Apple-Q Inc.
has moved its
meeting venue to:

Andrews Special School
79 Troughton Road
Sunnybank

Late Extra

By Kelvin Saggers

Due to circumstances beyond our control we have had to make a few changes to both the venue, and the content of the March meeting. The Auction is still on and we hope that it will not suffer too much because of the move, that has been forced upon us. For more on the whys and the wherefores, read the short articles bellow.

Change of Venue

In case you have not noticed we have been forced to change our venue. The Hooper Centre is to be changed into a Grade One class room , or so we have been informed. Apple-Q along with other clubs who use this venue have been informed that it will no longer be available for hire, and that it would not even be available for our March meeting. We received this information on monday the 24th of February.

This sparked off a hunt for alternate venues, the deadline being wednesday evening at 7.30 when the committee would hold a special meeting, to evaluate our choices. The clubs newsletter was also placed on hold, in order to place this cover page in this issue, so a decision had to be made on very short notice. After due consideration we choose Andrews Special School, at 79 Troughton Road, at Sunny Bank.

This location is around 11km from the GPO on the south side of town, and will give the club much more room in which to set up special interest groups, the club's various libraries, the Trading Table etc., and also has plenty of off street parking.

Special Meeting

Because the Newsletter was held up we cannot hold our special meeting on the day the Auction as insufficient notice would have been given to members. The special Meeting to decide on the club obtaining a Master Card will now be held at the April meeting just before the demonstration. Please disregard any all references to the march meeting that might appear in this issue in regards to this matter.

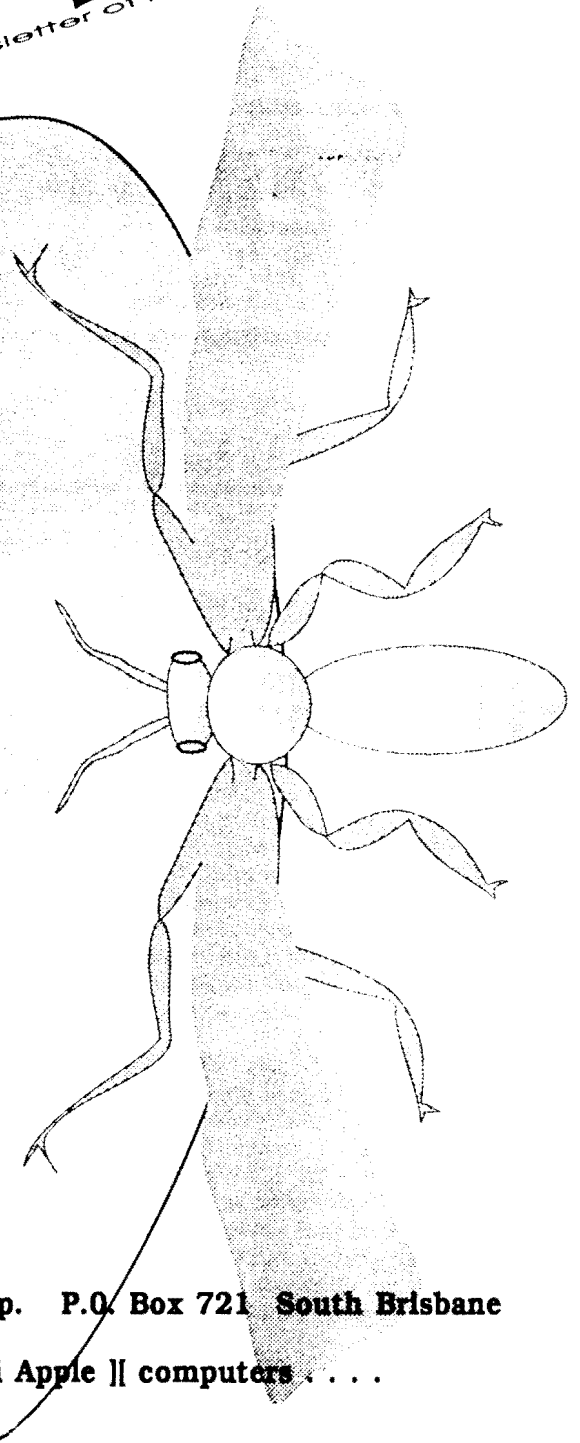
Andrews Special School

In order to aid in your locating our new venue with as little inconvenience as possible we have provided a few sketches on the inside back and front pages. For those who own the 35th edition of the Brisbane UBD street directory you will find Andrews Special School at grids H 5 on map 43 (approximately). We also intend to post messages on as many Bulletin Boards as possible and run an ad in the Courier Mail, as well as place a message at the old venue.

March 1992 Edition
Volume 11/Number 3
$1.80

Apple Bug

the newsletter of Apple-Q Inc.



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Apple-Q Inc. The Brisbane Apple User Group. P.O. Box 721 South Brisbane

Supporting the Apple Macintosh, and Apple][computers . . . .

Apple-Q Inc. Diary

This Meeting	Sunday March 15th
Book in Items:	10.00 - 11.30am.
Auction:	12.00am start.
Committee meeting:	3.00pm start.

Next Meeting	Sunday April 19th
General meeting:	10.30am - 5.00pm.
Demonstration:	12.00am start.
Committee meeting:	3.00pm start.

March 15th — A.Q. Auction

The Apple-Q Inc Mad March Auction.
Buy or sell any computer related goods, see the form in this newsletter . . . .

April 19th — Demonstration

A host of Apple software will be demonstrated by various club members, for the Apple Mac, and Apple // Computers . . .

Notes . . .

Apple-Bug Competition

Apple-Q Members are invited to win a free years subscription to Apple-Q . . .

It's been a few years now since we ran the last cover competition, so we decided it was about time a new graphic graced the front cover of Apple-Bug. The prize for the winning entry, is not only a free years subscription to the best Apple User Group around, but also the knowledge that your art work is going to be on the front cover of the best Newsletter around, and that it will be seen not only all around Australia, but in New Zealand, the US, and even Tasmania . . . what more could you as for, I ask you.

It's quite simple really, all you need to do is boot up your favorite paint program, and wait for inspiration to hit. You do not have to be an expert to design a graphic for the Bugs front page, remember the KISS principal, Keep It Simple Stupid, and you are sure to produce a winner. Once you have your master piece finished, send it on a disk, with or without a printout, to The Great Front Cover Competition c/- of Apple-Q's P.O. Box, or bring it along to the Open day meeting.

A few things to keep in mind. As we don't have a great deal of money to throw around, you might have noticed our cover does not support 4 million glossy true to life colours . . . . what this means is that you can save a lot of wear and tear on your colour pallet, if you remember that the final image will have to be printed out in glorious red and black, green and black or what ever, tones of any two colour combination your heart desires (and our budget can take).

The competition closes at 12.00 mid day on the 17th May 1992, and the winner will be also be chosen on the same day, at the meeting. Members at the meeting will also be asked for their comments, on the various designs, but the final say will be in the hands of the committee.

Growth Computers

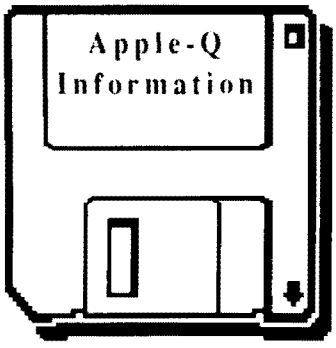
4 Park Road Milton
Phone 369-4099
For all your Apple needs . . .

