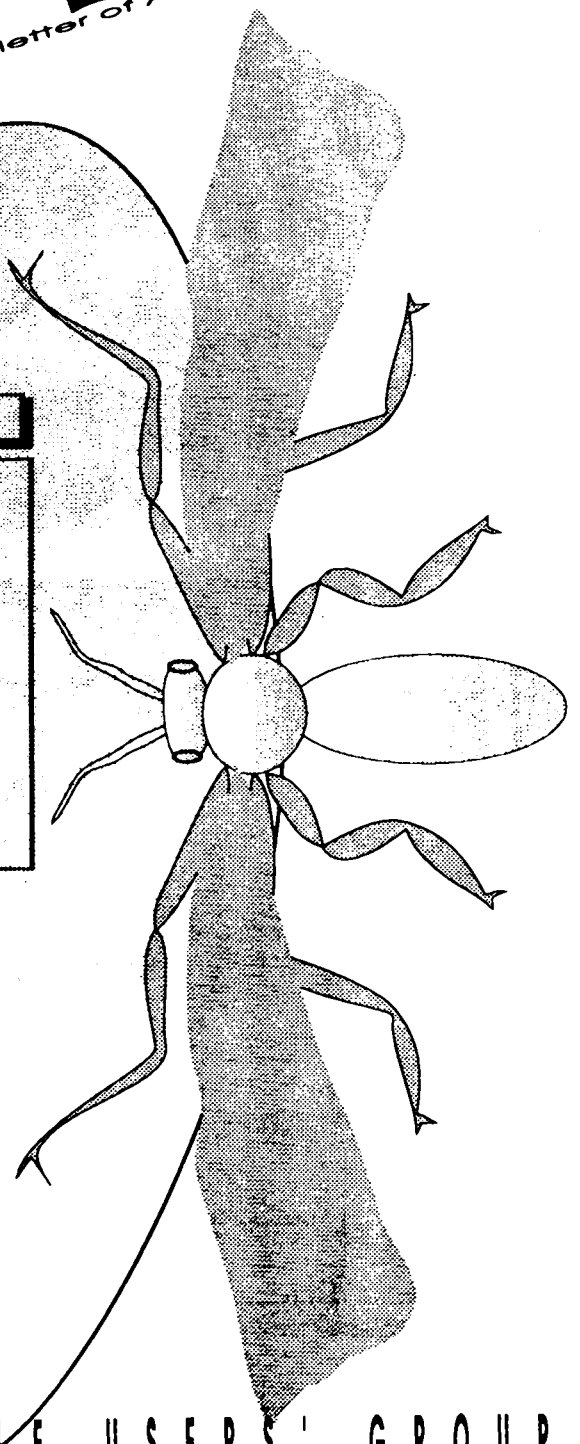
October 1990 Edition
Volume 9/Number 9

Apple Bug

the newsletter of Apple-Q Inc.



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$1.50

THE BRISBANE APPLE USERS' GROUP

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

Apple-Q Inc. Information Page

Help Line

Apple II+	Bob Godbehere	(07) 808-3892	7-9 pm & W/E
Apple IIe	Bernie Benson	(07) 345-1545	Business Hours
Apple IIgs	Vince Crosdale	(07) 351-3090	7-9 pm
	Dale Rodgie	(075) 38-6942	7-9 pm
AppleWorks	Bernie Benson	(07) 345-1545	Business Hours
	Todd Dixon	(07) 891-6299	Business Hours
	Sheryl Mann	(071) 96-7401	7-9 pm & W/E
AppleWorks (education)	Ann White	(07) 371-4067	Anytime
AppleWorks GS	Dale Rodgie	(075) 38-6942	7-9 pm
Applesoft	Graham Black	(07) 883-1525	1-6 pm
	Vince Crosdale	(07) 351-3090	7-9 pm
Beginners	Ann White	(07) 371-4067	Anytime
Communications	Vince Crosdale	(07) 351-3090	7-9 pm
Discovery (Viatel)	Sheryl Mann	(071) 96-7401	7-9 pm & W/E
Disk of the Month	Dale Rodgie	(075) 38-6942	7-9 pm
Educational Programs	Ann White	(07) 371-4067	Anytime
General Software/Hardware	Todd Dixon	(07) 891-6299	Business Hours
Machine Language (IIe, gs)	Dale Rodgie	(075) 38-6942	7-9 pm
Macintosh	Todd Dixon	(07) 891-6299	Business Hours
	John Finch	(07) 260-5218	7-9 pm & W/E
Modems	Vince Crosdale	(07) 351-3090	7-9 pm
Software Library	Sheryl Mann	(071) 96-7401	7-9 pm & W/E

Please only call between the times listed. W/E stands for weekend.

Executive Committee

Vince Crosdale	President	(07) 351-3090
John Finch	Vice-President	(07) 260-5218
Bob Godbehere	Secretary	(07) 808-3892
Bernie Benson	Treasurer	(07) 345-1545
Ann White	Registrar	(07) 371-4067
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Sheryl Mann	Software Librarian	(074) 96-7401
Graham Black	Hardware Librarian	(07) 883-1525

Assistant

Todd Dixon	Reseller Contact	(075) 78-1096
	or on Sat. morning	(07) 891-6299

Bulletin Board

Name:	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

This Month

General Meeting

Sunday 21st October 1990
Hours: 11.00 am to 4.30 pm

Committee Meeting

Monday 22nd October 1990
Starts: 7.00 pm

Next Month

General Meeting

Sunday 18th November 1990
Hours: 11.00 am to 4.30 pm

Committee Meeting

Monday 19th November 1990
Starts: 7.00 pm

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

Membership Fees

Adults/Students:	$25.00	
Corporate Membership:	$50.00	
Associate Membership:	$10.00	(BBS only)
Joining Fee:	$10.00	(first year only)

At the discretion of the Executive Committee

Advertising

Classified advertising is **Free** to all Financial Members. For non-members, the charges are **$18.00** for a Half Page and **$30.00** for a Full Page. For more information, contact the Editor.

Coming Events

October:

We are going to try something new and have a **'Bring & Brag'** meeting. We will set up a number of computers and you bring a software package and talk about it.

November:

Jeff Sellers will demonstrate how to write a program launcher in Applesoft Basic. Create your own menus are more.

January:

The demonstration for January is still being planned. Keep your eyes posted to the next Apple-Bug for details.

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.
- No one is allowed behind the Trading Table counter except the Committee members and anyone appointed to work at the Trading Table.

Contributions to Apple-Bug

If you would like to contribute to the Apple-Bug, please send in your article (on disk where possible) to the clubs address. Your disk will be returned. Deadline for the Apple-Bug is the General Meeting.

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.

Meeting Format

11.00 am - 12.00 pm - Informal period including:
Trading table open.
Registration of members (new and renewals).
Disk of the Month sales.
Raffle Tickets sold.
Public Domain Software available.

12.00 pm - 12.30 pm - Lunch
Trading Table, etc continues during this period.

12.30 pm - 2.00 pm - Demonstration
Invited speaker to give demonstration and follow up with organised question and answer session relating to the demonstration.

2.00 pm - 2.30 pm - Afternoon tea break
Draw raffle prize and door prize.

