know
Peewee.Make
Peewee.Ment
Rude
Seniorita.Span
Space.Shuttle
Try.to.Think
Vulcan.Mind
Wipeout.1
Wipeout.2
Noize.S16

Digitized Sounds - Phrases.2

Curly
Dont.Worry
Duz.Not.Compute
Freeze
Game
Game.Over
Guy.Rice.Voice
Hello.Computer
Hi.There
Human.Error
I'll.be.Back
Joke
Marvin
Mmmax.Headroom
Ni
Operational
Pass
Passport.Span
Pile
Pod.Bay.Doors
Noize.S16

GS Games Disk.2

As the Link Turns - *"Its 20 minutes into the future. The Apple II world is in chaos, with rumors of a new GS flying every .000013 seconds. Apple has done nothing to quell these rumors, it merely bloats its banks with Macintosh sales. Some people decided to take a stand on AppleLink - The Personal Edition, and a omniscient being seiged the area. Their lives are in your hands. Save them, save the Apple II..."* THat is the message that greets you as you read the documentation. **As the Link Turns** is the most sophisticated, graphics oriented, public domain program for the Apple IIgs. If you ever wanted to shoot a Mac but could not afford it, well heres your chance.

Solitaire - This is the GS version of the card game. It is a great game and I warn you that you can get addicted to it. The game works best if you copy it to a system disk or have the system disk online when you launch it.

GS Backgammon - Another popular board game for your GS. This version (1.1) has a better computer opponent. Online help is available from the "Game" menu. This help instructs you in how to play this version. If you do not know how to play Backgammon, consult the manual.

Mines of Moria

The game of MORIA is a single player dungeon simulation. A player may choose from a number of races and classes when creating their character, and then 'run' that character over a period of days, weeks, even months; attempting to win the game by defeating the Balrog which lurks in the deeper levels.

The player will begin his adventure on the town level where he may acquire supplies, weapons, armor, and magical devices by bartering with various shop owners. After preparing for his adventure, the player can descend into the dungeons of MORIA where fantastic adventures await his coming! Mines of Moria is a text adventure game and requires at least 1 megabyte to play.

Pascal - The Case of the Blown Disk

by Jim Wrenholt

I've been spending my spare time lately learning my way around the Pascal system on my Apple. After reading through an introductory book on the subject, I thought myself ready to study some actual Pascal programs. Well, after five minutes of fiddling around I succeeded only in obliterating my disk's directory. I still don't know what magical set of keystrokes causes the disaster.

Being a veteran of such DOS catastrophies, my first thought was to get out my Disk ZAP and fix the disk. Pascal lives on the disk in 16 sector format so that my ZAP (track/sector read/write routine) is capable of reading it. After spending a little time looking, I became convinced that my program's textfiles were still intact and that only the directory was messed up.

Now to rebuild the directory. First I needed to discover the layout of the directory. Pascal is not DOS and the Pascal

referance manuals are not as complete as the DOS manuel either. So scrounging through my old magazines, I turned up an article in CALL APPLE from March/April 1981 that showed how the directory is formatted on the disk.

All that is needed is a name and the beginning and ending block number. Pascal numbers are stored in consecutive blocks so there is no track/sector list to locate. But since Disk ZAP deals in tracks and sectors the real challenge became to discover how the block numbers are mapped onto the track/sectors. The results of my sleuthing are shown in the following table.

BLOCK #	FIRST TRACK/SECTOR	SECOND TRACK/SECTOR
x0	y/O	y/E
x1	y/D	y/C
x2	y/B	y/A
x3	y/9	y/8
x4	y/7	y/6
x5	y/5	y/4
x6	y/3	y/2
x7	y/1	y/F
x8	z/O	z/E
x9	z/D	z/C
xA	z/B	z/A
xB	z/9	z/8
xC	z/7	z/6
xD	z/5	z/4
xE	z/3	z/2
xF	z/1	z/F

Where y = 2 * x and z = 2 * x + 1

It turns out that this block number to track/sector mapping is rather twisted. Remember that it takes two sectors for one block.

To convert from block number to track/sector you must think in hex, or at least convert. For instance, to find block number $53 on the disk, find X3 in the first column. Then X is $5 in our case. Now double X to get Y, Y = 2 * X = 2 * $5 = $A. Finally, the next two columns give the track/sector pair, Y/9 and Y/8. In our example Y = $A, so sectors 9 and 8 on track $A are the desired locations.

As another example, let's locate block $3C. First, locate XC in the first column. Using the formula, X = 2 * 3 +1 = 7 so the block is found on sectors 7 and 6 of track 7.

