GS Reflections
by Bill Woodhouse

Let me share some of my GS computer experiences with you. I've always thought that the GS was fairly slow from the start. Of course it was designed that way, I suspect, so Apple won't have any problem in selling the more expensive and presumably more powerful Macintosh computers to the consumers.

The Apple IIGS, however had something going for it when it was first introduced. It had a very slick demo which showed the capabilities of the new machine. Remember, the one with the saxophone player? Coupled with a pair of Bose speakers, the demo just proved to be awesome.

At the time it was first introduced, the store where I used to work had a Tandy 1000 playing christmas carols, an Amiga with a Marble Madness^{tm} game, a couple of Commodore computers playing a variety of games, a Macintosh (512k) computer with a Golf game demo, and of course, the GS with its own demo of great graphics, music, sounds, and five different spoken languages. The GS just didn't have any competition! The battle of the computer demos has been won by the GS.

The GS also had a demonstration copy of a fully functional PaintWorks Plus^{tm} program (it wasn't commercially available at the time) that just seemed to pull the customers in because they or their children just can't stop being creative with it!

The greatest setback of the GS at the time was the lack of GS-specific software, though there were a lot of promises from different software developers of things to come. This setback, however, was partially offset by the tremendously large volume of software available from Apple IIE and Apple IIC computers. So the consumers, especially the one who already owned or are familiar with the earlier Apple II computers, were enthused with the arrival of the GS.

Although sales were phenomenal, Apple didn't seem to take the GS seriously. The bulk of the support went with the Macintosh line which is their bread and butter computer as far as the corporate business world is concerned. With early token support for the GS, Apple positioned itself into seriously entering big businesses where the really huge profit margin can be realized.

Even with the apparent superiority of the Macs compared to MS-DOS machines, Apple just can't seem to make an impact. The corporations are just not willing to part with their personal computer systems because of the tremendous investments they've already sunk into them.

This wasn't quite true with small businesses who happen to use Apple IIs like accountants, doctors and dentists, parts suppliers, mail order companies and newsletter publishers. Because, they can use their old software with the Apple IIGS, the transition to the new

machine was easier achieved. The potential for more powerful software for the GS was also something to look forward to.

The use of 3.5 disks, standard on the GS, was preferred to the more sensitive 5 1/4 disks which also have less capacity than the new storage media. Soon the larger capacity hard drives came into the market designed for the GS. Though hard drives were already available if you were willing to build it yourself!

But, the biggest complaint about the GS still surfaces. Even with the availability of more software than you can use or need, the GS wasn't just fast enough to take advantage of the great graphics the new software are providing. The screen just won't refresh itself fast enough -- so games with graphics were excruciatingly slow.

But with accelerator cards, first by Applied Engineering then Zip Technology, this disadvantage was solved. Now with the availability of Apple's High Speed SCSI card, accessing hard drives is also faster. However, CV Tech's RamFast SCSI card outperforms Apple's by at least twice.

With a Zip accelerator chip and a RamFast SCSI card, using the GS is just a joy. Screens refresh crisply, folders quickly open and close, application programs load faster, and just generally speeds up everything the CPU has to do for you. But if you type like me (just like Columbus who finds the keys and lands on 'em), then the speed might not be as apparent.

AppleWorks, and just about any ProDos 8 software loads in a jiffy. Saving a word processing file in AppleWorks is instantaneous. Publish It is so much faster, especially when you're trying to preview your work. ProDos 16 software such as AppleWorks GS finally exhibits its capabilities in real time (...now if we can just improve on the print drivers). And so does GraphicWriter III along with other GS/OS applications.

With the addition of an accelerator card coupled with a hard drive, the use of the Apple IIGS computer for a combination of sound, text, and graphics is also accomplished more efficiently. The GS becomes a powerful alternative to other computers offering the same capabilities at more than twice the cost.

The availability of Roger Wagner's HyperStudio and Apple's HyperCard GS for the GS, pushes the technological promise further and at less cost. However, "While the Apple IIGS is a proven and affordable multimedia workhorse, it's clear that the Macintosh is the multimedia computer of choice at Apple." (Dr. Carol S. Holzberg, Sound and Image - The World on a Disc, A+/Incider, Nov.91, p.31).