2.30 pm - 4.00 pm - Special Interest Groups:
Appleworks
New Users (Beginners)
Apple //GS Computers
Macintosh Computers

4.00 pm - 4.30 pm - Open for Business
Trading Table, Software Library open for business.

4.30 pm - Close the day.

Production Information

The Apple-Bug was written with AppleWorks. AppleWorks GS was used for the Page Layout and the orginal copy was printed on a LaserWriter. Apple-Bug is printed by the Hooper Education Centre. Thanks to Computer City for the use of the LaserWriter.

Apple-Bug Magazine
is a publication of
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(the Brisbane Apple users group)

Postal Address:
P.O. Box 721, South Brisbane, Qld 4101.
Meetings Held at:
Hooper Education Centre
Kuran Street, Wavell Heights

Editorial

by Dale Rodgie

Welcome to the October edition of Apple-Bug. This month is quite busy with the Annual General Meeting on the 21st of October. As usual we will be celebrating Apple-Q's birthday with apple pie, apple cider and ice cream cake. Also, this month, we elect the committee for the next 12 months. Nominations have closed on the 7th of October. However, if there is a committee position with no nominations, you will be able to nominate for that position at the AGM. In the case that more than one nomination has been received for a position, a vote will be taken.

Bring Your Apple

For this month only you can bring your Apple computer to the meeting. Remember that no software copying will be allowed and also make sure your membership card is displayed on your computer. This month we are having another ***Bring n Brag***. Bring a software package you would like to demonstrate to the meeting.

Trading Table

If you are looking to buy a manual for your Apple, we may have what you have been looking for. These manuals have just arrived in and are a bargain at the price. Here's what's available:

Programming the Macintosh	$10.00
Writing Better Computer User Documentation	$10.00
Advanced Basic Subroutines for the Apple II	$10.00
Introduction to Microcomputing	$15.00

Remember we still have both 5.25 and 3.5 inch computer disks at discount prices.

For Sale

Word Perfect IIe/IIc	$100.00
DB Master Pro	$180.00
Inc. Additional Utilities	
AppleWorks 3.0	$150.00
Dollars & $ence	$60.00

Contact Bernie Benson on (07) 345-1545

Wanted

Disk 2 for Defender of the Crown and
Disk 2 for Developing Living Skills (Ages 11 - Adult)
These packages where bought at the Auction two months ago but are missing these disks. If you can help please contact Mr. or Mrs. Mac Farlane on
(07) 359-5607

More on Our Future

by Cedric Webster

Thanks Ann for putting so well some of the thoughts I have been loth to express, because I will not stand for a committee position as am unable to attend regularly for health reasons. I basically agree with you and would like to add support for younger members. Even though I am not into games, I like to see an occasional demo from my grandchildren, and am convinced that the future of Apple-Q. (and Apple itself!) lies with the young. Also it seems strange that we forbid computers, while most clubs encourage members to lug them around. As regards copying of commercial software you are spot on and this could not be better said. As a club we cannot condone illegal activity and must continue to enforce this.

Selfishly the present geographic location suits me, coming from Buderim, tho I would be happy with Kelvin Grove or anywhere North of the river, if we could get a two large roomed venue which would solve some of the problems of space and noise.

While I think the present committee has done an excellent job, I would like to know a little more of their activities. Bernie's AppleWorks S.I.G., Dales tremendous effort with Apple-Bug and producing Disks of the month, the many demos, varied and interesting talks and Sheryl copying mountains of disks are obvious and much appreciated, but I have had experience with committees in the past and know that there is a lot of beavering away which goes on behind the scenes which is not always appreciated. I therefore support the idea that part of the Club day be devoted to a general meeting, committee meetings be tacked onto Club day, or perhaps best of all that a brief report be presented at Club days. This report could set out the current financial position, what has been done since last report, and what major decisions they are currently being considered. This would have to be brief, but would help to keep the average member in touch and allow some feedback, without fettering the committee. Something needs to be done to keep members better informed and to make committee tasks less onerous, if we are to continue to get the devoted people we have had in this current year.

As regards "The Other Group" I think we need a united Apple Group in Brisbane, even if we had a Southside meeting and a Northside meeting on separate days or Northside & Southside divisions of the one club. We need a united voice if we are to get anywhere!

I would like to see Apple-Bug provide a wider coverage with more help to beginners, rather than be reduced in size, but it is obvious that this will happen unless there is more input from members in the way of contributions. The editor has a huge task and should be expected to provide editorials and edit the magazine, without having to provide all the copy too! It is largely up to members themselves to indicate what they want and help to provide it.

Thanks again Ann, and hopefully you have stimulated others beside myself to add their few kilobytes. Computer clubs are like life, the more we put into it, the more we can get back.

Macintosh Mumblings

by John Finch

The club has been given some learning packages for the Macintosh. I know, the Mac is supposed to be so easy that it all happens instinctively, but some areas do need a bit of extra coaching. Adobe Illustrator 88 is one programme where full use cannot be obtained in the first day, and it needs practice, man, practice, before you can get really good results.

The learning package for Illustrator comes in four modules, each one consisting of a disk and a cassette tape. You boot Illustrator (yes, I'm afraid you have to own Illustrator yourself - it does not come with the package) and start the tape. From there on the voice will talk you through the examples on the disk and guide you through the use of a number of tools. (Illustrator is a very powerful, professional drawing package.)

In the short time I listened to the first tape I found that it was definitely not so basic as to be booring and it seems to me to be a worthwhile exercise for those wishing to become more proficient in the use of Illustrator. It contains a number of examples that range from the simple to the complex.

We have one copy and it is available for loan on the usual terms. (A sworn oath signed in blood that you will leave your first born child as a security for its safe return joking).

We also have two modules of a four module basic Macintosh course, which from the look of it goes from Font/DA mover to Pagemaker by way of Works and MacWrite. As I said we only have two modules, and in one of them the disk has crashed. So far it has resisted my efforts at a resurrection, but if I succeed, then these too will be available for loan.

The club software library is still growing, albeit a little slowly at the moment. The latest addition to the library is two disks of Hypercard stacks. I have produced a more recent version of the index and it is available on disk to anyone interested. Some of the new programs include a range of hard disk utilities. If you think you may have a hard disk problem then the library may have the software you need to check it out. Sorry, there is still no public domain software that I know about that will de-fragment your hard

disk except by doing a backup and restore.

Disk Problems?

Warning of disk problems. Recently I have come in contact with a number of 3M 3.5 Double Sided disks. An alarmingly high number of them developed formatting problems (3 out of 4). Fortunately (for me that is!) I had not bought these disks. If you are thinking of buying 3M 3.5 DS 135 TPI disks, my advice is to think again.

Macintosh System 6.0.5 Compatibility Report

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The following is a list of third-party software applications that have been tested by Apple with System Software 6.0.5. This report does not cover all Macintosh application software, it only covers those applications that have been reviewed by Apple. For more detailed information on compatibility of an application and System Software 6.0.5, please contact the developer/publisher of that product.

The testing that was done by Apple did not test every feature of the application. Instead each application was run through a series of "Quick Looks" (launch, open a simple document, open DAs, cut/paste, and print).

This report reflects compatibility information on the version number of the application listed, and in some instances does not reflect the most currently available version of a particular application. This list is not intended as an endorsement of, or advertisement, of any product. This list is meant to provide you with the most current information regarding compatibility of system 6.0.5.