Trading Table

Apple-Q Inc. has for sale to members blank disks & other items that we buy in bulk in order to save you money & generate funds for the club.

5.25	DDDS blank disks	(Box 10)	$8.00
3.5	DDDS blank disks	(Box 10)	$14.00
3.5	DDHD blank disks	(Box 10)	$22.00
Disk Satchells		(Pkt 50)	$7.00

Note: Prices are subject to change without notice, but are correct at the time of printing.



Public Domain Software

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 minimum fee is $3.00 per disk, with "Disks of the Month" costing a little extra than the older software in the clubs library.

On the inside back page you will find a software order form. This form can be used if you wish to order by mail or you can order & pick it up at the meeting. For mail orders, remember to add $2.00 for postage & packaging.

Meeting Format

10.30 am - Open Day Starts
Doors Open, Library and Trading Table Set Up

11.00 am - 12.00 - Open for Business
Trading table open, Hard copy Library Open
Registration of members (new and renewals).
PD Software Library sales. Raffle Tickets sold.

12.00 - 1.00 pm - Demonstration
Invited speaker to give a demonstration.
followed by a question and answer session
relating to the demonstration, draw raffles etc . . .

1.00 pm - 3.00 pm - Special Interest Groups
Special Interest Groups . . .
Trading Table, Software Library continues . . .
General Computer Time . . .

3.00 pm - Start Committee Meeting
SIGS, Trading Table, Libraries etc. close.
General computer time continues.
Committee meeting starts.
Members are welcome to attend committe meetings.

5.00 pm - (approx.) Open Day ends.

Meeting Venu

Andrews Special School

79 Troughton Road, Sunnybank

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

Articles for Apple-Bug

If you would like to contribute to Apple-Bug, please send in your article (on disk if possible) to Apple-Q or bring it along to the meeting. The deadline for Apple-Bug is the Open Day meeting. Disks will be returned.

Executive Committee

Ann White	President	(07) 371-4067
Bob Godbehere	Vice-President	(07) 808-3892
Dale Rodgie	Secretary	(075) 91-2819
Stan Millar	Treasurer	(07) 801-1901
Kelvin Saggers	Editor	(07) 800-3577
Graham Black	Registrar	(07) 883-1525
Ian Millar	Hardcopy Librarian	(07) 343-4261

Software Librarians

John Finch	Apple Macintosh	(07) 260-5218
Steve Wilson	Apple //	(07) 282-6868
Paul Featherstonhaugh	Apple GS	(07) 201-1698

Bulletin Board

Name:	Apple-Q Inc. BBS
Telephone:	(07) 851-1711 [24 hrs - B.B.S.]
	(07) 351-3090 [7-9 pm - Voice]
Baud Rates:	300, 1200/75, 1200 & 2400 Baud
Data Specs:	8 Data bits, 1 Stop bit, No Parity, Full Duplex
SysOp:	Vince Crosdale
Co-SysOp:	Graham Black

Production Information

The Apple-Bug was written with AppleWorks and AppleWorks GS. AppleWorks GS was used for the Page Layout. Apple-Bug is printed by the Hooper Education Centre. Thanks to Growth Computers for the use of the LaserWriter used to produce the original copy.

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.

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 .

Help Line

Apple II General

Bob Godbehere	(07)	808-3892	7-9 pm & WE
Simon Skill	(07)	800-1099	7-9 pm & WE

Apple IIGS General

Vince Crosdale	(07)	351-3090	7-9 pm
Graham Black	(07)	883-1525	1-6 pm

Apple Macintosh General

John Finch	(07)	260-5218	7-9 pm & WE
Ann White	(07)	371-4067	7-9 pm W'Days

Apple Macintosh - Music

Tony Truscott	(07)	266-4795	7-9 pm & WE

Apple Macintosh - Page Maker

Ann White	(07)	371-4067	7-9 pm W'Days

HyperStudio

Kelvin Saggers	(07)	800-4660	Modem Anytime

AppleWorks (Classic)

Ann White	(07)	371-4067	7-9 pm W'Days

AppleWorks IIGS

Kelvin Saggers	(07)	800-4660	Modem Anytime

AppleSoft / Beginners

Bob Godbehere	(07)	808-3892	7-9 pm & WE
Vince Crosdale	(07)	351-3090	7-9 pm
Simon Skill	(07)	800-1099	7-9 pm & WE
Graham Black	(07)	883-1525	1-6 pm

Communications / Modems

Vince Crosdale	(07)	351-3090	7-9 pm
Kelvin Saggers	(07)	800-4660	Modem Anytime

Education Programs

Ann White	(07)	371-4067	7-9 pm W'Days
John Aspland	(07)	368-2420	7-9 pm
Geoff Galt	(07)	355-5161	School hours

Seven Hills Partner

Kelvin Saggers	(07)	800-4660 Phoenix BBS
	(07)	800-3577 (A'Machine)

Software Library & Disk of the Month

Steve Wilson	(07)	282-6868	Apple II
Paul Featherstonhaugh	(07)	2011-698	IIGS
	Times : 7-9 pm and Weekends		

Apple IIGS Graphics, Programing

Paul Featherstonhaugh	(07)	2011-698	7-9 pm

If you are free to aid other members and would like your name added to the list, please let us know. To be on the help line listing you do not need to be a committee member, so please help take up some of the workload and lend a hand if you can.

Editorial

by Kelvin Saggers

The February meeting went very well I feel, with members taking advantage of the fact that Apple-Q in conjunction with Growth Computers arranged for Paul one of Growths Service Technician to be on hand to diagnose any problems they might have with their machines. It was good once again to have someone along to our meetings from one of the local dealers, we hope we can arrange it so that either Paul or someone like him can come along every club day as a liaison person between the club and Growth.

Ok. So what new. Well by the time you read this newsletter I hope to have System 6.0 for the Apple //GS in my hot little hands. It should have been here by now but apparently Apple spotted a few more minor bugs {didn't seem to stop them releasing System 7.0). System 7.1 for the Mac is also out so I am informed, and so is a tune up disk for those still trying to run System 7.0 in 2 Meg.

Dale's new column, based on the notes taken at the committee meetings, is designed to keep you better informed on club issues. Like Apple's offer of a cheap CD ROM player, and feed back on your ideas on other venues for our club meetings, starts this month on page 13 of this issue.

We also have a Special Meeting programed for the March meeting (yes we know it's also the Auction Meeting). The Special Meeting is required in order to make some minor amendments to our constitution. You can read more about this in Stan's article on page 12.

Last month Apple-Q Inc. donated an Apple //e system to a needy cause. We would also like to help other causes out with unwanted computer equipment etc., to find out more about this and how you can help don't miss Bob' article on page 8, just under John's Macintosh Mumblings feature.

This month we also continue the History of the Apple][with a little more information added by yours truly {PS this series could run even longer than we first thought as ev more installments have come to light since the last issue}.

Peter has again given us a review on another GS game, this month it's Tomahawk, read about it on page 14.

The committee has rescinded the announcement that only Apple related computer items can be sold, so ANY computer related items you may wish to bring along, can once again be put up for Auction, see pages 9 and 10 for forms/details.