Nonetheless, with all the GS' advantages, it's quite surprising and distressing that its demise is constantly predicted. The support from Apple, though welcome, can not dictate nor should affect how the GS is used. Apple has created a computer which has given us the power to be our best.

Your GS, and really any Apple II computer, is neither dead nor obsolete! There's thousands of software already available and hundreds more are being written annually. If the software developers suddenly decide (heaven forbids!) to stop writing programs for the Apple II line, it'll take years before you'll be able to see and master all the software currently available.

Although, I have a backup copy of all our programs in the library plus the ones I own, I have yet to find time to look at all of them. If you're like me, you're probably only using about four programs fairly regularly. So don't despair when you see all kinds of pronouncements about the Apple II being dead. The Apple II computers will survive inspite of Apple, Inc. as long as users (like you and I) keep using it.

To all of you, Happy New Year, Bonne Annee, and Gutes Neues Jahr !!!

Other Issues

Our Newsletter exchange program is proving to be a good source of articles and ideas.

We've received the following newsletters since the last issue:

The Apples B.C. News from Apples B.C. Computer Society, British Columbia, Canada; Novapple from the Northern Virginia Apple Users Group; the NSDAUG Press from the North San Diego Apple Users Group; Rhein-Neckar Apple Users Group (RNAUG) Newsletter from Heidelberg, Germany; and, Candy Apple from the South Jersey Apple Users Group.

Any of these publications and newsletters are available for your reading pleasure. Please call any of the club officers for availability.

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We've been wondering why AAFES has suddenly pulled Apple software from their shelves. So we talked to the managers at Vogelweh and Ramstein Base Exchanges. Unfortunately, the Vogelweh BX wasn't too enthusiastic about it. When we talked with the manager at Ramstein, he told us to give him a list of what we wanted.

At about the same time frame, we tried the 'Talk to the AAFES Commander' route (complaint/suggestion form) and we received a phone call from the Ramstein BX manager who told us that Apple software weren't making money for AAFES. But he'd be willing to work with us if we submitted a list of software we would like AAFES to carry for the Apple users here in Germany.

We've done just that after explaining to AAFES the reason why their software were'nt selling (too old, too expensive, etc.). After giving AAFES a list, we received a letter from the AAFES Commander, echoing essentially what the manager told us over the phone - that, Apple software just doesn't sell.

We still haven't seen any result from our telephone conversation with the manager about restocking the shelves with the list of software we've submitted. Perhaps, if a few more of you jot down some notes to the Commander, we might get the visibility and software we need.

So the next time you're at the BX/PX, how about dropping a line to the Commander? We think this might be one way we can get something done.

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For your information, John Leake has volunteered to be our re-inking guru. So give your tired, weary, and weak ribbons to him and he'll take care of it.

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If you have any excess Apple computer boards (e.g., 80-column board for the IIe, Parallel or Serial cards for the IIe, etc.). Please let other members know through the newsletter. There's been a few members who've been looking for particular cards for their systems.

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We also have a hard copy of most of the fonts available for the Apple. It's 57 pages long and has a representation of just about any font you can think of. The club is selling it for $9.00 to cover the copying fees. Get your copy from Michael Berger.

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Our newsletter, "Apple Bytes", needs more writers and articles aside from Dave Pollock and Bill Woodhouse. Send in your articles, letters, whatever, to Bill and we'll publish it. Remember this is your newsletter and you have as much say so on how it's run as the next member of the club.

By the way our newsletter is public domain (freeware), etc. Feel free to copy and give them to your friends.

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From the Prez...

New Stuff!

1. **Signature GS** - From Quality Computers, and allows you to personalize your desktop patterns, with many samples provided, or create your own. Can be used with the Desktop Color CDev. Also provides ways to change different sound effects on the computer, and several blanker screens are available. Unlike the Twilight CDev blanker, this one so far has no side effects and has caused no crashes on my computer. $29.95

2. **Dream Grafix** - Newest Apple IIGS paint program, can use as many as 3200 colors in a single picture. The standard has been only 16 colors per picture. More to come on this. $99.95

3. **Lockout 2.0** - Comes with a site license so you can prevent access to the Control panel on any Apple IIGS in the building. $49.95

4. **Delta Demo** - New FTA demo with scrolling text and rotating 3D images, along with rock-n-roll soundtracks.