Note: Testing was done on Macintosh® Plus, Macintosh SE, Macintosh SE/30, Macintosh IIcx, Macintosh II, Macintosh IIci, and Macintosh Portable personal computers using System Software 6.0.5 (when tested using color, all applications were tested with 8 bit video cards set to 256 colors). Ratings for all applications indicate performance of the application running on released CPUs and released System Software.

Troubleshooting hints

After upgrading to System 6.0.5, if you encounter some incompatibility, we recommend you do the following:

- Make sure you are using the latest version of all applications on your Macintosh by calling the developer.
- If your applications are up to date and you are still experiencing problems, we recommend that you try removing any Screen Dimming, Clock and non-Apple Sound programs (referred to as Control Panel Devices or Startup Documents) from your system folder. These shareware programs alter your system and may cause compatibility problems.

The following products passed our compatibility tests.

Application	Version	Developer
4th Dimension	2.04	Acius
Illustrator 88	9.3	Adobe
AutoCAD	10c5b	AutoDesk
Canvas	2.0	Deneba Systems
Canvas	2.1	Deneba Systems
Clairs CAD	1.0v3	Claris
Cricket Draw	1.1.1	Cricket Software
Cricket Graph	1.3	Cricket Software
Cricket Presents	2.0	Cricket Software
Crystal Quest	2.2c	Greene Inc. †
DesignStudio	1.0	Letraset Corp.
Digital Darkroom	1.1	Silicon Beach Software
Dimensions Prescnter		Visual Info. Development
Dreams		Innovative Data Design
Dreams	1.1	Innovative Data Design
FileMaker II	1.0	Claris
Freehand	2.02	Aldus ††
FullImpact	1.1	Ashton Tate
FullPaint	1.0SE	Ashton Tate
FullWrite	1.1	Ashton Tate
Graphidex	1.01	BrainPower
HyperCard	1.2.5	Apple Computer, Inc.
ImageStudio	1.5Z	Letraset
Laser Paint	1.8.3	LaserWare ††
LightSpeed Pascal	2.0	Symantec
Mac3D	2.1	Challenger Software
MacDraw II	1.1	Claris
MacDraw II	1.0v2	Claris
MacPaint	2.0	Claris
MacProject II	2.0	Claris
Director	1.0.1	MacroMind
MacTerminal	2.3.1	Apple Computer, Inc.
MacWrite II	1.0v2	Claris
MacWrite II	1.1	Claris
Mathematica	1.1	Wolfram Research
McSink DA	7.0	Preferred Software
MGMStation	2.5II	Micro CAD/CAM
Excel	2.2	Microsoft
Excel	2.2a	Microsoft
Word	4.0	Microsoft
Works	2.0	Microsoft
Works	2.00b	Microsoft
More II	2.0	Symantec
More II	2.0.1	Symantec
PageMaker	3.0.2	Aldus
PC Tools Deluxe	1.0	Central Point Software
PhotoMac	1.1	Avalon Dev Group
Pixel Paint	2.0	SuperMac

Application	Version	Developer
Pixel Paint Pro.	1.0	SuperMac
PowerPoint	2.0	Microsoft
PowerPoint	2.01	Microsoft
PowerPoint	2.02	Microsoft
Quark Xpress	2.10	Quark
Quark Xpress	2.12	Quark
ReadySetGo	4.5	Letraset
Statview SE+ Graphics	1.03	Abacus Concepts
Studio 1	1.0	Electronic Arts
Studio 8	1.1	Electronic Arts
Super 3D	1.0	Silicon Beach Software
SuperCard	1.0	Silicon Beach Software
SuperGlue II	2.01	Solutions International
SuperPaint	2.0	Silicon Beach Software
Swivel 3D	1.1.43S	Paracomp
Symantec Utilitites	2.0	Symantec Corporation
The Colony		Mindscape
Think C	4.0	Symantec
Trapeze	2.1	Data Tailor
VersaCAD	2.0	VersaCad Corp

† Not recommended on Portable (same status as with 6.0.4)
†† Not recommended when printing to an AppleTalk ImageWriter

Hardcopy Librarian's Report

by Graham Black

In addition to all the magazines and computer club newsletters from all over the country, and overseas, we have just added Three new books to the library. Here is a brief review of these books.

Writing Better Computer Documentation
from paper to online

Written by: R.John Brockmann
Published by: John Wiley & Sons
ISBN: 0-471-88472-3
Price: unknown

The title basically sums it all up. This book is designed to help you understand how a manual should be written to be user friendly. If you are writing documentation for a program, then this is the book you need to help you write the documentation, so that people can understand exactly what you are trying to tell them.

Applesoft Basic Subroutines & Secrets

Written by: Jeanette Sullivan & Dave Sullivan
Published by: John Wiley & Sons
ISBN: 0-471-62578-7
Price: $US 19.95

The more I read this book, the more I like it. This one is really good for the person who wants to program in BASIC. You can use it on the full Apple II family. There are routines already written that show you what to do, and how to go about it. It will show you the proper structure for programming in basic. There are routines for simple graphics, both Hires and Lo-res special effects, to get instant backgrounds, draw warps, and scroll the text. You will be shown how to draw circles and spirolateral-type designs. There is even a section on machine code.

Chapter 1 - Program Entry and Disk Access
Chapter 2 - Data Entry and Error Trapping
Chapter 3 - Output Format
Chapter 4 - Special Effects
Chapter 5 - Sorting, Searching, and Scrambling
Chapter 6 - Low Resolution Graphics
Chapter 7 - High Resolution Graphics
Chapter 8 - Circles, Sines, Cosines, and Designs
Chapter 9 - Slide Shows
Chapter 10 - Bells, Clocks, Sounds, and Tunes

This book is that good, I bought a copy for myself. If you are wanting to get into the swing of creating your own professional looking programs, then this is the book for you.

Background MATH for a Computer World
2nd Edition - A Self-teaching Guide

Written by: Ruth Ashley
Published by: John Wiley & Sons
ISBN: 0-471-08086-1
Price: $US 10.95

This book is not designed for the mathematician, but for the person who wants to understand how a computer works or thinks. It is for the person who has no math experience or understanding.

It will explain the binary system that a computer uses for its calculations. It will teach you how to survive in a computer world, after you complete this book you will not be an expert, but you will be able to function, to understand what is going on, and to identify where you need more information. You will know that you can learn math, even if you have avoided it since High school.

Keep in mind that this book is a background for computer work, and it is not intended to be everything you will ever need to know about mathematics, but it will provide you with a good beginning.

GS Workings

by Anthony Rich

This months edition will be relatively short, due to two other articles elsewhere in this issue.

First on the agenda are two additions to the article regarding the comparison between an Apple IIgs and an AT Compatible.

The first addition. Not long after the article went to print, I was informed that I had bungled in the area of graphics. Well, yes I did, and at the same time, no I didn't. The person said that the IBM EGA standard has got a 640 x 200 16 colour mode. Yes it does, but it only has a 16 colour palette - the IIgs has a 4096 colour palette, of which you can choose any 16 colours. Where I was wrong was that I forgot to say that the 320 x 200 mode is only matched by the MCGA and VGA standards, with simultaneous display of 256 colours out of the same 4096 colour palette.