The Disks of the month this month contain something for everyone, for our GS members we have a full blown Zork adventure game, and a disk full of new/updated desk accessory programs, for those with Apple //e's etc., we have a Demo of ProTerm 3.0, and a Utilities disk. (these files can also obviously be used by GS owners as well}, and for those who like Graphics, we have a 3.5 disk full of GIF files taken from the latest Star Trek Movie.

That's all for this month folks . . .

APPLE II HISTORY

Compiled and written by Steven Weyhrich
(C) Copyright 1991, Zonker Software
[v1.1 :: 12 Dec 91]

PART II
THE APPLE I

Edited by Kelvin Saggers

The Apple I: Development

At the Homebrew Computer club in Palo Alto, California (in Silicon Valley), Steve Wozniak, a 26 year old employee of Hewlett-Packard and a longtime digital electronics hacker, had been wanting to build a computer of his own for a long time. For years he had designed many on paper, and even written FORTRAN compilers and BASIC interpreters for these theoretical machines, but a lack of money kept him from carrying out his desire. He looked at the Intel 8080 chip (the heart of the Altair), but at $179 decided he couldn't afford it. A decision to NOT use the 8080 was considered foolhardy by other members of the club. Consider this description of the microcomputer "world" as it was in the summer of 1975:

"That summer at the Homebrew Club the Intel 8080 formed the center of the universe. The Altair was built around the 8080 and its early popularity spawned a cottage industry of small companies that either made machines that would run programs written for the Altair or made attachments that would plug into the computer. The private peculiarities of microprocessors meant that a program or device designed for one would not work on another *{This is still true today -Ed}*. The junction of these peripheral devices for the Altair was known as the S-100 bus because it used one hundred signal lines { see my side note on the S-100 bus system - Ed}.

Disciples of the 8080 formed religious attachments to the 8080 and S-100 even though they admitted that the latter was poorly designed. The people who wrote programs or built peripherals for 8080 computers thought that later, competing microprocessors were doomed. The sheer weight of the programs and the choice of peripherals, so the argument went, would make it more useful to more users and more profitable for more companies. The 8080, they liked to say, had critical mass which was sufficient to consign anything else to oblivion."{*1}

Another chip, the Motorola 6800, interested Wozniak because it resembled his favorite minicomputers (such as the Data General Nova) more than the 8080. However, cost was still a problem for him until he and his friend Allen Baum discovered a chip that was almost identical to the 6800, while considerably cheaper. MOS Technology sold their 6502 chip for $25, as opposed to the $175 Motorola 6800. Wozniak decided to change his choice of processor to the 6502 and began writing a version of BASIC that would run on it. A friend over at Hewlett-Packard programmed a computer to simulate the function of the 6502 microprocessor, and Wozniak used it to test out some of his early routines. When his BASIC interpreter was finished, he turned his attention to designing the computer he could run it on. Except for some small timing differences, he was able to use the hardware design he had earlier done on paper for the 6800 {*2}.

To make the computer easier to use, Wozniak favored a keyboard over the front panel switches that came on the Altair. He also made it simple to use a television for a video terminal. (Recall that at this time the most common mechanism used for input/output was a teletype, which consisted of a keyboard, typewriter, and if you were lucky, a paper tape reader/puncher). Functionally, it was a television terminal attached to a computer, all on one printed circuit board (another enhancement over the Altair).

Wozniak used two 256 x 4 PROM (programmable read-only memory) chips to create a 256 byte program (called a "monitor") that looked at the keyboard when the computer was turned on. This monitor program could not do much more than allow entry of hex bytes, examine a range of memory, and run a program at a specific address {*3}. (The Altair needed these "bootstrapping" instructions to be entered by hand each time the computer was turned on). Because there were no cheap RAM chips available, Woz used shift registers to send text to a black and white TV screen. Consequently, his video terminal was somewhat slow, displaying characters at about 60 characters per second, one character per scan of the TV screen. (This speed would be similar to watching a computer communicate via a modem at 1200 baud). It was slow by 1991 standards, but an advancement over the teletypes that could only type 10 characters per second.

The computer had 8K of dynamic RAM. You could load BASIC into 4K of memory and have 4K left over for your own programs. It had a video connector, but you had to connect a monitor on your own. You also had to buy the keyboard separately and then wire it into a 16-pin DIP connector. The power supply had to be connected to two transformers to get the 5 and 12 volt supplies needed on the motherboard.

There was no speaker, no graphics, and no color, but the Apple I did have a single peripheral slot, however when it was first released there was nothing available to plug into this slot. It was entirely contained on a single printed circuit board, about six by eight inches in size (most hobby computers of that time needed at least two boards), used only 30 or 40 chips, and because it could run BASIC programs it got people's attention {*4).

The Apple I: Marketing

Let's adjust our time circuits for 1976, and jump forward in time. By now, Steve Wozniak had completed his 6502-

based computer and would display enhancements or modifications at the biweekly Homebrew Computer Club meetings. Steve Jobs was a 21 year old friend of Wozniak's and also a visitor at the Homebrew club. He had worked with Wozniak in the past (together they designed the arcade game "Breakout" for Atari) and was very interested in his computer. During the design process Jobs made suggestions that helped shape the final product, such as the use of the newer dynamic RAMs instead of older, more expensive static RAMs. He suggested to Wozniak that they get some printed circuit boards made for the computer and sell it at the club for people to assemble themselves. They pooled their financial resources together to have PC boards made, and on April 1st, 1976 they officially formed the Apple Computer Company.

Jobs had recently worked at an organic apple orchard, and liked the name because "he thought of the apple as the perfect fruit--it has a high nutritional content, it comes in a nice package, it doesn't damage easily--and he wanted Apple to be the perfect company. Besides, they couldn't come up with a better name."

Jobs approached the owner of a new computer store in the bay area called "The Byte Shop." This businessman, Paul Terrell, expressed an interest in the Apple Computer (to be known later as the "Apple I"), but wanted only fully assembled computers to sell. If they could provide this, Terrell told them he would order fifty Apples, and pay cash on delivery. Suddenly, the cost of making (and selling) this computer was considerably more than they expected {*5}.

Jobs and Wozniak managed to get the parts on "net 30 days" (30 days credit without interest), and set themselves up in Job's garage for assembly and testing of the Apple I computer. After marathon sessions of stuffing and soldering PC boards, Jobs delivered the Apple computers to the Byte Shop. Although these "fully assembled" computers lacked a power supply, keyboard, or monitor, Terrell bought them as promised. In July of 1976 the Apple I was released and sold for $666.66, which was about twice the cost of the parts plus a 33% dealer markup {*6}.

Two hundred Apple I computers were manufactured, and all except twenty-five of them sold over a period of ten months {*7}. Although the Apple I was easier to begin using than the Altair (thanks to its built-in ROM code), it was still a time consuming process to set it up to do something useful. Steve Wozniak would have to type in about 3K of hexadecimal bytes before BASIC was ready to use. He could do it in about 20 to 30 minutes, but he almost knew the code by heart. The typical user was more limited in ability to use BASIC on the Apple I. To broaden the appeal of the Apple I (and at the insistence of Paul Terrell), Wozniak designed a cassette interface. It was mounted on a small two-inch-high printed circuit board and plugged into the single slot on the motherboard. The card sold for $75 and a cassette tape of Woz's BASIC was included with it. The advertisement Apple included with the card stated, "Our philosophy is to provide software for our machines free or at minimal cost." The interface worked, but worked well only with cassettes running on expensive tape recorders. To further try to enhance sales, the Byte Shop stores found a local cabinetmaker that made some koa-wood cases for the Apple computer (so it would no longer be just a "naked" circuit board) {*8}.