5. **Super Convert 3.01** - SHRConvert improvement, also lets you print out your fonts, including special keys. From Seven hills for $22 through the club's Partner.

6. The **TransProg** menu can be duplicated, so you have different menus for different applications if

you desire. Put all your games under one menu, and programs under another, as Bill Woodhouse did. Also, you can define keys to launch programs during startup, so no delay going through the Finder Desktop.

7. **Appleworks GS** has a utility to test memory chips. It appears to test all chips, even if you have two memory cards on a RamKeeper.

8. I know this is an old program, but I recently acquired **Talking Stickybear Alphabet** for my daughter. The Vogelweh Exchange was selling this $32 program for $3. I guess they've decided all Apple software are obsolete.

9. **Hover Blade** - A new game produced by a new company called MCX (the second new company with designs to produce Apple IIGS software this year). The programmer is 18 years old, and the graphics artist is 19 years old. The game is similar in play to FTA's **Space Harrier** Demo, and the authors say their inspiration comes from the FTA.

Their talents certainly are comparable. The game is challenging, and the graphics are excellent. The game can be run from a hard drive, and uses **Sound Smith** songs for sound. The game is unplayable with an accelerator turned on unless you are extremely talented, because of the game speed itself. There are ten levels of difficulty, so far I can't get past level three.

10. **GS Numerics** - Not a new program, but the price of $89 is new. Originally available only through Spring Branch for $139, this is a graphic math program. The appealing thing about it is the ability to graphically plot the results of mathematical functions, including derivatives. An extremely time consuming process done by hand, but critical to the complete understanding of higher level math.

PC TRANSPORTER

I've recently had several people ask questions about running IBM

software on the Apple IIGS. Since I currently do this, I decided an article would be of interest to all. My main source of reference is experience and the 200 page manual that comes with the PC Transporter Card. The card has almost 800k of RAM, and can be used as a RAM disk when operating in ProDOS.

The PC Transporter works on an Apple II+, IIe, or IIGS. The MS-DOS version must be 2.0 or greater, 3.3 recommended. I currently am using 3.2. You must have either one Apple capable drive and one IBM capable drive. If using 3.5 inch drives, the Apple 3.5" drive can do both, but you must have two, one to run the ProDOS software and one to run MS-DOS software.

If using 5.25" drives, you have to have a 5.25" Transdrive. A standard IBM drive will not work. The Apple keyboard and mouse will work for IBM as well, and instructions are provided on how function key capabilities are provided and multiple mouse button commands are executed when running PC Transporter.

The Imagewriter works fine, and drivers are provided for almost any other kind of printer you may have. This includes both Universal printers and Apple printers. Oh yes, your modem, if you have one, can be configured to work with PC Transporter also!

The Apple RGB monitor functions as a CGA capable monitor for IBM software, and the PC Transporter card has an 8086 processor chip on it. Besides the manual I mentioned, a video is provided to demonstrate installation procedures of the hardware. Installation is simple if you have any experience at all, but can be complicated if you have several cards already in a IIGS, as I do. It can be installed in any slot except #3. You must order the appropriate installation kit for your computer type.

Once the installation is complete, running MS-DOS from disk can be done immediately. Installing and running from your Hard Drive

requires more work, and is the most difficult part. The instructions must be followed exactly, and sometimes may be misleading if not understood.

Don't rely on previous MS-DOS experience and try to second guess what they mean. It really appeared simple once I did it correctly. The minimum files in the root directory for boot into MS-DOS are Command.COM, ANSI.SYS, Autoexec.BAT, MSMouse.SYS, Config.SYS, and APLClock.EXE.

There are ways to adjust the cursor prompt and text color. Here are a few I discovered by trial and error (the commands are similar to DEC command language format, which I have some experience with). They must be placed in the Autoexec.Bat file to automatically work. You do this by using MS-DOS' Edlin command.

```
prompt $e[31m magenta
                color
prompt $e[36m light blue
prompt $e[35m purple
prompt $e[34m blue
prompt $e[33m yellow
prompt $e[32m green
prompt $e[31m magenta
prompt $e[1;    before
                number for
                color makes
                a lighter
                shade
prompt $e[0;    before
                number for
                color makes
                a darker
                shade
prompt $d       date
prompt $t       time
prompt $p       directory
prompt $g       > symbol
prompt $e[7m    inverse text
prompt $e[1;7m white
                screen
prompt $e[1;8m black
                screen
```

You can transfer data files between MS-DOS and ProDOS with a transfer utility provided. I've successfully done this with LARGE Microsoft Works database files to Appleworks database files.