To go the other way you must decide if the track is even or odd. If the track is even, use the top half of the chart; if odd, use the bottom half.

For an example of this, let's find the block corresponding to track/sector $OC/$OF. First $OC is an even number so use the top half of the table. Next X = $OC/2 = $6. Locating Y/F in the top half and moving over to the first column shows that track/sector $OC/$OF is the second half of block number $67.

There is just one more thing to be remembered. When you find the start of your actual text on the disk you need to back up 2 blocks to leave room for the header which is at the start of all text files. For more information see the Apple Pascal Reference Manual 3.2.1. The Format of Text Files.

Now to rebuild the directory. First make a backup of your disk. I use COPYA from the DOS System Master for this. Of course, if I would have backed up in the very beginning I would not have had to go through all of this, but that's hindsight. Any direction modification of sectors is considered dangerous so we need to back up now for sure.

The Pascal disk directory is divided into entries that are 26 (decimal) bytes long. The first 26 bytes are for the disk volume name. Each subsequent group of 26 bytes is for an individual file. The directory starts on track $O, sector $B and extends downward. There is room for up to 77 file names.

The First 26 Bytes

Byte	Description
1,0	start of directory
3,2	end of directory blocknumber
5,4	always zero
6	length of disk volume name
7-13	disk volume name string
15,14	number of blocks on disk
17,16	entries in the directory
19,18	always zero
21,20	current date
23,22	always zero
25,26	always zero

Individual Files

Byte	Description
1,0	block start number
3,2	block end number
5,4	file type: 2=code, 3=text, 5=data
6	length of file name
7-21	filename string
23,22	number of bytes in last block
25,24	file date

As an example, I have included a sector dump of my Apple 1 diskette. Notice, as usual, the low order byte is first. Also the ending block number is really the beginning of the next file or one block past the actual end of the text file.

Let's look at the initial 26 bytes first. The start of the directory is 0000, or block zero. The end of the directory is 0600, or block six. Next we find two bytes of filler, 00 00. Now 06 is the length of the volume name. The volume name itself appears as shown below.

```
41 50 50 4C 45 31
A  P  P  L  E  1
```

Next comes three more filler bytes 00 18 01, followed by a 0A00 which shows that there are 10 file entries in my current directory. Two more bytes of filler, 00 00 are followed by the

current date in Pascal format, 2C A5. The next four bytes are again filler.

The first individual file is my SYSTEM.APPLE is broken down like this. The starting block number is six, 06 00. The ending block number is thirty-eight or hex $26, 26 00. The file type is 05 00 which indicates a data file. The length of the data file is twelve, $0C. The file name string is:

```
53 59 53 54 45 4D 2E 41 50 50 4C 45
S  Y  S  T  E  M  .  A  P  P  L  E
```

There are a remaining three bytes of filler 00 24 67. The aximum length for a file name is fifteen bytes. The number of bytes in the last block is 00 02, which says all the bytes in the last block are used. Remember 00 02 is low order byte first, so it stands for 2 * 256 = 512 bytes which is a full block. This was the case for all the text files I have dealt with. Finally there are two bytes for the file date, 9B A0.

These examples will serve as an entrance into the understanding of how Pascal formats information in track/sector blocks. Back up your disks and you will need not to use this information in desperation.

EDITOR: Reprinted from The Scarlett Letter, published by the Big Apple User Group.

Appleworks Tips

by Peter J. Paul

Three Patches in one

This tip may save you time and/or keystrokes when first starting up AppleWorks 2.0 (only). The entire program is designed for those that run Appleworks from a mass storage device (i.e. a UNIDISK or Hard Drive), that own a clock card, and have a ram card (that AppleWorks normally loads into). If your situation does not match all 3 or the criteria, you may just omit the section(s) of your choice.

```
10  REM FOR APPLEWORKS 2.0 USERS
50  TEXT:HOME:VTAB 10:D$ = CHR$(4):F$ =
  "Aplworks.system"
60  PRINT D$;"BLOAD";F$;",A$2000,TSYS"
70  IF PEEK (8250) < > 57 THEN PRINT
  "Version 2.0 Only":END
80  PRINT "Patching AppleWorks"
100 REM *** NO Space bar to continue (if
  mass storage) ***
110 POKE 14468,44
120 POKE 14148,208
200 REM *** NO Return for date (if clock
  card) ***
210 POKE 14149,19
300 REM *** NO ramdisk preload (if ram
  card installed) ***
310 FOR ADR = 13271 TO 13273
320 :POKE ADR,234
330 NEXT
500 PRINT D$;"BSAVE";F$;",A$2000,TSYS"
```

NOTE: The above program is designed to be run from the same volume or subdirectory that contains the file APLWORKS.SYSTEM.