The second addition involves the area of sound. Since the July edition, a new music card has been made available in Australia for the IBM arena. It's called the Sound Blaster, and is really quite effective. It is a much greater in terms of sound ability than the CMS card and it still doesn't quite make it to the level of the IIgs.

However, where it comes into its own is it has a built in joystick port, a built-in DMA driven A/D input channel, a built-in DMA driven D/A output channel, a CMS music card (built-in) and a built-in Ad Lib compatible music card. For another $99.00 (for about $15.00 worth of electronics) you can get a box which plugs into the joystick port and gives you 1 MIDI input and 5 MIDI output sockets.

The price - $399.00. Not bad; in fact, I bought one myself. It sure beats the internal speaker (Beep! Beep! - You know what I mean?).

Of course, as is always the case and hopefully always will be, the IIgs still wins out!

Long Live IIgs!

Copy Protection

by Anthony Rich

This month, I'd like to air some opinions on a subject which has caused much debate and many court cases in the past, particularly in the US; the Pirate domain.

As an end user of a lot of software, and as a part-time developer myself, I have fixed opinions on the ins and outs of copy protection. I would like to see us open a well thought-out debate on the matter.

Most of us have seen (though not necessarily participated with) people who like to sit down and copy away as quickly as they can. I've never really been fond of any form of obvious copy protection, purely because if you want to use the program concerned, you have to track down and use the original disk.

This makes it difficult for those of us who have hard disk drives and enjoy being able to transfer from one application to another without the hassle of trying to find the original disk every time we want to do something. It also can cause an unnecessary amount of time to be wasted in transferring between applications.

These anti-speed programs fall into three categories:

1) Those that require the use of the original disk only for verification like:

Arkanoid, Arkanoid II, Qix, Space Quest, Space Quest II, Shadowgate, The Duel, and the list grows.

2) Those that require that you actually boot up from the original disk like:

PaintWorks, PaintWorks Gold, GS Paint, Zany Golf, World Games, Winter Games, etc.

3) Those that aren't really protected, but you still have to boot from the disk like:

Bubble Ghost, Dungeon Master, Silent Service, Space Harrier, Photonix, Nucleus, and so on...

The authors of programs that fit into category 3 have written excellent software, especially that from FTA and FTL Games, but haven't had the foresight to make it hard disk compatible.

They've developed their own DOS, or routines which will only work with 3-1/2 inch disks. To make it hard disk compatible doesn't necessarily mean it has to run under the GS-OS environment. You only need to make Memory Manager calls and keep the return vector to the finder, and for the rest, you can run rampant with your own routines! The programs which are in this category (I'll make an example of Dungeon Master!) are usually excellent, but I refuse to have to boot from 3-1/2 inch disk to use them. I haven't touched Dungeon Master for months because of it, and that's worth around $80.00!

The authors of programs that fit into category 2, I feel, should be rounded up and given a case of severe abuse. Why should you have to dig out your original disk and reboot your machine every time you want to use one of these programs. Not only does it slow down your transfer times between programs, it causes excessive (and unnecessary) wear on your original disks.

The authors of programs that fit into category 1 have done a much better job, but you still have to track down and insert your original disk EVERY time you launch the program! This is still unnecessary.

There is a fourth category which I haven't mentioned, as it really isn't true copy protection. It's called "guilty conscious protection" and the authors of Hero's Quest I

(from Sierra) have used it quite effectively. Basically, whenever you launch the program, it comes up with a screen that tells you how hard the authors have worked to bring you "... this fantastic piece of computer software ..." and how illegal it is to copy software other than for the purposes of personal backups. It does work. However, it still slows down that time to transfer between programs that we're all trying to reduce!

There is a fifth category which I'm trying to rat-out at the moment.

It works like this: You go out and buy your original disk, you bring it home and run the install program that comes with it. It will install the software exactly where you want it on your hard disk. At the same time, it will add a resource to your system file (requires GS-OS version 5.0 or later) which is a special code checksum that could involve a special location in ROM, or even somewhere on your hard disk! This checksum is then verified each time the program is run, removing the need for you to track down your original disk. The original disk is, of course, copy protected, whether it be a laser spot, or an extra track or sector (like Taito!).

Then the sixth form of copy protection, which is the favourite for most people, is absolutely no copy protection whatsoever. No key disks, no code wheels, no jaunts through the manual looking for the second word in the third paragraph on page 72! Nothing.

This is obviously going to cost the authors less time to write, cost you less money to buy, and is the major reason why shareware has become the success that it is. With shareware, all you need to do is pay a very small registration fee, which in most cases, entitles you to a manual and news of (if not complete) future updates.

There are still people who forget (?) to pay the fees. However, more people do than don't, so the author still makes money out of it, not having to go through distributors and retail shops but relying on the public to do advertising and distribution for him (or her).

Even if it's not shareware, it usually has a lower-than-normal shelf price. Quite frankly, I fail to see the point of copy protection. Why? Well:

1) It takes time to write the routines to do it, which costs money.

2) You need special machinery to mass produce it, which costs money.

3) It puts the end-price up, which costs money; not so many people will buy it.

4) No matter how good it is, someone will crack it, which costs money.

So why bother?

If you would like to have your say on this subject, please try and get it to me BEFORE the meeting this month, so it can make the next newsletter. You don't have to have your name printed. If you wish, you can remain completely anonymous.

Please send your submissions to :

Anthony Rich,
c / o - 170 Logan Road
Buranda.

Alternatively, you can send me QuickMail at the Power up Technology QuickMail centre (@PUT_BRIS), or leave me an ASCII text file in the middle of mail on the Apple-Q BBS. I will only check personal e-mail on the Friday and Saturday preceding this months meeting.

Hints and Tips

by Anthony Rich

Ever been snagged with those nasty little screws that are on your DB type connectors. You know, the ones on your serial ports, your disk drive ports, your monitor ports and even your SCSI ports.

You don't have to reach for the pliers every time you want to undo them. All you need to do is not do them up tight. Their purpose is to stop the plugs from being pulled out, so you can leave them two or three turns off from tight fitting. The plugs won't be pulled out, and you don't have any hassles when you go to undo them.

What do you do if your Disk II snuffs it? Well, before you take it into your dealer and spend upwards of $40.00 on fixing a simple fault, you can have a go at it yourself.

More often that not, it's just dirty heads. So if its been five years since you used that last cleaning disk, it should only be six months or less. So try that first.

If it does work, then you've saved yourself a fair whack of money!

Disk of the Month

This month we have seven Disks of the Month. To order see Sheryl at the General Meeting or order by mail (the order form is on page 15). For quick service at the meeting, contact Sheryl before the meeting and she will pre-copy the disks. The Disk of the Month prices are:

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

Apple II Games Disk #2

These two games are only available on a 5.25 inch disk since Flobynoid uses it's own operating system and Defender runs under Dos 3.3.

Flobynoid - This is an excellent Hires action game similar to Arkanoid. It has good sound and can be played with either a Joystick or Mouse. When played on a GS, it recognises that it is running on a GS and slows down the speed of the game to *FAST*. It keeps the high score and has some good special effects.

Defender (clone) - This is a copy of that favourite game. It requires a Joystick and it keeps a high score.

GIF Pictures Disk #1

The GIF file is used to transfer computer graphics between two different computers. On this disk we have included a number of GIF files that you can transfer to Hires or Super Hires. You will require SHRConvert v2.1 to convert these pictures to Super Hires on the GS. I hope to release a conversion program for the Apple II's soon also. These files are only available on 3.5 inch disk.