While your hard disk can hold

MS-DOS partitions inside Apple partitions, the Apple RAM is not accessible by MS-DOS. Only the 768K of RAM on the Transporter card is available as RAM in MS-DOS.

When running Appleworks, it can be used as expanded desktop space. And the 3.5" Apple drive connected to the Transporter card reads and writes slower while in ProDOS because of the path length. I usually don't leave it connected for this reason, simply switching it when I intend to work with MS-DOS disks.

You are supposed to get faster operation and sharper graphics with MS-Dos software than you would on an IBM. You shouldn't compare 7.6MHz on an Apple with 7.6MHz on an IBM. This is like comparing Apples and Lemons, or feet to centimeters. The scales are not comparative.

The current prices I saw are $236 for the PC Transporter, $36 for the IIGS installation kit, or $29 for other installation kits.

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From **CAAUG News** (January 5, 1992)

Some Thoughts on the Paucity of Elementary Level Educational Software for the Macintosh

by Phil Shapiro

Even though the Macintosh computers have been out for over six years, the selection of elementary-level educational software for the Mac remains dismally poor. While the selection of educational software disks for the Apple II numbers in the tens of thousands, the selection of educational software disks for the Mac numbers in the low hundreds. Though it might sound overly harsh to say, the Macintosh computer is as much an education computer as George Bush is an education President.

You might be wondering what sorts of educational disks are available on the Apple II but not available on the Mac. One of the best selling geography games, **Cross Country USA**, a truck

driving simulation, is available for the Apple II but not the Mac. (Cross Country USA runs on any 64K Apple II, including the Apple II+, IIe, IIc, IIGS, IIc+ and Laser 128 family of computers.) Many of the titles from Sunburst, one of the most popular educational software companies, are available for the Apple II but not the Mac.

Programs such as **Facemaker Golden Edition**, a delightful creativity game for young children, has sold over 100,000 copies for the Apple II, but is not available on the Mac. **Fun from A to Z**, an alphabet game from MECC, is available for the Apple II but not the Mac. All the wonderful titles from Pelican software, such as **Big Book Maker**, **Pow! Zap! Ker-Plunk!**, and **Monsters & Make Believe**, are available for the Apple II and not the Mac.

This list could go on and on for several pages. If you're interested in finding out more about the selection of educational titles for the Apple II as compared to the Mac, the best thing to do is to get a free copy of the Educational Resources catalog. (Available by calling: 1-800-624-2926). Or thumb through the Quality Computers catalog. (Available by calling: 1-800-443-6697)

Another indication of the gigantic selection of Apple II educational software is contained in the annual educational software guidebook, **Only the Best**, published by R.R. Bowker. This guidebook serves as a sort of annual Academy Awards for educational software. To be listed in the book, a program has to receive a rating of excellent from two or more evaluating agencies. And the program must also receive no negative evaluations from 35 other educational software evaluating agencies.

The 1990 edition of **Only the Best** contained 185 programs. Of these, 152 programs run on the Apple II series of computers; 65 run on IBM PC and compatibles; 20 run on Commodore 64/128; 19 run on Macintosh; and 15 run on the Apple IIGS.

Incidentally, the annual edition of Only the Best costs $26.95. The five year cumulative guidebook is available for $49.95. For further information, contact:

R.R. Bowker
245 W. 17th Street
New York, NY 10011

To order either of these books, you can call: 1-800-521-8110. (In New York, Alaska, and Hawaii, call collect (212) 337-6934. In Canada call: 1-800-537-8416)

Apple has sold over two million Apple II computers to schools, and over four million Apple II's to homes and businesses. It's no surprise, then, that the Apple II remains the overwhelming choice for schools and parents interested in an "education computer." Combined with the million or so Apple II compatibles out there (Laser 128s, Franklins, and others) the Apple II is likely to remain the *de facto* education standard until the turn of the century.