Interestingly, although most of the action in the micro world was going on in Silicon Valley, news of the Apple I made its way east. Stan Veit, owner of the east coast's first computer store, bought an Apple I and took it to a meeting of the Association of Computer Machinery. Those attending were quite skeptical that a REAL computer could fit into a small briefcase; they were sure that the machine was just a portable terminal, attached by a hidden phone line to a mainframe somewhere! {*9}

The S-100 Bus

By Kelvin Saggers

The S-100 bus derives it's name from the fact that it uses 100 way edge connectors and sockets (50 gold plated pins a side) to transfer signals and power to and from various sections of the computer system, for example it allows your CPU card to talk to an I/O card (e.g. serial card), and allows the cards to pick up their power supply requirements from a common source. This was achieved via a mother board that was little more than a printed circuit card with a row of 100 way sockets soldered on it, in such a manner as to supply signal lines to and from each socket as per a standard pinout arrangement, very much like the slots in an Apple // computer. The S-100 mother board was normally fed by a power supply that sent 5 and 12 volt signals to each S-100 socket again much like an Apple //.

Sure the early S-100 had it's problems, but then again what didn't in those days (that was half the fun). The bus as the article states was originally designed for the Altair 8800, and was then called the Altair Bus. Then came the Intel 8080 microprocessor, and the new name of S-100, and as new chips evolved in the late 1970's, like the Z80, 8085, and the 6809 microprocessors, the S-100 was also overhauled to suit them. By early 1979 the S-100 bus had been redefined by the IEEE to include signals like 16 bit data, and 24 bit address buses, extended I/O addressing, revamped clock signals and much more (if anyone is interested I am sure I can dig the S-100 pinouts out, and dust them off).

The main difference between an Apple system and the S-100 (aside from processors) is that, as the mother board of an S-100 system has no memory, CPU, etc., you could mix and match CPU, Memory, I/O, and video cards, to suit your needs and budget, with the Apple you had your CPU, and basic I/O etc. already built on the motherboard and so any cards plugged into it, either added to, or over rode existing motherboard functions. The S-100 therefore was popular with the 'old timers', 'the hackers' who liked to tinker with their hardware and software with as few constraints as possible. The Apple, and other like systems, on the other hand gave those who either could not, or did not want to 'role their own', a way to enter the growing computing scene . . .

NEXT INSTALLMENT
The Apple II

Notes

*1 - Michael Moritz, THE LITTLE KINGDOM, p. 123.

*2 - Moritz, pp. 124-127.

*3 - Williams & Moore, p. A69.

*4 - Gregg Williams and Rob Moore, "The Apple Story, Part 1: Early History". BYTE, Dec 1984, pp. A68-A69.

*5 - Frank Rose, WEST OF EDEN: THE END OF INNOCENCE AT APPLE COMPUTER. p. 33.

*6 - Moritz, pp. 138-144.

*7 - Williams & Moore, pp. A69.

*8 - Moritz, pp. 147-149.

*9 - Chien, Philip, "Apple's First Decade: A Look Back", THE APPLE II REVIEW, Fall / Winter 1986, p. 12.

Apple IIGS for Sale

A ROM 3 Apple IIgs computer system in very good condition, complete with Apple RGB Colour monitor, 5.25 and 3.5 disk drives, 1 Meg RAM Card, High Speed SCSI card, and internal fan.

$2,500

Software includes AppleWorks 3.0, WordPerfect, DB Master, and GS Paint

For more information please contact:

Ian Millar.

Phone: (07) 343-4261

Or at the Open Day Meetings.

Apple Macintosh News & Views

by Dale Rodgie

Ofoto for Everyone . . .

Ofoto is the scanning software package included with the AppleOne Scanner. It automatically controls the brightness and contrast levels of the scan and it also rotates the image if the document is not straight. Now Light Source, the developer of Ofoto, is working on retail version. The new version will support a number of scanners including Microtek and Hewlett-Packard.

The Flopticals are Here!

PLI is now shipping a storage device called the Infinity Floptical. It uses a special 3.5 inch disk that holds 21 megabytes (MB) of information. The information is stored magnetically and optical servo data is also stored on the disk to give better head positioning. The Floptical can read and write to 1.44 MB Macintosh disks and 720k and 1.44 MB MS-DOS disks. The drive is distributed in Australia by Mitsui - Phone (02) 452 0452.

QuarkXPress v3.2 Available . . .

The System 7 Savvy version of QuarkXPress is now available. The most powerful desktop publishing package now includes: colours and trap information palettes; support for Trumatch and Focoltone colour-matching systems; user-defined default settings of parameters; the ability to save kerning, hyphenation and frame information within a document; 'live' display of changes during operations such as rotating a box or resizing a picture; and it now works on the Quadra 700 and 900. QuarkXPress still sells for $1495.00. If you have version 3.0, you can upgrade for $30.00. Contact Mitsui for more information - Phone (02) 452 0452.

Introducing GUICare . . .

Solutions has announced a subscription support program called GUICare (pronounced GOO-EE Care). It costs only $50.00 for a year - for that you get 24 hour toll-free support for any Macintosh or Windows program. Other benefits are also included. Contact Solutions on (075) 39 5422.

System 7.1 is Available

This is the first major upgrade to System 7.0. Version 7.1 includes QuickTime video compression/expansion software and Adobe Type Manager software plus a number of bug fixes. Another report suggests that System 7.1 contains an improved version of SANE (mathematical tools) for faster calculations on machines that don't contain a maths coprocessor chip. When available, it will be available free to Apple-Q members.

That's all for this month, remember I am looking for feed back on my Hyper Card Courses. Let me know if you wish to attend such a course, and when it would suit you to do so.

Macintosh Mumblings

By John Finch

With the advent of System 7.0 and its need for more memory, a lot of people may be thinking of upgrading the RAM in their Mac. I did when System 7.0 first arrived.

Let me add further to the FUD factor of the innocent consumer: FUD = Fear, Uncertainty and Doubt. The memory modules are called SIMMs. This awesome acronym stands for Single In-line Memory Modules.

The problem is that the SIMMs are extremely vulnerable to static electricity. Unless they are packed and transported in static free packing, then handled and installed under proper static free conditions the SIMMs can be damaged by the electricity that can build up. The trouble is, you probably will not know if the damage has happened.

Static damage is like cancer in that it is not immediately fatal, but eats away at the insides of the chip until it fails, some months, or even years, down the track. So, if you are thinking of doing the upgrade yourself - think carefully. If you are paying a dealer to do the upgrade - well, ask him about his static free work station and anti static equipment, and it wont hurt him to know you are watching over his shoulder so to speak.

Incidentally, the SIMMs should not be packed in ordinary plastic - that is the worst possible thing. The correct material for the packing should be smoky black or pink anti-static bags. Care should be taken not to touch the pins, and to earth yourself out before taking the SIMMs from their packaging. Standing on a nylon carpet in a windy room is not for example the best environment for attempting to do any task of this nature. If in doubt, as I stated earlier in the article then pay someone else to do it for you it could work out cheaper in the long run . . . and save you pulling great lumps of hair out in frustration when things don't seem to be working quite as they should be . . .

Tune Up your Macintosh . . .