The pictures contained on this disk are: Alien.Gif, Alyssa1.Gif, Alyssa2.Gif, Amdeck1.Gif, Apple.Gif, Bee.Gif, Bell22.Gif, Blade.Gif, Brnkly.Gif, Budgs.Gif, Calgary.Gif, Dancer.Gif, Death.Star.Gif, Debbie.Gif, Dinosaur.Gif, Drag.Gif, Eagle128.Gif, Elle.Gif, Garfield.Gif, House.Gif, Kym256.Gif, Lisawelc.Gif, Liz.Gif, Mickey.Gif, Moe.Gif, Opus.Gif, Pariss.Gif, Parrot.Gif, Plane.Gif, Porsche.Gif, Princess.Gif, Robocop.Gif, Room.Gif, Sexyrobot.Gif, Spidey.Gif, Stonef.Gif & Sttng.Gif.

GS Fonts Disk #1

Here is a collection of 51 font families that are not already contained in the three font disks in our public domain library. These fonts can be used with SuperFonts as well as most GS word processing programs.

Following is a list of the fonts on the disk (font sizes are listed in brackets): Aldous (12, 18, 24, 36), Arabic (24), Ascham (9, 10, 12), Banner.It (24, 48), Blockbuster (36), Borders (12), Boston.II (9, 10, 12, 18, 20, 24), Boxie (10), Cactus.Deco (18, 36), CactusDeluxe (48), Calgary (36), Cambridge (36), Celtic (72), Chubby (24), City (18), D.Moines (10, 12, 20, 24), Dover (8, 10, 12), Eire (12), Electronic (12, 24), Elite (12), Epsilon (12, 18, 24, 36), Eta.Medium (12, 18, 24, 36), Fargo (48), Giants (18), GraniteDeco (48), Honda (18, 24), Houston (36), Ingotdeco (48), Internat (12, 24), Inverse (12), Kalona (9), Klingon (24), Lamda (18, 24, 38, 48), Lamoni (9), Lionheart (12), Lothlorien (12), Marie.Osmond (12), MarqueeDeco (48), Matrix (24, 48), McCloud (36), Melrose (12, 24), Micro (9, 18, 20, 24), Milwaukee (12, 24), Mix (18), New.Haven (24, 36, 48), NewCentSchbk (10, 12, 14, 24), NY.Italic (18), NY.Nights (12, 24), Old.English (18), Optima (10, 12, 14, 18, 24) & Ottawa (9, 10, 12, 18, 20, 24).

GS Games Disk #5

Senseless Violence - I must warn you that this game is not for the faint hearted. This game is similar to the classic Frogger, however, instead of a frog a baby is used. The object of Senseless Violence I is to get all 5 of the baby bottles in as little time as possible. Use the keypad to move the baby. Try to avoid falling in the water by jumping on logs and rafts, and avoid being hit by the fireballs or the cars. This game is Shareware and is written by the same team that wrote *Xenocide*.

As the Link Turns 2: Return Of Woz - You are a super-pilot stud-boy, and your mission is to guide "The Woz" and his band of GS loyalists to Apple HQ, where a invasion will take place and restore the Apple II to its former glory. Guide each squad to a awaiting transportation unit so they can begin the attack. Each squad consists of three people, the team leader the one with the most free-fall experience. Each team will be boarded on your helicopter, and you must release each individual over the travelling wagon below with precise timing. The higher you fly, the less W.I.M.Py you are.

Quadronome GS - Quadronome is a pseudo racquetball game which has three play modes (one, two & Practice). Player one is always on the left side of the screen and controls his paddle with the mouse. Player number two is always on the right side of the screen and controls his paddle with the joystick. At the beginning of the game, each player starts with 21 Quads. Each time that a player misses the ball, he loses a Quad. The player to run out of Quads first loses.

Beyond the Tesseract - This is a text adventure game where you have to look for a 12 word message. Instructions included.

Puzzle - Here is a simple text based puzzle game or is it. You have to move the largest block through the hole at the top of the box.

GS/OS Utility Disk #6

GS-ShrinkIt - GS-ShrinkIt is a utility program for archiving files and disks. "Archiving", in this usage, refers to the process of placing files or disks "within" another file -- the archive file. This is usually done to prepare the files/disks for transmission via modem, or for storage purposes. The principal reason is that an archive provides a means of sending the "attributes" of a file -- its filetype and other information -- along with the file itself. An archive also allows several related files (or an entire disk) to be packed together into a single file. True archiving utilities will also have the capability of compressing the files they contain to minimize the transmission time and disk space the archive requires. GS-ShrinkIt can unpack LZW, BLU and ACU

files (used on Apple II machines), StuffIt (Used on the Macintosh), ZOO (Used on the IBM PC, Amiga and Atari ST), ARC (Used on the IBM PC, Amiga and Atari ST) & Compress (Used on computers running the Unix operating system).

Salvation Demo - This is the demo version of Salvation, a powerful hard disk bacnk-up program.It does work, though some of the features are not available.

Iconed v1.3 - Here is an update of this excellent icon editor program first released on GS/OS Utility Disk #2. New features include:

- Dragging icons around in the window now changes their actual sequence in the icons file. This allows the user to change the order of icons in the file ("sorting" the icons file).
- Icon image can now be "shifted" in from Fat Pixels (hold the shift key down and drag the image).
- Much faster screen updating in the Fat Pixels window (unless your icon is larger than about 40x40).
- New option to save icon file as APW Assembler source.
- EDIT ATTRIBUTES dialog revised, and new file and device types added.
- The SAVE command remembers where the file came from, and saves it back in the original directory, rather than the current one.

FontScan - This is font utility program. Features include:

- Displays a list of all fonts on you System Disk.
- writes the font list data to an ASCII text file on disk, in the format that AppleWorks can read into a database file.
- Prints a formatted list of font files to your printer.
- Shows font info
- Search for font problems - searches for duplicate font names and family numbers.
- Edit file - change the filename, the font name, the family number, or the stated point size of the selected FONt file.

ResSpy - Resource Spy is a GS/OS application that helps you use Macintosh resources on your Apple II. You can view and save any resource as a simple binary file. In addition, Resource Spy will convert the following resource types into useful Apple II formats: ICN#/ICON to IIGS Finder icon file, FONT to IIGS font file & STR/STR# to Text file. Resource Spy handles and converts Macintosh resources only. IIGS resources are not recognized.

Apple 2 FX v0.6 - List is the best file transfer program for the Apple II. It converts files from Macintosh disks to Prodos/GSOS disks. The file is saved in either an AppleSingle or AppleDouble format. It is a bit buggy, however you will need it to convert the Macintosh resource fork into a Prodos disk (save resource fork as a AppleSingle file) for ResSpy.

Background Sound - Background Sound lets you play digitized files, SoundSmith songs, and synthlab songs. Virtually every digitized file format is supported. Combined with a easy-to-use custom interface, a powerful program arises. The best part is its free! Also included is **Background Init.** In will automatically play a sound or song when you boot up your GS.

Acer - With the introduction of the System Disk 3.2, a new toolset was introduced called the ACE toolset. What Ace does best is to compact and uncompact digitized sound files. Acer is a utility to convert sounds to Ace files.