Sorry, Cupertino, but your emperor doesn't have any clothes on.

(The author is the founder of Balloons Software, a new Apple II educational software company. Balloons Software will be releasing a new 64K creativity program, **Big Text Machine**, in March, 1992. This toolkit program displays any ProDos text file in a large, proportionally spaced font. The program can be set up to automatically repeat itself once it reaches the end of a text file. Big Text Machine is the commercial version of the Large-Text JoyReader shareware disk.)

Software News

What's NEW in the Library...
from Michael Berger

GS.2031: **MEMORY CARD** - similar to the game **Concentration** in which you must match a card with its pair. Builds great minds from young minds. **Hearts v1.0.**, **Wisconsin.Rummy v1.0** - a cross between **Rummy Royale** and **Michigan Pool**. Both games include several different games option to incorporate your

favorite version.

GS.2032: **CARTUS PRIMUS** - contains five games within itself: **Cribbage, Gin Rummy, Hearts, Pinochle, and Pitch. Euchre v2.3** - a card game in which the team that calls trump must take three out of five tricks. **SheepsHead v1.1** - originally a German card game called Schafskopf. Each game allows you to set your favorite options.

GS.2033: **SPACE SHARKS** - A **Defender** clone with great FTA sound and graphics. **(I believe this is FTA????)**

GS.3031: **HC STACK - HYPERCOMPOSER** - Play on-screen keyboard and create songs for inclusion in your HC GS Stacks. Create your own HC GS music from pressing one of the keys on screen, or entering notes into the text field. Contains over 54 instruments. Can be used as a teaching aide for learning music composition.

GS.3032: **HS STACK - GEOGRAPHY** - Includes four stacks - **Capital.Stack** - a quiz stack in which you must match the state with its capital. **ClipArt** - contains over 340 new clipart for HS. **Numbers.Stack** - a great counting stack from 1-9 for preschoolers. **HyperStates** - test your knowledge on regional boundaries, individual state maps, political boundaries and individual regions.

GS.3033: **HS STACK - WILLIAMSBURG TOUR** - Visit colonial Williamsburg without leaving the comfort of your own home. By using this stack, you will learn about the historical background of Williamsburg and then take a tour of the restored village. Be sure to visit the Burton Parish Church, the old windmill, and the Guardhouse. A two disk set.

GS.3035: **HS STACK - ELEMENTS** - A HyperStudio stack created by our very own Dave Pollock. The Periodic Table of Elements is broken down into four categories. Each element contains textual material describing general information. The chart also includes the Atomic Number, Symbol,

and Atomic Weight of each. A two disk set.

GS.7025: **NOISETRACKER** - A sound program created by FTA for playing (importing) Amiga sound files. Check out GS.7026 and GS.7027 for Amiga sound files to use with Noisetracker.

GS.8021: **HOROSCOPE GS** - Become an advisor to the president with Horoscope.GS, a program that generates a report on where the stars, planets, and moons meet based on your birthday and a few other key facts. Horoscope.GS is useful for people who occupy themselves with astrology. It can be great fun for friends (or enemies) to calculate and compare their characteristics.

GS.8022: **ZZ COPY** - A copy program similar to **Photonix**. Includes on-line documentation. ZZ Copy also contains a disk optimizer and a game version of brick-out.

NOTE: THESE PROGRAMS ARE EXPECTED BY THE END OF THE MONTH

GS.1074: **SAP WALL** - Animation and music program based on Pink Floyd's "The Wall" album. Great sound and graphics.

GS.1075: **LARRY'S THEATER** - An animated story of a distant world's fight against tyranny. Complete with sound effects and music.

GS.1076: **STAR TREK CLIP** - Two color animated films of Captain Kirk and Spock as they try and protect Talos 1 station from Klingon warriors.

GS.1077 - 1078: **3200** - A collection of 42 digitized full-screen adult graphics in 3200 mode. Self-booting/self-displaying.

GS.1079: **FOURPICS** - Allows you to display four pictures on screen at the same time. Disk is packed with 3200 graphics.