Printing Info

When printing wide documents with anything other than an Apple interface card or printing in each piece of data into a chunk of 32 bytes whereas ProDOS stores chunks of 20 bytes. AppleWorks (unlike we humans) finds it easier to multiply by 32 than by 20.

The Open Apple-' Command

In a database (under multiple record only) the OPEN APPLE ' (ditto) may be used to copy the data from the field directly above it. If you will be using this method of duplicating data, you will find that it is much more convenient to change the layout rules (OPEN APPLE L) to #2-right (vs. the #1 choice of Down {Standard}).

Initialize your Interface Card

When printing wide documents with anything other than an Apple interface card or printing in smaller print (i.e. 17 CPI), use the table below as a guide when you "Specify information about your printer"

Card	Code
Apple Parallel and Super Serial	Control-I 80N
Apple Centronix Parallel	Control-I 255N
Grappler+	Control-I 0N
Microtek RV-611C	Control-I 255N
Pkaso	Control-I 0N
MPC AP Graph and GraphWriter	Control-I 255N

Patch to allow CONTROL-@ Printer Code

One problem with AppleWorks 2.0 (versus prior versions) is that you are not able to enter a CONTROL-@ character under custom printer. Many printers (particularly the EPSON models) make extensive use of CONTROL-@. Here is a patch to fix that:

```
10 D$ = CHR$(4)
20 PRINT D$;"BLOAD/APPLEWORKS/
```

```
   APLWORKS.SYSTEM,A$2000,T$FF":REM or use
   appropriate pathname
30 IF PEEK (13055) <> 46 THEN END:REM read
   version number from screen
40 POKE 13057,112:REM append 'p' to
   version number
50 POKE 11760,242:REM fix for CONTROL-@
60 PRINT D$;"BSAVE/APPLEWORKS/
   APLWORKS.SYSTEM,A$2000,L8531,T$FF"
```

Note that although this patch works with AppleWorks off-the-shelf, other 3rd party enhancements may not let you use the CONTROL-@ code.

Saving Data Base Files

A fault within AppleWorks can turn into a real life-saver. The fault is that when you specify that you wish to move an existing ProDOS Text file into the word processor (to create a new AWP file), AppleWorks does not really check to see that the file type is indeed a TXT file.

As an example of how you may use this knowledge, lets assume that you have a data-base file (ADB) and that it has somehow developed a 'bug' that prohibits your viewing of certain records. You will be able to have this file read into the AppleWorks Word Processor section as an ASCII TXT file, even though it is an ADB file. Once it is on the desktop as a newly created AWP you can read the various portions you could not access when it was an ADB file.

Printing as a Text File

Depending upon your wants/needs you may prefer AppleWorks V1.3 to V2.0. When printing an ASCII text file to disk (an option in both versions), Version 1.3 sends a constant stream of ASCII characters to disk, while Version 2.0 places a carriage return at the end of each line. If you intend to upload an ASCII text file (to a BBS for example) and this BBS is capable of dealing with line lengths of any length, you might choose to pre-write the text with V1.3. On the other hand, if you must deal with lines of a specific length, you could set your margins within AppleWorks V2.0 (using LM and RM), and then print the ASCII text file to disk.

Printing more then 511 pages

Appleworks has a limit of 511 page numbers but for the that require greater numbers (for invoices, novels, etc.) there's a trick! Of course the first 512 pages are easy. The next ones are tricky. You should segment the file in about 500 page blocks.I would suggest stopping at page 500 only to make things easier to figure. Move the '^' (Print Page No.) to the right one space and put a '5' in the space where the '^' w Use the OA-O to restart the page number to 0. Print 100 pages, then change the '5' to a '6', and repeat the procedure. When you get to 1000, move the '^' back to the original space and put a '1' to the left. Then you are good for another 500 pages.

EDITOR: This article was downloaded from a BBS, from the States, called Cider. One of this months Disks of the Month has a Appleworks Data Base recovery program that may be more helpful than the meathod described above.

Jasmine Hard Disk Review

by Brian Symons

The Jasmine DirectDrive 70 is a light grey (almost the platinum IIGS colour) unit 244 wide x 268 deep x 62 high and weighs about 2kg. The front left hand top corner has the blue jasmine symbol and the words DirectDrive 70 and, in smaller type, by Jasmine. The front right hand top corner has a groove recessing a small clear plastic molding with a LED behind it. This is green when the drive is on and red when it is accessing data. The drive itself is supposed to be a 26 or 28 mS unit.