Ace Sound Files - Since both Acer and QuickSound play Ace files, I have included a number of Ace files to listen to. They are: Bridge.Kirk.Ace, The.Master.Ace, I.Like.it.Ace, Explosion.Ace, One.Giant.L.Ace, Squish.Ace Thats.All.Ace.

QuickSound v1.5 - This is the best digitized sound playing program I have ever seen. And it is also a NDA. It plays your standard sound files, Ace files and a number of others. If you are using AppleTalk, make sure you switch it off before using QuickSound.

Clock.NDA - Oh no! Not another Clock NDA. Well this one is different. It allows you to display the clock in the Menu Bar or a small window. You can use it to change the time. It also does not use interrupts.

Filetools.CDA - FileTools is a Classic Desk Accessory (CDA) for your Apple IIGS that performs the following functions: Displays the contents of a directory (Catalog), Copies files (extended files, those with resource forks, also), Allows you to set the default prefix, Displays text files (Type), Deletes files, Renames files, Format disks, Create new directories, Edit filetype & auxtype. FileTools requires the Apple IIGS System Disk v5.0 or higher. You can not access this CDA while ProDOS 8 is active.

Print Shop GS Graphics Disk #1

This disk contains 198 graphics, 30 fonts and 41 boarders for Print Shop GS. Many of the graphics are in colour. If you own Print Shop this will make a valuable addition to your collection.

Technical Notes Disk (Revised)

This disk is an update of a number of disks released last year. Now they have been updated and are included on one disk (or disk set). The Apple Technical Notes on this disk are stored in compacted files. You will require Shrink It (for the Apple IIe and Apple IIc) found on the **Prodos Utility Disk #2** or Shrink It GS (for the Apple IIgs) found on the **GS/OS Utility Disk #6.**

This disk contains Technical Notes on the: Apple.IIc, Apple.IIe, Apple.IIgs, AppleTalk, Filetype, GS/OS, ImageWriter, Memory Expansion Card, Miscellaneous, Mouse, Pascal, Prodos, SmartPort & UniDisk. These Technical Notes are available on both 3.5 and 5.25 inch disks, however the Technical Notes come on two 5.25 inch disks and do not include the Apple IIgs and GS/OS notes. Both the 3.5 inch disk or the 5.25 inch disk set are available for **$8.00** including disk(s).

ProTerm Round Table Conference

EDITOR: This months RTC is on ProTerm, the powerful communications program for the Apple II's. The guests are Jerry Cline, Greg Schafer and Mike Golaszewski from InSync, the new owners of ProTerm. This conference was held on June 26, 1990. This transcript is Copyright (C) 1990 by the Apple II RoundTable of GEnie. All rights reserved. Permission has been given to reproduce this transcript.

<[Dave] A2.DAVE> Our guests for this evening are Jerry Cline and Greg Schafer of InSync which has recently taken over ProTerm and has released a new version. I would like to welcome both to GEnie, and ask Jerry to start things off with a short introduction for those who don't know him.
<[Jerry] A2.GUEST> I have been involved with user groups for a long time and now working with InSync the fun can begin... let in the lions :)
<[Dave] A2.DAVE> Greg, would you like to add anything to that?
<[Greg] APPLE.GUEST> Hello all! My name is Greg Schaefer and I am the author of ProTERM. I have been involved in telecomm for many years, and have wor ked on such projects as GBBS][, Ascii Express "ProDOS", GBBS "Pro", Ascii Express "Mousetalk", and of course ProTERM. Glad to be with you all tonite.
<[Jerry] A2.GUEST> Where Greg does all of the magic in programming, I will try to keep up with him in marketing for InSync and its products.
<[Dave] A2.DAVE> Thanks guys. And now we open the floor.
<[Bill Knows] W.STRANAHAN> Hi. Was just curious about the new features of this version of Proterm and if you plan to continue to upgrade it.
<[Mike (InSync] M.GOLASZEWS1> Well, I've been informed that I've been delegated to talk about the new features. My name is Mike Golaszewski, and I'm the Customer Support Liason for InSync Software. The new ProTERM (v2.2) has about 18 months of "maintenance" done to it. The new version has fixes to the Zmodem protocol (for use on this fine network), the addition of "hot keys" (a way for you ProTERM pros to move around the program a bit quicker), an expanded dialing list (from 28 systems to 36), the ability for ProTERM to handle up to 255 files per directory. The infamous transfer lock up problem on one drive systems has been correcTed. We've also fixed VT-100 a bit, and for you GS users, we are now using the GS memory manager extensively to avoid RAM disk conflicts. We also are using the Interrupt Manager To avoid CDA problems. By the way, we're now packaging Shrinkit w/ProTERM :)
<[Bill Knows] W.STRANAHAN> That sounds great.. And that even better.. Thank You. :)
<[Cornell Conx] JOEL.SUMNER> Could you explain why (in your opinion) no other term programs have decided to support ZModem? Why is it so easy for IBM comm programs and seemingly so difficult for Apple comm programs?
<[Greg] APPLE.GUEST> Support of Zmodem is very involved. Among other things, it normally requires hardware which can overlay disk i/o and serial i/o. The task becomes much more difficult on a machine where that is not available (such as the apple // line). Other than the complexity of the code involved (and yes, it is easier to write on a PC), and hardware limitatations, it may also have to do with the absense of code examples. In the pc world, there is C code available which implements zmodem. In the apple world, you are completely on your own to try and write it from scratch.
<[Cornell Conx] JOEL.SUMNER> Thanks. Do you forsee working on any 16-bit telecommunications packages. Either text based (such a Genericomm) or SHR based (suc h as SnowTerm)?
<[Greg] APPLE.GUEST> Not really. As modem speeds increase, it becomes less and less feasible to implement graphics based telecom programs due to the raw speed required by the computer platform involved. In the case of the apple //, the power is fairly limited (even on the //gs). Also, I dont really see enough benefit from the graphic interface to offset the speed loss, even if it could be made tolerable. As to 16-bit, I likewise dont see enough benefit to writing a 16-bit only version of ProTERM. I am though adding more machine specific code to new versions to take advantage of the specific processors present. As new versions of ProTERM develop, they will continue to make more and more use of the '816, though I doubt it will ever be a requirement.
<[Cornell Conx] JOEL.SUMNER> Ok. That's all. Kudos on creating such a nice telecomm program.
<[Tyler] A2.TYLER> Will Insync be introducing any new products for the Apple II or IIgs in the near future? Will there be any other older products taken into your product line?
<[Jerry] A2.GUEST> We are looking for new authors, but you can expect to see a new ProTERM the first quarter of next year. The platform of InSync is that we encourage authors looking for ways to get their products on the market a way to help themselves.
<[Tyler] A2.TYLER> Are there any program areas, in particular, that you are looking to persue?
<[Jerry] A2.GUEST> Although our expertise is really focused on telecommunications right now, we are open to anything that authors may have.