If you have not upgraded your memory as yet, but still use System Seven then contact your local Apple Dealer and ask for a Tune-Up. Apple have just released a System 7.0 Tune-Up which provides System 7.0, and 7.0.1 users with performance improvements, particularly those with only 2Mb of RAM. Contact Growth Computers (see page 2), or your local Apple Reseller, for more information, or phone (008) 025 258.

B.B.S. File Downloading Blues . . .

I hear that some Mac users are having trouble downloading from bulletin boards using Red Ryder. I had some problems myself and my cure was to change a coup[1] of parameters in Red Ryder.

Go to the "Customize" menu and pull down the top item marked as "XMODEM and Kermit preferences." A window will appear.

1. In the window at the top is a box marked "Timeout after " with a default of 5 seconds. Change this to something healthy like 20 seconds.

2. Lower down is a check box marked "Use and recognize CRC error checking". Deselect this item. Now try to down load.

It worked for me, I will keep my fingers crossed that it will work for you. *{ What John has listed as a cure for Red Ryder, also works for other comms packages, if you are having problems with Xmodem Transfers - Ed }*

Apple-Q Inc. Aid Appeal

By Bob Godbehere

The club recently received a donation of an Apple IIe including two Disk II Drives, a Numeric Key Pad and a Monitor. This equipment was donated by a young man by the name of Ian Van Kretschmar; not a member of Apple-Q; who lives at Tingalpa. The reason for his donating the equipment was that he was moving up to a Macintosh.

I read in one of the publications from the USA; some time last year; that Apple User Groups were good places for disposing of your old unwanted computer equipment, and being able to find another home for the same gear, somewhere probably not as well off as before, but somewhere where it would be appreciated and used. I knew of just such a place, the Royal Queensland Bush Children's Health Scheme Home at Scarborough. So I approached the club committee with a proposal to give this equipment to this particular home and it was duly passed by the committee and has been given to the home.

We have received a letter of thanks from the home and have been informed that we even received a write-up in the Redcliffe local newspaper. Now we needn't stop there. A colour monitor, a joystick, a printer, etc., etc., would all be welcome, by the same home that Apple-Q donated the Apple to, and I am sure there are other deserving places out there who would also like a computer, or software etc., but cannot as yet afford to purchase it.

As you know we have the biannual auction next month, and I am sure lots of you have stuff to sell. If you don't get what you are asking for, for your gear, or you feel you have something you don't want, but cannot be bothered putting it in the auction, please consider donating it to your favorite Computer club, yes, that's right, Apple-Q and we will find a worthy recipient for it. I already have one member who has made such an offer.

Stop Press: Just been given a Joystick by Dale Rodgie for onward transmission.

The Apple-Q March Auction

By Kelvin Saggers

The march meeting will mainly be taken up by our auction, but Disk of the Month orders, and registration of new members, not to mention membership renewals will be taken on the day. We also intend to run a Special meeting to ammend the clubs constitution, so it should be a busy event filled day, to say the least. If you attended our September Auction, you would have seen members walking out with items ranging from complete Apple][gs systems, Macintosh software, to Apple][and Ibm monitors. The auction was a success I feel, and with your support the March auction will be just as successful.

Start looking around at home, or work, you will probably find some software or hardware, or even an old computer you no longer use or want. You can turn these items into cash simply by entering the details on the form provided in this newsletter, and by lodging both the completed form{s} and item{s} with Apple-Q Inc. If bargain hunting is more your style, and past auctions are anything to go by, there will be plenty of those on hand for you to bid for.

You can, if you wish contact Apple-Q before the meeting to lodge the items you wish to auction, however, we work on a "first in - first served" basis based on receiving both your items, and form. Simply put the first person to lodge their **items and form** with us will get at the top of the auction list, and so on down the line. If you bring your items on the day at the last minute, then you will find your self at the end of the list and your items will be the one of the last items auctioned.

The doors will open at the Hooper Centre at 10.00 a.m. on Sunday the 15th of March, so please come early and help avoid the rush if you intend to enter Items for auction. Please remember that items cannot be accepted after the 11.30 am deadline, as we need time to sort out and enter last minute items into the auction data base, label them, and place them on display.

Should the Auction form prove too small just copy the format onto another piece of paper and hand both in with your items {a copy of the Auction form can be found on page 10}. If possible please take the time to fill in your form before the meeting in order to speed things up on the day. . . . . a limited number of auction forms will be available for member to fill in on the day.

Apple-Q Auction Rules & Note

- The Hooper Centre doors will be open from **10.00 a.m.** for you to lodged your items.
- All your Auction items must lodged **before** the **11.30 a.m.** deadline.
- The auction starts at **12.15 p.m.**
- All auctioned items must have a Reserve Price of no less than **$5.00**, {Please Note - If an Item has a Reserve Price of less than **$5.00**, Apple-Q Inc. will still be looked upon the sale as being a $5.00 sale for commission purposes}.
- Apple-Q gets a commission of 10 percent of the final auctioned price. This money will go towards running the club, equipment, etc.
- Apple-Q Inc. takes no responsibility for software or equipment lodged at this Auction.
- You can auction any computer related item for example - software or hardware, for any computer type you wish.
- You must be a financial member of Apple-Q Inc. {The Brisbane Apple User Group} OR a current member of The Mac Association of Queensland} in order to bid or place items in the Auction. Ring up and ask . . . we don't bite . . . too often.
- Application to join Apple-Q Inc. and membership renewals {see the form at the back of this newsletter and the information page - Ed} can be made on the day of the Auction {please ensure that you are financial as our rules {not to mention our database} requires this to be so}.
- Only Committee members {or those nominated by the Committee} can handle goods lodged for Auction once the Auction starts. Members may view the goods for Auction, once they have been lodged and processed, and laid out on the tables, before the Auction starts.
- Once the Auction starts, goods that have been auctioned off successfully will be placed on tables in an area close to the trading table. You will not be allowed to take goods from this area without a receipt from the Trading table. **Please pay for your items first, then approach this area for your purchases.**
- We can not finalize payments until after the auction is over and all outstanding money is received.
- If you have to leave early, we will post a cheque to you (minus $1.00 to cover handling).
- Only Committee members or nominated members should be behind the Trading Table.

Apple-Q Inc. Auction Form

Apple-Q Inc. (The Apple Brisbane User's Group)
P.O. Box 721, South Brisbane, Queensland. 4010.

Please fill in this form and hand it over at the Trading Table with the items you wish to auction. If you wish, you can use a photocopy of this form.

All items for auction must be handed over at the Trading Table by **11.300 a.m.** A small commission of ten percent of each sale will be taken out by the club. This money will be used to improve the services offered to members. The Auction will start at **12.15 p.m.**

Members Name: .....

Membership Number: ..... Apple-Q ❑ Mac Assn. ❑

Item Description	Reserve Price	Auction No.
(01)	$	.....
(02)	$	.....
(03)	$	.....
(04)	$	.....
(05)	$	.....
(06)	$	.....
(07)	$	.....
(08)	$	.....
(09)	$	.....
(10)	$	.....

Apple-Q Inc. takes no responsibility for computer equipment or software left in it's care.