The rear panel has the ON/OFF switch, fuse holder, the usual IEC inlet for the detachable power cord, a couple of backing plates, where US power outlets go, SCSI Device number switch and two SCSI ports. The SCSI device number which is easy to use with two buttons, one increases the number the other decreases it. There is a small hatch under the drive which gives access to the resistor pack which is the in built SCSI terminator. The unit also has access underneath to the filter for the built in fan. The fan is reasonably quiet, but not the quietest I've come across. The manual states that t' noise is due to the fan having ball bearings for longer life. It also states that the SCSI connectors have thicker than usual Gold plating. The drive is self parking which means that all you have to worry about is turning it on and off.

The unit comes well packed in foam complete with SCSI lead, power lead, three manuals and two 3.5" disks of Macintosh utilities. The manuals are:

- Owners guide for setting up,
- Hard disk encyclopedia (which is more in depth),
- Software manual.

The drive is aimed at the Macintosh market and the manuals only cover operation on a Mac and the Laserwriter. Jasmine also produce a SCSI card for the IIGS but I used an Apple SCSI card.

By reading the Jasmine owners guide, Apple SCSI card

and GS/OS System tools Manuals, I had no trouble setting the drive up. Although the Jasmine manuals are for the Mac, it is fairly easy to work out what is also applicable to the IIGS. The drive was first tried on a Mac and worked well and the Mac utilities seem quite good.

If you are setting up a hard drive for the first time, use the GS/OS partitioning (ignore the SCSI utilities) but remember to place any ProDOS 8 programs in the first two partitions only, otherwise ProDOS 8 cannot find them. It can only access two partitions unless the SCSI card is in slot 5.

I have only had the drive in use for a month now but I have found no problems with its operation. It is a real delight to just turn on the hard drive and just go to work. The drive takes about 20 seconds to do self diagnostics and come up to speed but that is the only delay. Once loaded, programs requiring disk access really fly. Already I have turned from seeing it as a luxury to a necessity.

EDITOR: Reprinted from the Australian GS User's Assocation NewsDisk - March/April 1989

Macintosh Mumblings

by John Finch

New Public Domain Disks

The club recently ordered some public domain disks directly from the States, some of which were for the Mac. I have not had the chance of sorting it out and testing it fully yet (made time to check it for viruses though, and give them a clean bill of heath). I will try to give a review of the more interesting items in a later issue, but as a preview to get you interested I found:

Dynasty - a graphics plus text adventure game. You type in commands to move North, South etc, pick up objects, and so on in your search for Dur - the evil one. What happens remains a mystery to me, I have not yet got over the first hurdle!

There is a small collection of MacPaint pictures and some startup screens, a few new graphic programs, plus one that can handle GIF and RLE files. An INIT that uses Macintalk to tell you reminders, and a desk accessory marked "**Remember**". Also, for those who hate shopping because they always forget to buy the right things, is a program that generates shopping lists. It looks professional and it might be just the program for me.

The disks also include a few other disk handling utilities that look promising. For more information - watch this space.

Another demo disk is now available, for **FREEHAND**. If you are an artist and need a package for drawing, then this may be the one you are looking for. It is nothing like MacPaint - but then, nor is the price! It is a serious, professional drawing package for those that need the best. If you are wondering, then see the demonstration disk.

GS Control Panel

by Paul Groth

Have you ever wanted to stop people getting into the Control Panel on your GS and changing all your settings when you're not around? Even though there are programs around such as BACK-REST that will restore your control panel setting, you often need to have had saved your settings to disk and then you need to find that disk, but there is another way to stop people entering the control panel. Its just a three line program which when run disables access to the classic desk accessories, including the control panel. It will remain n effect through a Control-Reset but not through a Open-Apple/Control/Reset, so you should install it on all of your startup disks.

```
10 DATA 169,24,143,72,0,225,169,107,143,
   73,0,225,96
20 FOR I=768 TO 780: READ D: POKE I,D:
   NEXT
30 CALL 768
```

The reason that this program works is that at location SE1/0048 in your IIgs there is a jump table to the classic desk accessory interrupt handler. This program above makes the Open-Apple/Control/Escape combination inoperative.

EDITOR: Reprinted from the Townsville Apple User's Group Newsletter - August 1989 edition.