<[Tyler] A2.TYLER> Thanks Jerry and Greg and Mike, we really appreciate you guys being here.
<[Greg] APPLE.GUEST> I should add that we encourage anyone who feels that they have a potential product to give us a call-- we would like to here from them!
<[Eric] E.MERRILL> I'm just curious, why did you decide to rearrange some of the editing commands in version 2.2? Like open-x used to find the next occurance of a search...now it deletes the current line. Ouch!
<[Greg] APPLE.GUEST> The default keyset is different from v2.1. If you run the KEYFIX program you can select "ProTERM Standard". This will be the same as the old keyset with ctrl-x set to find-next. Actually, we have a big problem really knowing what Checkmate what was ever shipping or doing. It may have been that they were using the "AppleWorks Compatible" keyset. In any case, with the KEYFIX program, you can set it to any set you like.
<[Eric] E.MERRILL> Ok. That makes sense. :-) Thanks!
<BRYAN.ZAK> Ah, three questions: Is the problem with GSBug resolved? Can I edit SRC files, and what's your number <grin>
<[Greg] APPLE.GUEST> Yes, the problem with GSbug is resolved with v2.2. I am not sure what SRC files are though. Our tech support number is 602-992-1345 :)
<BRYAN.ZAK> Ah, SRC as in filetype $b0.
<[Dave] A2.DAVE> He means Orca/Apw source code files.
<[Greg] APPLE.GUEST> Are they standard text files? If so, you can always edit any text file by typing in the name of the file, even though the filename may not be displayed during a "load". This is true of all the commands that use the "file selector ". You can always enter the filename even if the name is not listed (because it is not TXT or APW or something like that). Does that answer your question?
<BRYAN.ZAK> Yes! Thanks guys!
<[Dave] A2.DAVE> Thanks for that Greg, now back to Gary. :)
<[Gary] G.D.EDWARDS> What new things are you looking at for version 3.0, I mean 2.2 is about perfect (grin), also, the InSync BBS PSE is nice, good work Mike!

<[Mike (InSync] M.GOLASZEWS1> Thanks. What are we looking at for 3.0? Exciting stuff. I would like to say that ProTERM 3.0 for the // will be as revolutionary as System 7 for the Mac. :) Actually, I think everyone will like what 3.0 has to offer.
<[Gary] G.D.EDWARDS> how about a teaser? B-)
<[Mike (InSync] M.GOLASZEWS1> We are putting a lot of work into the macro command set to bring it up to par with the rest of the program. We are also looking at coming up with a new file selection system. We are revamping the editor. We are working on supporting Slinky memory. ANSI terminal emulation (as best as we can map it to MouseText) will be present. Scrollback will be easier to manipulate. You will be looking at a whole new ProTERM.
<[Gary] G.D.EDWARDS> And what do you anticipate the 2.2 to 3.0 upgrade price to be? Sounds like an exciting future for InSync.
<[Greg] APPLE.GUEST> We are not sure of the exact policy, but we will make it fair. We are not interested in selling you the program twice. We appreciate the people have have purchased the product and thus supported us, and we will make sure that they have an easy way to upgrade.
<[Jerry] A2.GUEST> The InSync BBS number will be changing about mid July. The phone company has promised the number of 602/992-0789 (but they will not gaurantee it of course).
<[Gary] G.D.EDWARDS> Thanks guys, you have my full support!
<[Dave] A2.DAVE> Thanks Gary. Sounds great guys.
<[Jerry] QC> Thanks, Dave. Hi Jerry and Greg. First, I have some suggestions for the next version of ProTERM:

1) Support Binary II headers on Ymodem and Zmodem downloads

2) Allow delimiters other than < > in the macro "do" statement

3) Allow locking out banks of aux RAM for a RAM disk

4) Display sent macro text properly in half duplex mode

5) Adjustable macro text transmission speed

<[Jerry] QC> Well, actually, that's all of it. DONE. I had more but Gary asked it!
<[Greg] APPLE.GUEST> All those ideas are good ones. We are interested in all input, and we are making notes. I can tell you that all but one of those things are already on the plans, I will add the last one because it is good feedback. I should add that we are really interested in all feedback about the product. Until recently, I have been under constraints both for my time, and legally in what I could do. My parting from Checkmate has put me into a position to put myself INTO this project, and I am excitied doing it. Second, until very recently, I was under certain legal obligations which restricted what I could do in the area of macros and such things. As some of you know, I am the author of GBP "Pro," which could probably be regarded of one of the most powerful "macro" languages done for a product. I am willing to say that I will put the power into the ProTerm 3.0 macros that should have been there from the start. I don't think I am going to disappoint anyone.
<[Mike (InSync] M.GOLASZEWS1> Wow.
<LURCH> whew!
<[Dave] A2.DAVE> Great Greg, Tyler you had a comment?
<[Tyler] A2.TYLER> Yes, Greg, since you have access to GEnie with the guest account for a few days might I suggest that you pop into the ProTerm topic in the Checkmate category here on our BBS and also download the archived messages in the library of that topic. A large number of our users have invested a good amount of time making suggestions for improvements for ProTerm, that I am sure you will want to read.