Enquiries for lodgement of equipment should be directed to:
AnnWhite - (07) 371-4067 7-9 pm
Bob Godbehere - (07) 808-3892 7-9 pm

Disk of the Month

by Kelvin Saggers

Apple-Q's Software Library has something for just about everyone this month. Keep reading for more details. See Paul or Steve at the Software Library at the next meeting, or order by mail. An order form appears on the inside back cover of this issue. The prices are as follows:

Disk Type	No disk	With disk
5.25 inch	$4.00	$5.00
3.5 inch	$5.00	$8.00

Star Trek VI Gif Pics

A full disk of scanned pics from the latest Star Trek movie that have been scanned in with a Quickie scanner at 400 DPI on an Apple //GS, and then saved as GIF files. Most Pics take up more than one standard GS screen, and appear to come up well (if a little squashed) on the Macintosh. I have not as yet tried to unpack one on the Apple //e as yet . . .

Zork Original (IIGS Version)

This disk contains a massive dungeon game that was the basis for the original Zork Adventure games. The disk contains History and Help files, along with a utility to change the dungeon itself. The utility can also be used as a cheat function if you wish to use it as such, to check out the rooms, and their contents etc.

GS Desk Accessories

A collection of the latest in NDA's and CDA's etc. for the Apple //GS, which includes:

ShowPic NDA - The latest version of the excellent, indispensable, ShowPic NDA version 6.1 by Dave Leffler.

ShowPic is a freeware New Desk Accessory that will allow you to view any type of IIGS Super HiRes Graphic, plus some other non-IIGS formats (e.g. GIF, 3200, Mac Paint etc.). You can also save that graphic in a couple of different formats, and do some simple color conversions.

Simply copy the file "ShowPic6" into the "DESK.ACCS" folder found in the "SYSTEM" folder of any of your boot disks. It is an Extended file (at this time), so it may not be copied with just any copy utility, only those supporting extended files like the Finder or ProSel 16. The next time you boot that disk you'll find "ShowPic 6" under the Apple menu. You may also install it using any of the DA Installer programs. It shouldn't matter where the file is located. You must be running IIGS System version 5.0x (not v5.0, but 5.04 at this time). Also a little extra memory might be nice.

After being installed, simply select "ShowPic 6" from the "Apple" menu of any standard GS/OS program. You'll then be presented with a window with some controls. The "About" button will tell you a little about this utility and can be brought up with the 'A' key. The "Help" button presents a list of the more common commands and can be selected with the '?' key.

Memory Use NDA - Memory Use NDA by Bill Tudor v1.00 Nov. 1991. This program is freeware.

Memory Use NDA is an Apple IIGS New Desk Accessory (NDA) that dynamically shows you how much memory you have used (expressed in percent) in a small NDA window. To install Memory Use NDA, just copy the file "Memory.Use" to the "*:System:Desk.Accs" folder on your boot disk, then re-boot the computer. The "Memory Use" item will now appear under the Apple menu.

Icon Application Checker(tm) - Icon Application Checker(tm) by Bill Tudor v1.0 Jan. 1992. This program is Shareware.

Apple IIgs icon files contain icons to represent you disks, folders, applications and documents. Each icon may have associated with it an "Application Pathname". If a document icon (data file) contains an application pathname, double clicking on it from the Finder will cause that Application to run, loading in the document when it starts up. Since application pathnames are hard coded in the icon file, changing the location of the application (such as moving it to your hard disk) may result in the Finder no longer being able to find the application for your document.

This is where IconAppChecker comes in it checks out all your icons for you and lets you know which ones have 'lost their way'. It will even try to find the Application for you. A very handy program to have.

ROM3MouseFixer - ROM3MouseFixer (R3MF) by Jay M. Krell is freeware. You are not obligated to send anything, but you are welcome to. R3MF is a permanent init (PIF). To use it, put it in the System:System.Setup folder of your startup disk and it will be activated the next time you boot.

R3MF is intended for the ROM 3 IIGS. It checks the ROM version, and should do nothing on other versions. System Software compatibility: As of this writing, the current System Software is 5.0.4. Future System Software may make R3MF unnecessary, but it should not cause any problems.

This Init fixes a problem on ROM 3.0 machines with the mouse locking up after you exit the CDA menu, the mouse will now be 'unlocked' within about a half second of exiting the CDA menu.

MenuTime version 3.33 - MenuTime version 3.33 by Jay Krell is shareware. If you find MenuTime to be convenient, please send $5 (or more) to its author.

MenuTime is a new desk accessory (NDA) that automatically puts a clock in the far right of the menu bar of

any desktop based program that supports desk accessories.

To use MenuTime, just put it in the System/Desk.Accs folder of your startup disk or install it with an NDA installer, such as Font-DA Installer or IDOL. To display the date, click on the time. To change parameters, select MenuTime in the Apple menu.

MenuTime has only been tested with System 5.0.4 but should work fine with 5.0.3. MenuTime will probably work with 5.0.2, but it's not recommended.

KeyClicker 1.01- KeyClicker 1.01 by Jay Krell is a new desk accessory whose purpose is to emit a click whenever a key is pressed when running desktop based programs. To use it, either put it in the System/Desk.Accs folder of your startup disk or install it with a program such as Font-DA Installer or IDOL. You may turn the clicks on and off and set the click to your liking via a window accessible by selecting KeyClicker in the apple menu.

KeyClicker uses resources. System 5.0.2 is required, and 5.0.3 is strongly recommended. KeyClicker has only been tested with 5.0.4.

Apple][Utilities Disk

This disk contains the following utilities among other items for Apple][users . . . .

ProDOS 8 clock patch - This is a Apple Computer, Inc. Developer Technical Support program that patches ProDOS 8 v1.9 so that it can use years other than 1986-1991. The program is a preliminary version of a program that will appear soon in a ProDOS 8 Technical, and therefore could be buggy.

Note. This program patches ProDOS 8 versions 1.9 and 2.0 so that the slot clock driver contains a six year table beginning with the current year, for any six year period beginning as early as 1940 or ending as late as 2039. If you're not using version 1.9, upgrade now. Version 2.0 will be released later in 1992. This is necessary because the slot-based clock driver in ProDOS 8 version 1.9 contains a year table that ends with 1991 (having last been changed for ProDOS 8 1.2 in 1986). It is only necessary for people using slot-based clocks or their equivalents on Apple II+, IIe or IIc computers. Apple IIgs computers never use this clock driver.

ProDOS 40 Track - A collection of routines that allow you to patch ProDOS to enable it to read 40 Track diskettes (5.25). Years ago it was all the rage to patch DOS 3.3 disks this way to gain extra space on the disk, now you can do it to your ProDOS disks. Warning - do this to backed up copies until you are happy that everything is working as it should.

Unshrink - The latest version of this great little program, that allows ProDOS 8 users to unpack shrunk files, archived by ShrinkIt. This version is a bare bones one for those with very little memory, or older Apple //'s. A couple of help files have been included.

ProTerm 3.0 UpDate - This file will check out your version of ProTerm 3.0 for you, and make any patches necessary to fix a few minor bugs that have cropped up since the new version has been released. We also have a ProTerm Demo Disk available this month to enable members to check out ProTerm 3.0 for themselves.

ProTerm 3.0 Demo Disk

As the name suggests this is a demonstration version of ProTerm 3.0. You can check out this great communications package for the Apple][e, Apple][GS for yourself. The program has be revamped, but the general feel of the program is much the same as the older versions.