Happy 8th Birthday Apple-Q

Beam us up Scotty
or
The Secrets of Packing and Unpacking Revealed

by John W. Daut

At the last minute, as the Klingons march down the long dark tunnel towards the hiding place, Captain Kirk whips out his communicator, flips it open and gives a quick order.

"Beam us up, Scotty," he whispers.

A beam of light surrounds Captain Kirk and Mr. Spock as they are physically disassembled and disappear from the tunnel, cut through the virgin rock below the surface of the plant. Seconds later they are reassembled, in another beam of light, in the transporter room of the Starship Enterprise.

In a time and place far away, Joe Appletwo casually flips a program called BLU into the disk drive. He uses it to pack his favourite public domain program called Arcade Game by disassembling and compacting it into another form. Then Joe sends the packed version over the Telephone wires, from his computer, to Jack Modem's computer. Jack waits a few minutes while his BLU assembles Arcade Game to its original state. Jack spends the rest of the evening playing Arcade Game.

Hey! Using a packer program and transferring programs from one computer to another is almost like using the transporter on the Starship Enterprise. The problem though, for some users, is trying to learn all those different rules for using packer programs. Sometimes it seems almost as hard as explaining how the transporter worked on the Starship Enterprise.

That is why, after spending a couple of frustrating years learning mostly by trial and error, I decided there is a need for a simple guide -- one that shows, step by step, how the most commonly used Apple // series 'packer' program is used. I have tried to use the latest version, to take advantage of the newest features and because it is readily available free on most BBS's.

In watching Scotty operate the transporter from the Starship Enterprise, we notice that he only has to operate a few controls and the crew is switched from one place to another. Packing or unpacking a computer program is almost that easy, you just have know which control to operate and when. One of the most commonly used packer programs is BLU.

One of the major drawbacks for a beginner, who is trying to learn to use a new program, or any other procedure on the computer, is pride. I would like to point out that contrary to what most new users believe, there is no such thing as a stupid question. There just isn't a question that hasn't been asked or a mistake that hasn't been made, probably most of them by me. So if you have a problem, ask someone, and/or post your question on one of the bulletin boards and you will get help.

There are two final words of warning. First always put a write protect tab on the source disk (the one with the information on it). Otherwise one button accidently pushed at the wrong time can ruin your whole day. Secondly, alwa make a backup copy of your program before you start. It is such a low feeling to read a screen that say "I/O Error," when you try to run your favourite program, after seeing the disk drive run at the wrong time.

This guide was written for a system with two disk drive and will have to be revised by the user to accommodate a drive system.

Definitions of commonly used terms

BSS Bulletin Board System

A computer setup for the specific purpose of being called by and exchanging information with other computers using telephone lines.

Boot

Boot means to start a computer program operating by running the disk drive to load a system

Binary

A system of counting or storing information in a numerical system using only ones and zeros.

DOS

"Disk Operating System" is a system of formatting a di into sections so information can be stored on the disk in a manner that its location can be cataloged and located.

File

A computer file is a collection of information stored in binary form on computer storage media such as floppy dis tape or hard drives.

Packing

Packing is a form of compacting the information on a disk into a smaller space by removing any information from the program, such as spaces, that is not necessary for storage or transfer.

ProDOS

A disk operating System that formats a disk in sections to store information where "pathnames" are used to access the stored information. An example of a pathname is: /Program (Prefix) /PBH.Tutorial (filename)

Program

A file or group of files that instruct the computer to perform specific tasks such as pack a file or display a game.

Unpacking

Unpacking is the process of replacing back into the file, the information that was removed during the packing process.

Blu 2.27

BLU is a ProDOS based packer/unpacker program that allows related files to be packed into a single unit for storage and/or transfer. BLU is actually more of a utility to tie files together in one unit rather then reduce size. Some BLU packed disks have had the files prepacked with a program called Squeeze. These may usually be recognized by the suffix ".QQ" following the filename.

BLU Menu Selections

Q Quit
C Catalog
Delete files
S Squeeze Files
U Unsqueeze Files
M Make Binary II Files
E Extract From Binary II Files
L List Contents of Binary II Files

Pack with BLU Version 2.27

BLU will take the files that have been marked on the catalog list, by the user, and pack them into a single file while retaining the correct file type, record lengths, addressers, lock /unlock status, etc..

1. Boot the BLU utility, then insert the disk to be packed in drive 1.
2. Insert a ProDOS formatted disk into drive 2.
3. Select "M" to make a Binary II file.
4. Type the SOURCE pathname prefix and the DESTINATION pathname prefix and the file name prefix and the file name for the Binary II file
5. BLU will then show a catalog of the source disk. Select the files to be included in the packed version by moving the cursor with the arrow keys or mouse and mark the files by pressing the space bar for each selection.
6. Press RETURN to start the process.