<[Mike (InSync] M.GOLASZEWS1> As the Product Coordinator, I have been gathering all of your feedback and am quite impressed with some of the suggestions you all have to offer. Rest assured that I've taken all of your suggestions from the CheckMate topic area here and on other major online services.
<[Dave] A2.DAVE> Good to hear. Thanks Jerry and Tyler.
<R.MCCONNELL> This is my first time on the conference so excuse any errors. I am most interested in the Macro language improvement and Y/Zmodem working with other than Proterm, more successfully. I gather these two areas are being addressed in 3.0?
<[Mike (InSync] M.GOLASZEWS1> Yes! One of the strongest points being addressed in ProTERM v3.0 is the macro language. Remember, Greg has authored GBBS
o", which can write some pretty powerful macros. While I'm on v3.0, I'd also like to mention (since I forgot) that ProTERM Special Emulation will be expanded to do things that will really knock your socks off! We are also interested in coming up with a better file selection scheme, and I would really be interested in hearing your ideas. (File selection refers to the way ProTERM handles loading & saving files & moving around directories).
<R.MCCONNELL> As far as saving, your new default path is a big help. I have had no problem with either of those areas.
<[Mike (InSync] M.GOLASZEWS1> BTW, we have a Special Emulation U/Dload section on our BBS, and the BBS has been modified to make use of this feature. I'd be interesting in seeing what others have done w/ProTERM Special.
<[Mike (InSync] M.GOLASZEWS1> Thanks!
<R.MCCONNELL> Mike... Our User Group BBS, in South Florida has made extensive use of Proterm Special. I think that has resulted in most of our members using Proterm... beside it being the outstanding program that it is.
ill leave you E-mail with the phone number if you are interested. GA
<[Mike (InSync] M.GOLASZEWS1> Give it To me!
<[Jerry] A2.GUEST> Bob - I just put the name and location together - hi!
<R.MCCONNELL> Hi, I know you are just recovering from the Fiesta, I have heard nothing but excellent reports. I have some info for you, I will call in a few days.
<[Mike (InSync] M.GOLASZEWS1> Anyone like to throw some file selection scenarios at me?
<[Dave] A2.DAVE> Mike, we have people waiting in line, can we get back to them please?
<[Dave] A2.DAVE> Bob, please send the number in Email.
<[Jerry] A2.GUEST> I look forward to hearing from you Bob! Call me early (my time) while its cheap :)
<[Dinsdale!] LURCH> I know just about everybody here has been dying to ask this, but are much too knowledgable - so, I'll bite it... how feasible would it be to incorporate NUFX "Unpack on the fly"??? I know you're packaging Shrinkit along with it, but...
<[andy] SHRINKIT> Unpacking on the fly is possible, although not certainly easy, and it would really really slow down the transfer time if the speed was 2400 or above. It would be easier to build shrinkit into Proterm and extract once the user was done downloading. NuFX and ShrinkIt's LZW doesn't lend itself to easy on-the-fly operations.
<[Dinsdale!] LURCH> Thoght so, but had to ask. Thanks. (personally, hate Unpack on the fly.)
<[Greg] APPLE.GUEST> I am working on a "doors" feature for 3.0 which will allow access to external programs without loosing proterm data so programs such as shrinkit can be easily used. As to LZW on the fly, as Andy says, it is possible, but the algorithm is somewhat cumbersome.
<[Dinsdale!] LURCH> That kinda took the wind out of my sails, thanks.
<JEFF.H> Howdy Greg, nice to have you here. Since I used to work for AE, I was wondering what you thought of ReadyLink?
<[Greg] APPLE.GUEST> Never seen it, so I can't comment on it, sorry. (yes, i really have never even looked at it--i have only seen Mousetalk because I was one of the two authors of the original version) as a habit, I donlt use, or even look at other people's products so that I don't take things from them without realizing it.
<JEFF.H> Well, I don't think they are going to work on it anymore, so you pretty much have the market wide open.
<A2PRO.ERIC> Hello Greg... nice to see you here! Wish you'd drop by more often. :) I've been using ProTERM for about 18 months now and consider it the best of all of the Apple II term programs (let me get the bridge-burning out of the way) and I'm REALLY happy to see that you're still supporting it (2.2 now, 3.0 soon). I have a list of ProTERM 2.2 bugs here, if you're interested in hearing them, or should I email them someplace?
<[Mike (InSync] M.GOLASZEWS1> Yes. Please send them to me and I will make sure that they are taken care of.
<[Greg] APPLE.GUEST> ... I should point out that there are some v2.1 problems which have not been taken care of yet. Let me go a bit further and say that I only really got proterm "back" from checkmate in the last 60 days. As a result, the amount of time available to work on v2.2 was limited. I would have liked to have spend a much longer period of time working on the product, but other conditions prevented me from doing so. We are still working on v2.2 and will provide fixes and such as they become necessary, but the real focus is on getting v3.0 finished. This not only addresses any v2.2 problems, but of course represents the continued development of the product. (Sorry to ramble!)
<A2PRO.ERIC> Ok. I'm not trying to get a v2.3; just want to be sure ALL the bugs are out of v3.0 :) Finally, who do I talk to about beta testing v3.0? I use the program for 5+ hours every day.

<[NewANIMtech] C.MCKINSEY> (Maybe a GEnie beta test team?)
<[Mike (InSync] M.GOLASZEWS1> If you're interested in beta testing ProTERM v3.0, please contact me either here or on America Online (Screen name: ProTERM). V3.0 is a complete rewrite. Some of the information you should provide me with is your equipment (what hardware you have, etc.) and what you generally use the program for. You can also use US Mail and send me the information at PO Box 22141, Phoenix, AZ 85281. We will not be handing out beta copies for some time, as the product is still in alpha test. However, I do want to hear from you.
<A2PRO.ERIC> Thanks Mike, that sounds good... I'll be in touch. And thanks again Greg & Jerry for keeping such a great program alive.
<[KT] MIDNITE> RE: file loading process. I like the way it is now. Unless a way to toggle showing all files or just TXT files is added, I don't know that you _could_ improve it in my opinion :) As a small suggestion, I'd like to see a Column/Line# addition to the status line of the Editor. The "#### free" is just great, but doesn't help me not get lost in certain circumstances :)
<[Mike (InSync] M.GOLASZEWS1> We will have screen positioning in v3.0. :)
<[Greg] APPLE.GUEST> thanx Kati! I think you & I are the only ones who like it like it is! :)
<[KT] MIDNITE> Thanks! :)
<[Mike] SAXMAN> Will 3.0 have full ANSI emulation, and will it also have the BiModem transfer protocol? I call a few systems that use both, and would like to have those abilities.
<[Greg] APPLE.GUEST> Well, full ANSI is a relative term. V3.0 will support ANSI, but the special ANSI graphics characters will be mapped to the closest Mousetext characters available. You will find that screens look very similar to their IBM counterparts though. Also, I should throw out that people using systems which request "ANSI" can select "VT-100" in the current version. Many aspects of the emulation will work correctly, though this varies based on the system you are using. "ANSI" is really just an extension of Vt-100 , or VT-100 is a sub-set of ANSI, all depending on how you look at it. As to bi-modem support, I am not familiar with that particular protocol, though it sounds like some kind of two-way or straming protocol. In any case, I will be evaluating several new protocols for inclusion with v3.0, but haven't made any decisions yet.
<[Mike] SAXMAN> Ok....VT-100 doesn't cut it for the systems I call...been using AGATE <in the library> for a while, which suits me so far. Bimodem lets you send or receive files and chat or whatever at the same time. It is pretty slick.
<[Greg] APPLE.GUEST> Okay, as I said, we will support ANSI with the special character to Mousetext mapping. I will have to look into bimodem.
<[Mike] SAXMAN> If you need bimodem info, I can send it to you.
<[Dave] A2.DAVE> Will you folks be attending KansasFest in July?
<[Jerry] A2.GUEST> I want to be there. I look forward to it!
<[Dave] A2.DAVE> Great Jerry.... could we got you to put up some closing thoughts and address info?
<[Jerry] A2.GUEST> I have been working closely with the Apple people who will be there and I guess I would feel left out if I did not make it. :)
<[Jerry] A2.GUEST> I've enjoyed this and thanks for all who were here to make it possible. - Thanks to all of those here on GEnie who made possible!
<[Greg] APPLE.GUEST> Likewise- I really appreciate everyone taking the time to join us tonite. It helps us know we are not wasting our time here. Thanks to all of you.
<[Dave] A2.DAVE> Thanks much for coming Jerry Greg and Mike!
<[Eric] E.MERRILL> Thanks!! <clap, clap, clap>
<[Dean] A2.DEAN> Yay!!!
<BRYAN.ZAK> clap clap clap
<[Buzzin'] CV.TECH> ()()()()()()()()()()()()
<[Jerry] QC> [Zen applause]
<[TomZ] T.ZUCHOWSKI> clap clap clap clap
<[Dave] A2.DAVE> Rolling On The Floor, Jerry.
<[Mike (InSync] M.GOLASZEWS1> Address info: You can reach us here on GEnie, through this account, on America Online (mail to ProTERM), the InSync BBS (303) 745-3949, AppleLink (J.Cline), or through US Mail: PO Box 22141, Phoenix, AZ 85028.
<[Dave] A2.DAVE> Thanks Mike.
<[Jerry] QC> Thanks everyone!
<[Herb] H.HROWAL> rah.
<[Dean] A2.DEAN> Thanks for such a terrific product!
<[Mike (InSync] M.GOLASZEWS1> You can call us through tech support, (602) 992-1345; sales support is (602) 992-5515.
<[Greg] APPLE.GUEST> Thanks everyone. Hope to c. again in the future. G'nite!
<[Mike (InSync] M.GOLASZEWS1> Thank y'all for coming. Goodnite!

End of transcript

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