Notice of a Special Meeting

By Stan Millar (Treasurer)

The Committee of Apple-Q Inc. advises that a Special Meeting will be held on Sunday 15 March, 1992 on the day of the Auction to consider the following amendment to the Constitution:

Alteration to Rule 28.(4) by addition of the words "except in the case of items charged by debit to the Association's MasterCard or Visa card account. All items so charged to be charged by any one of the Committee alone."

Please note that Clause 28.(7) states: "All expenditure shall be approved or ratified at a Management Committee meeting."

Reason For The Change . . .

As you all know, your club maintains an extensive library of Public Domain software for sale to members. What you probably do not know is that most of this software has to be purchased from overseas. Up until now, these purchases were made by either sending a foreign currency cheque to the supplier (very slow) or, as has been the case recently, by advising the supplier of the card number of the committee member who was organizing the purchase. The cost is then borne personally by the member until the meeting following receipt of the card statement when reimbursement is then made. This sometimes results in the member bearing interest costs which should properly be borne by your Club.

To overcome this, your Committee wishes to apply for a card for your Club to use. To make it all legal, an amendment is necessary so that the conditions of use of the Card comply with the Constitution of your club. An Amendment to the Constitution is an important item on any Agenda.

Come Along And Have Your Say. It's The Best Chance You Will Get!

Committee Highlights

by Dale Rodgie

Long ago in the dark old days of Apple-Q, we printed the minutes of each Committee Meeting in the newsletter. Then it vanished, giving way to more interesting articles, however it was felt that members should know more about what goes on at the Committee Meetings, especially those who cannot attend them. As the minutes from each meeting normally take about three to four A4 pages, and as this is too long (and boring) to print in the newsletter, I have been asked to do a summary each month to keep you informed. Should any member of the club wish to view the entire minutes, see me at the General Meeting or come and join us at the Committee Meeting. It is on at 3.00 pm on the same day as the General Meeting.

• Apple Computer have offered the group a CD-ROM player for $647.50. That is half retail, so we have ordered one which may even be here by the next meeting. So that the player can be used on any of the clubs machines, we have also purchased an Apple II SCSI card. The club intends to buy CD-ROMs full of public domain software etc., in the future as funds become available.

• Apple-Q has $2206.04 in the bank as of the last statement.

• There was no winner of the Article of the Month Competition since no article was received for the Apple-Bug from a non-committee member. The author of the winning article gets a voucher for $10.00 of Public Domain software.

• As of the Committee Meeting, we have received no entries for the Cover Competition. The winner will receive one years free membership.

• The committee has been looking for a new venue for many months now to hold our General Meetings. Our present venue is too small for our needs. Ann White has found a new location that might suit our needs - Indooroopilly High School. The committee will be looking into this new location in the coming month, and will be discussing their findings at the next meeting. The committee will also be asking for member input, before any decision to relocate is made.

• We have entered into a deal with Growth Computers where they will include a voucher with each computer sold. This voucher can be redeemed for one years membership with Apple-Q. Growth Computers will pay Apple-Q for every voucher redeemed. We expect this will greatly increase the membership.

• The software librarians requested funds in order to purchase new Public Domain software, this was granted in order to provide members with more of the latest PD software from the US.

• The committee is currently looking for a second hand Macintosh Plus computer to use for Public Domain software copying. Apple-Q is willing to pay up to $500.00 for a suitable computer.

• We had seven new members join the group as of the last meeting. We also send complimentary copies of the Apple-Bug to 10 other user groups and 14 Dealers.

• The Royal Bush Children's Health Scheme require a colour monitor and a joystick to go with the computer that was donated to them. So if you have any of these items that you no longer need, you can put them to good use. Contact Bob Godbehere.

• The group is applying for a MasterCard. This will make it easier to order Public Domain software etc. from overseas, because at present committee members are using their own cards. Apparently we need to have a Special General Meeting before the bank can approve the MasterCard for the group. A Special General Meeting is planned for March, so if you wish to have any input in this matter please attend this meeting {see Stan Millar's article in this issue for more details - Ed}.

• The motion that only Apple related products be sold at the Auction in March, has been overturned. So once again any computer related equipment will be able to be auctioned at the March Apple-Q Auction.

• I am interested in holding a seminar in HyperCard for both the Apple IIgs and Macintosh. Currently I am looking for any show of interest.

The seminar would be run similar to the seminars run by Macintosh Association of Queensland. They hold the seminar on a Saturday and charge $55.00 for non-members (includes membership) or $30.00 for members. The seminar normally runs for 4 hours.

• Kelvin Saggers, Stan Millar and Graham Black are currently looking into the cost of producing the newsletter in an A4 format. The paper size would be smaller than the current newsletter, however it may contain more pages.

• Kelvin is also investigating the cost of mailing the newsletter in a clear plastic wrapper similar to commercial magazines. This will certainly save the fingernails.

• The April General Meeting falls on Easter Sunday, but the committee has decided not to change the meeting date, as it has always fallen on the third sunday, and changing the date could cause confusion.

• The Demonstrations/events for the next three months where discussed, they where. March - The Apple-Q Inc. Mad March Auction. April - New Products Demos with Dale Rodgie (Macintosh programs), Robert Hook (Apple IIgs programs) and Paul Featherstonhaugh (Graphics programs), and May - New software demonstration by Growth Computers of Milton (this is yet to be confirmed).

Well that's all for this month, as you can see, committee meetings can be of interest. Please remember members are always welcome to attend committee meetings.

Tomahawk IIGS

By Peter Choy

Hi! Ever wondered whether there are any flight simulators written to utilize the capabilities of the humble Apple //gs? So far, I have tracked down only one, and its aircraft doesn't even have wings! This game is called Tomahawk and for what it's worth, it's not a bad game . . . sort of.

The game involves flying a helicopter, to trace down, and then attack the enemy tanks, antiaircraft units, and the occasional suicidal enemy helicopter. You have all the usual gauges and digital readouts associated with flight simulators plus an enemy-tracking radar readout. The same readout, which is like a compass, can indicate the direction and distance of other major bases and helipads, as well as the location of enemy tanks, guns, and helicopters.

Controlling the helicopter in flight is a bit different to, say, an aeroplane. Since you don't have thrust to worry about, you must pivot your helicopter to the direction you want to go in order to gain speed. Be careful, however, as too much speed will send your speed indicator/alarm buzzing off scale, finally resulting in a loss of rotor blade control . . . and then (of course) you end up crashing. At the same time you must also constantly monitor your fuel supply, the location of the nearest helipad for refuelling, and the temperature of the motor. Overheating can wreck havoc on your motors, and burning up, one of the two, can result in the helicopter becoming harder to control, which can bring about an even higher possibility of overheating the remaining motor. If you fail to remedy the overheating (by slowing down the motor) you risk losing it, and again crashing.

Although the game sounds complicated, like most games it becomes easier with practice. You have on-line indicators and alarms that indicate you whether some component/s in your craft is failing or is about to fail. Components in your craft only fail if the alarms sounding the warnings are not attended to, in around 5-8 seconds. There's even an alarm to tell you if an enemy helicopter is near. All controls for the helicopter are located on the keyboard and there is even a map available to show you where you are. On the map yellow squares mark the enemy territory, and the blue squares mark allied territory.

Flight controls for the craft can be handled via the GS keypad, although a joystick is preferable. You can fire a choice of three types of weapons with the Command key on the keyboard, or button 0 on your joystick. Your choice of weapons include, 1200 rounds of inaccurate machine gun artillery, normal type missiles which are barely accurate, and auto target missiles, possibly the Tomahawk type - hence the name for the game.