To use SQUEEZE follow the same steps used to pack a file in BLU except in step 3, pick "S" (Squeeze). Squeeze will pack each file to the disk individually, then you pack them with BLU as usual. NOTE; If SQUEEZE does not actually reduce the size of a file, it may abort packing that file and it will not be included with the others on the packed disk. It would have to be copied separately to the disk before packing with BLU.

Unpacking with BLU Version 2.27. BLU will take the files marked by the user, unpack it and rewrite the original files with the correct file type, record lengths, addresses, lock/unlock status, etc.

1. Boot the BLU program in drive 1 and insert a ProDOS formatted disk into drive 2.
2. Remove the BLU program and insert the packed disk into drive 1.
3. Select "E" to extract the Binary II file from the packed disk. Then push RETURN
4. Type the SOURCE filename prefix and the DESTINATION prefix. BLU will show a catalog of the SOURCE disk. Mark the filename to be unpacked by pushing the space bar. Then push RETURN.

If the program was packed with SQUEEZE first, BLU will unsqueeze, then restore each file individually to the new disk.

EDITOR: This article was orginally published in Apple Barrel, January 1988, then Snac Time, May 1988 and then the Townsville Apple User's Group Newsletter, March 1989.

Dos 3.3 Modifier

If you have ever become sick and tired of typing the same filename, especially a long one, then here is the program for you.

```
10   FOR J = 1 TO 7
20   READ A$: A$ = A$ + " ND9C6G": FOR I =
1 TO LEN (A$): POKE 511 + I, ASC(MID$
(A$,I,1)) + 128: NEXT: POKE 72,0 :CALL
65392
25   NEXT J
30   DATA "A032:84 33 C0 6 F0 40"
40   DATA "A03F:A9 0 A8"
50   DATA "A048:48 98 48 20 90 A0 68 A8
  68"
60   DATA "A067:D0 68
70   DATA "A071:F0 5E"
80   DATA "A078:A0 0 20 A4 A1 C9 8D F0 8
  C9 AC F0 E1 C9 B0 90 BF C9 BA B0 BB 4C
  0 A0 18 69 1E 85 4E A9 A0 99 75 AA C8 C4
  4E D0 F8 60"
90   DATA "A0A0:EA EA"
```

Using this routine, the file name is optional in all DOS 3.3 commands. When a file name is required but omitted, DOS will simply use the last name typed. For example, to move a file from drive 1 to drive 2, you could type:

```
LOAD FILE
SAVE, D2
LOCK
UNLOCK, D1
DELETE
```

The RUN command works predictably under this routine. Typing RUN alone or RUN followed by a line number will run the program in memory. Typing RUN followed by a file

name or RUN followed by a comma and some DOS paramters will run a file on the disk.

EDITOR: Reprinted from the Townsville Apple User's Group Newsletter - April 1987.

What's a Syntax Error?

by Jim Wrenholt

Whenever you work with an Apple it's likely you will run into SYNTAX ERRORs. For the most part SYNTAX ERRORs just mean that the computer did not understand what you typed. Sometimes it is easier to take a SYNTAX ERROR than to hit the backspace arrow and correct the typing. You are not penalized for SYNTAX ERRORs. A few common typo's that cause SYNTAX ERRORs follow: LIS, KUST, LAOD, LIAR, CATALOQUE, ASVE, OST, CATLAOG, etc.

All flawless typers can immeditely GOTO the end of this article.

How does Apple decide just what is acceptable and what is an error? Easy! When you type a command into the computer it is compared to a list of commands that it understands. If it can not find what you have typed in it's command list, it promptly decides the entry is a SYNTAX ERROR.

Where is this list in the Apple? How many commands does it really know? I thought you would never ask. Well, the truth of the matter is that there are two such lists in the Apple. The first, which is a list of Basic commands is burnt into Applesoft ROM. They are rather permanent and should always be at address 53456 through 54117. The following two programs should reveal their identity and order. The programs are the same except for an added line in the second version. Try them both.

```
100 REM Display Applesoft Keywords
105 REM Version Number 1
110 FOR I = 53456 TO 54117
120 X = PEEK (I)
130 PRINT CHR$ (X);
140 NEXT
```

```
100 REM Display Appelsoft Keywords
105 REM Version 2
110 FOR I = 53456 TO 54117
120 X = PEEK (I)
130 PRINT CHR$ (X);
140 IF X > 128 THEN PRINT
150 NEXT
```