GS.2034: **BLACK JACK TUTOR** - A BlackJack tutorial program. If you're

going to Nellis this is a must. Also includes **Plasma 2**, **Xpurpose**, **Explore GS** which lets you create your own adventure games, and FTA's **Plotting** which resembles **Columns** and **Bubble Bobble**. Not Received

GS.2035: **LODERUNNER GS** - A very popular // game has now been converted into a][GS program with excellent sound and graphics. You maneuver around the screen trying to collect the gold barrels and at the same time avoid the miners.

That's it for the library!!!

If anyone is experiencing problems with the software, ensure that you have fully read the documentation that is included. It that does not solve your problem, contact Dave, Bill, or myself for help. It takes a great deal of time to review the library and to keep it organized. Sometimes an important aspect of a game is overlooked (i.e. requires 10 meg to run or must be booted while you stand on your head) please bring this to our attention so that we can keep others inform.

If anyone is interested in setting up a BBS or want to call up someone on their modem give Bill or I a call. The Ramstein FOG (MS-DOS) User Group has established a local BBS for those with a modem. Set your modem to N-8-1 and dial 06374-5422 to browse through their BBS.

After two long years I am begging the Air Force to re-unite me with my wife and two small sons, in Northern California. So it's that time when we need a volunteer to take over the library in late March. Anybody will do (they let me). It would be helpful if you have a][GS with at least 1.5 meg, 2 3.5 drives, and a hard disk. Other qualifications include no life, being nuts, and being able to meet Bill's deadlines. Speaking of which I need to close. Bill just called and I have to 'modemize' this file to him. Remember if you need any software give me a call and I will have it ready for the next meeting. A catalog of the disk library (about 120K) is available

at each meeting. Don't forget to ask for it. Also we are expecting **6.0** to be here by February.

...from Michael Walling

Mike is transferring A2 Central files (which we get on 3.5" disks) into 5 1/4" disks for the benefit of our IIe/IIc/II+ members. Also, don't forget to check some of the newsletters on disk which we receive. A few of them have games and applications which runs on IIe, IIc and II+ computers. Give Mike a call at 06371-62273 for more info.

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Club Services

The following **Seven Hills Software** products may now be ordered through the club's "Partner": **GraphicWriter III 1.1** ($70), a savings of over $40 on normal retail price; **Disk Access 1.0** ($27.50); **Express** ($27.50); **Font Factory GS 2.0** ($22); **Independence 1.0** ($22) and, **SuperConvert 3.01** ($22).

    Beagle Bros' TimeOut Applications can be updated by the club's Beagle Buddy for a buck! Send in your original disk to Bill for updating.

    We also have a ThunderScan (belongs to the club) which you may borrow. Check with Michael Berger for availability.

    Any Public Domain disk in the library costs $3.00 (for 3.5 disk version) or $1.00 (for 5 1/4 disk version). Any shareware fees are to be paid to the software author directly. A2-Central disks are $7.00 per issue.

    We sell blank 3.5 disks for $1.00 a disk, $8.50 for ten disks, or $21.00 for 25 disks. 5 1/4 Floppy disks are $8.50 for 25 disks.

The prices for new ribbons: Black ribbons cost $3 each while color ribbons cost $8 each.

    We can re-ink your ImageWriter ribbons. The costs are: Black - $1.00 each and Color - $2.00 each.

    Any comments, questions, gossips, etc. call Dave Pollock, 06374-3134, Michael Berger, 06371-70736, or Bill Woodhouse, 06371-43202.

Classified Ads

Note: The price for this space is just right -- it's free. However, the items for sale are not. These are really good buys, if you can use them....

    We have two Apple Memory Expansion Cards with 256K and an Apple Memory Expansion Card with 512K. Make us an offer we can't refuse.

    A fully populated Apple Memory Expansion Card (filled up to 1 meg) and an Apple SCSI Card, $75 each or best offer.

    Another fully populated Apple Memory Expansion Card (1 Meg) for $75. Call Jim Bloom at 06782-7064.

    Also, "ThunderScan", a scanner for the Apple][GS - $150.00 (used one time).

    We also have two SCSI cards for the CMS hard drives.

    Wanted: An Apple IIGS with 3 1/2 and 5 1/4 disk drives for club use. If you know of someone who just wants to rid themselves of a GS (or donate it to a good cause), please let any of the board of directors know.