Special features of Tomahawk include support for control over, winds and turbulence, clouds with a choice of altitude, and even a support for stereo sound if you have a stereo sound card, however I found the sound featured in the game not to worth the effort. Overall, the game is quite good to play, and can become addictive as you constantly try to avoid antiaircraft guns, tanks, not to mention the enemy suicidal helicopter, while at the same time, also trying to score points by destroying enemy installations. It does however tend to become boring after awhile.

Tomahawk (//gs version) requires an Apple //GS with a minimum of 512k of RAM, and one 3.5" drive. It has been brought to my attention that some people are interested in buying this game, but as mine was purchased in the US a while ago, I do not know how much it costs or even if it is available in Australia at all (you could try Australian // Series software on (02) 606-9343 {Phone or Fax}- Kelvin). I am, however, certain it is still being sold in the U.S. If you know of any dealers or retailers selling Tomahawk in Australia can you please let me know through the club. I attend most, if not all club meetings

Ratings	
Game:	8
Graphics:	8.5
Sound:	6.5
Playability:	9
Overall:	8

Optional
Joystick Stereo sound card

For Sale

An Apple IIgs computer system in very good condition, complete with Apple RGB Colour monitor, 5.25 and 3.5 disk drives, 1.25 Meg of RAM, AppleWorks GS, and various games and books.

Excellent value at $1600

For more information please contact:

Monique Howell, P.O. Box 280
Kallangur. QLD. 4503.

Phone: 285-6163

Auction Addendum

Please Note

Any computer related items may be entered in the March auction.

The committee voted at the last meeting to allow any computer {Ibm, Amiga, Mac, etc.} related items to be auctioned.

Software Library Order Form

Name: .....

Address: .....

Suburb: ..... Post Code: .....

❑ Mail order or ❑ Pick-up order at meeting

Payment By: ❑ Bankcard ❑ Mastercard
❑ Cheque ❑ Money Order ❑ Cash (pick-up)

Credit Card Number: .....

Expiry Date: ...../..... Membership No: .....

Signature: .....

Disk or Pack Name	*5.25"*	*3.5"*	*Price*
.....	❑	❑	$.....
.....	❑	❑	$.....
.....	❑	❑	$.....
.....	❑	❑	$.....
.....	❑	❑	$.....
.....	❑	❑	$.....
.....	❑	❑	$.....
.....	❑	❑	$.....
.....	❑	❑	$.....

Sub Total $.....
Post & Pack $ 2.00
Total Cost $.....

Hardcopy Library Order Form

Name: ..... Member No: .....

Book or Magazine Names:

[1] .....
[2] .....
[3] .....
[4] .....

Signature: .....

Apple-Bug Magazine

is a publication of

Apple-Q Inc.

(the Brisbane (Apple) Users Group)

Postal Address:
P.O. Box 721, South Brisbane, Qld 4101.

Meetings Held at:
Andrews Special School
79 Troughton Road, Sunnybank

Membership/Renewal Form

Please fill in this form, tick the appropiate boxes and send the form to **Apple-Q Inc., P.O. Box 721, South Brisbane, Queensland 4101.** Please enclose your remittance with this form.

❑ Membership Application
❑ Renewal of Membership

Membership Number:.....

Membership Fees

❑ **$10.00** Joining Fee (first year only)
❑ **$25.00** Adults, Family & Students
❑ **$10.00** Associate Membership (BBS only)
❑ **$50.00** Corporate Membership (Schools/Business Houses)

Member's Details

Name: .....

Street: .....

Suburb: .....

City: .....

State: ..... Post Code: .....

Home Phone: (.....) .....

Business Phone: (.....) .....

A membership list is published every year in the Newsletter. Only your Name, Suburb and Phone number, are listed. Do you require exemption from this list? ❑ YES ❑ NO

System Information

❑ Apple // ❑ Apple //+ ❑ Apple //c
❑ Apple //e ❑ Apple //gs ❑ Apple ///
❑ Macintosh ❑ Other: .....

Members are reminded that the copying of commercial software is **not santioned** by the Apple-Q Inc., and that members who do so, risk expulsion from the group.
I hereby declare that the above details are true and correct, and agree to abide by the Rules and Regulations of the Group.

Signed:.....

For Official Use Only

Receipt Number: ..... Date: .....

Status: ..... Paid: $ .....

Exp. Date: .....

ANDREWS SPECIAL SCHOOL
79 TROUGHTON ROAD
SUNNYBANK 4109

Block #2.1
JUN

x
Fire Hose

FENCE

ADMIN
Block #1

Block #7
GYM

x
Fire Hose

THERAPY
TOILETS
Block #6

JUN/INT
Block #2.2

Block #5
JUN

KITCHEN

CRAFT

JANITOR

TOILETS

CLEANERS

Block #3.1
PRE-VOC

X
Fire
Hydrant

x Fire Hose

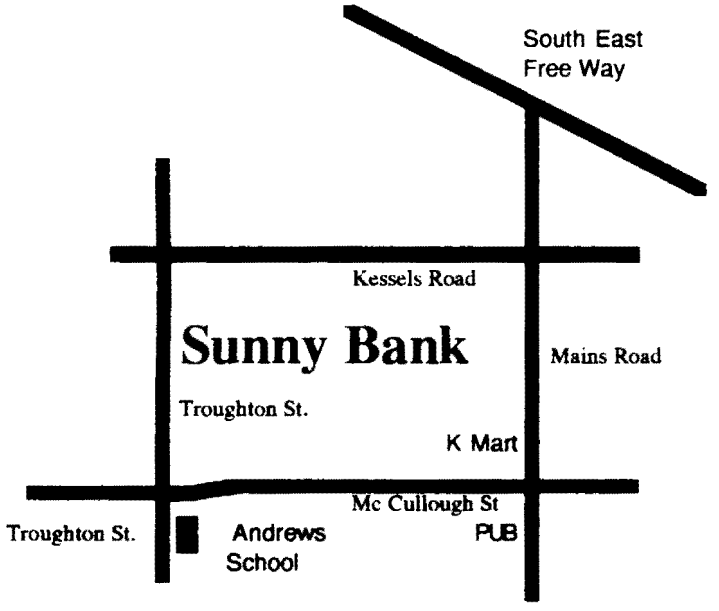
SENIORS
Block #4

Block #3.2
INTERM

SENIOR

GATE

CITY


South East
Free Way
Kessels Road
Sunny Bank
Mains Road
Troughton St.
K Mart
Mc Cullough St
Troughton St.
Andrews
School
PUB

Apple-Q Inc.

The Newsletter of Apple Q Inc. (the Brisbane User's Group)
If not claimed within 7 days, please return to:
P.O. Box 721 South Brisbane, Queensland 4101, Australia.

SURFACE MAIL

POSTAGE PAID AUSTRALIA

WE HAVE MOVED!

Change of Venue

Due to circumstances beyond our control, we have been forced to change the venue for our meetings. The new address is:

Andrews Special School
79 Troughton Road
Sunnybank

Please see map inside back cover.

Please deliver to:

Changing address? If so, fill in this slip and send it in as soon as possible.

Name ..... Membership # .....

Address .....

Suburb ..... State ..... Postcode .....

Please send this slip to: **Apple-Q Inc.**
P.O. Box 721, South Brisbane, Qld 4101

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