The other list is the commands that belong in DOS, the Disk Operating System. If you have a Apple with 48K and DOS has been booted from the SYSTEM MASTER or a disk initialized from it, then these additional commands can be displayed in a similar set of programs. DOS commands are burnt into the computer, but are brought into memory from disk. The can also be monkeyed with. This is a common protection scheme for basic programs, alter the DOS commands so the computer no longer understands them.

```
100 REM Display Dos Commands
110 FOR I = 43140 TO 43582
120 X = PEEK (I)
130 PRINT CHR$ (X);
140 IF X > 128 THEN PRINT
150 NEXT
```

Warning. If you want to mess with these yourself please use a diskette that has been freshly initialized or at least contains no important information. Altering DOS is an easy way to crash a disk so be careful !!!

A futher bit of information can be garnered from the sample programs. That is, that every command ends with a letter with it's high bit set, i.e. the ASCII value of the last letter is greater than 128. As the computer scans the list it uses this fact to determine the end the word and also count the commands. match is found the computer uses this count as an index into another table wich tells the computer what to do or what additional information should be expected after the given keyword. If everything is not found in order an error message will still be given but probably not SYNTAX ERROR.

Also note that if the DOS list is present, then your entr compared to that list before it is routed to the Basic list. If the error message is displayed by Applesoft it will have a '?' in front of the error message. Integer Basic errors are preceded by an asterisk and if the error message comes from DOS there will be no punctuation in front of it.
Applesoft Basic is checked to the Basic list. If the error message is displayed by Applesoft it will have a '?' in front of it.

EDITOR: Reprinted from The Scarlet Newsletter from the Big Red Apple Club. The diaplay DOS commands program listed in this article will only work while using Dos 3.3 operating system.

For the latest Public Doniam programs, online Games, help with your problems.....Contact the Apple-Q Inc. Bulletin Board - (07) 851-1711

Seastrike GS Review

by Paul Aitkenhead

Seastrike, like every other game reviewed this month, has a superb title sequence. This is not followed through however into the game. The title sequence is full of graphics and sound that made me think that this was going to be yet another excellent game. It is however rather disappointing once you get into the game. Seastrike is nothing more than a sophisticated, mouse driven version of Space Invaders. The sound throughout the whole game is quite good, and the graphics, while not stunning is not particularly bad. It is just that there is little or no plot/variation that the game is so boring.

You simply have to guard your ships from incoming missiles, mines and kamikaze ships until they reach the other side, after which you go onto the next level. Should all of your ships be destroyed before they reach the other side, then the game is over. You are a helicopter that moves left to right, up and down shooting the nasty enemy. Pressing the mouse button fires and if all of your helicopters die then the game is also over.

The sound, as I said before, is great, and as you complete each level you are congratulated by a digitized voice. This is nice but the game is not attention grabbing and after one or two games you are sick of it. You can choose which level that you start on but this is only a temporary cure for an otherwise boring, lifeless game. Thumbs down from both me and the editor.

EDITOR: Reprinted from the Townsville Apple User's Group Newsletter - March 1989 edition.

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Apple IIe computer 128K including:
- *80 column card*
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1 x Apple 3.5 inch Disk Drive (suit GS or Mac - never used)	Make an Offer

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1 x Zany Golf game for Apple IIGS (unopened)	$40.00
1 x Apple III Monitor (not working)	Make an Offer
18 x RAM Chips 256K	$11.00

Past Disks of the Month

Modem Utility Disk #2

Contains: Shrink It v2.02, File Attribute Zapper II (excellect program), ProTerm Start, ATP-Pro (comms package).

JumpStart GS Disk

JumpStart is the latest Program Launcher for the GS. It includes a number of file utilities. The disk also includes: MouseTrap CDA, Alarm Clock CDA, Desk Colour NDA, Area Codes CDA.

Apple II Games Disk

Contains: Wheel of Fortune, Uno, LifeLike, Master Mind, Solitare, National Debt and Shark School.

GS Desk Accessories Disk

Includes: Install DA, DA Select, $C1 Picture Saver, CDA Terminal SSC, Disk Info, ImageWriter DA, Marvin, Massa, Master CDA, Mouse Text Remover, Nifty List, Paintworks Fix, Rational Calc, SimpleTerm, Text Clock, Visibell, Alarm Clock, Analog Clock, Background Music, BarClock, Chronograph, ClipLib, Control NDA, Cryon 16 320, Dates, DeskPic, Doodle Pad, Enigma, Frantic NDA, Grass, Info, Meltdown, Mamory Bar, Menu Time, Mr. Apple and many more.

Extended Command Processor 8

ECP 8 is a complete Prodos shell and program selecter for Apple II computers. A large number of commands are available on the disk and you can write extra commands. ECP 8 comes with full instructions. The source code is also included on the 3.5 inch disk.

CheapPaint

CheapPaint is a GS painting program. It requires an Apple IIGS with 768K or more of RAM. Unlike most painting programs, CheapPaint allows you to paint pictures with up to 256 colours. It also includes a psuedo animation feature.

GS/OS Utilities Disk

Contains Diced (Finder icon editor), Back Rest (save control panel settings), Nifty List (CDA for programmers), Analog Clock (NDA), Master NDA (access heaps of NDA's from desktop), Font Doctor (Font editor), Animated Watch (watch the hand go around), Animation Displayer (displays Paintworks Plus animation files) and many more.

Appleworks/Prodos Utilities Disk

Contains: SEG.PR Editor (modify Appleworks printer settings), Columnist (puts text files in columns - also Appleworks), ShrinkIt (file compacting program -excellent), Windows (program launcher) and Dogpaw (Applesoft command - display text files).

Dos 3.3 Utility Disk

Contains: Graphics Grabber (convert Hires to Print Shop pictures), Diversi-Copy (disk copier), Dogfight (Hires game), Disa-65C02 (disassembler), Disk Compare (compares two disks), Power Kez (macros for Applesoft), Disk Editor 2.0 (modify Dos). Reconstruct VTOC (saves damaged disks) and many more

And More...

Check past Apple-Bugs for more Disks of the Month.

Apple-Q

(the Brisbane User's Group)

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Software Prices:

	5.25"	3.5"
Disk of the Month	$5.00	$8.00
Eamon Games	$4.00	
Public Domain	$2.00	$6.00

Eamon Games:

Catalog Number	5.25"	Price
.....	❑	$.....
.....	❑	$.....
.....	❑	$.....
.....	❑	$.....
.....	❑	$.....

Disk of the Month:

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Dos 3.3 Utility Disk	❑		$.....
Prodos Pot-Pourri Disk	❑	❑	$.....
GS/OS Utility Disk		❑	$.....
Appleworks/Prodos Utility Disk	❑	❑	$.....
Cheap Paint (GS only)		❑	$.....
ECP 8 Prodos Shell	❑	❑	$.....
GS Desk Accessories Disk		❑	$.....
Apple II Games Disk	❑	❑	$.....
Modem Utility Disk #2	❑	❑	$.....
JumpStart (GS only)		❑	$.....
AkroCAD (2 disks - $8.00)	❑	❑	$.....
Appleworks Templates	❑	❑	$.....
Publish It Utilities/Templates	❑	❑	$.....
GS Games Disk #2		❑	$.....
Mines of Moria		❑	$.....
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Sound Effects		❑	$.....
Theme Songs #1		❑	$.....
Theme Songs #2		❑	$.....
Music.Sounds		❑	$.....
Phrases #1		❑	$.....
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NewsDisk

Just GS Samplier	❑	**$ 5.00**

Public Domain:

Catalog Number	5.25"	3.5"	Price
.....	❑	❑	$.....
.....	❑	❑	$.....
.....	❑	❑	$.....
.....	❑	❑	$.....
.....	❑	❑	$.....

Sub Total	$.....
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Some Woz Humour

King Abdul Omar Ai Hassani, the wealthiest oil potentate in the world, decided to take his eight-year-old son to Disney World in Florida. He loved the boy dearly and would do anything for his happiness. The king and the young prince left the Middle East, and when they arrived in Tampa, the boy said, "Father, this was a wonderful flight. I really like this airplane." So the king bought the huge jet right on the spot for the little boy. He had United paint over their logo and prepared it for the flight home.

As they drove toward Disney World, the youngster spotted some men playing golf. "Oh Father." said the boy, "that is something I'd really like to do." King Hassani picked up the limousine phone, and immediately purchased the entire golf club (greens and club house) for his darling son.

They arrived at Disney World and the eight-year-old was ecstatic. As they walked around, the boy said. "Oh, Father, Please! I want a Mickey Mouse outfit!" So the king bought IBM. (Reprinted from Signal - the Honolulu Apple User's Society Newsletter - September 1989)

Thanks to Computer City for the use of their LaserWriter to print this newsletter

Apple-Bug

The Newsletter of APPLE-Q Inc. (the Brisbane Users' Group)

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