



**Beagle Bros**  
MICRO SOFTWARE

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**BEAGLE BROS**

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**APPLE® SOFTWARE**

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**CATALOG**

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**& BEAGLE BROS BULLETIN**

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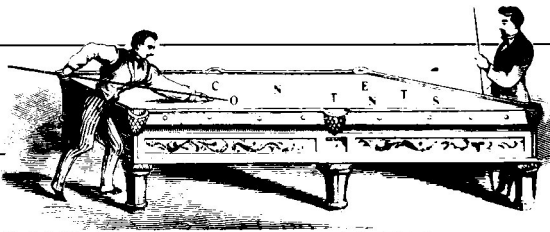
VOLUME 0, NUMBER 7



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SUMMER/FALL 1985

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## BEAGLE BROS SOFTWARE CATALOG

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\*: Compatible U: Unenhanced IIe S: Some programs ProDOS only

BEAGLE BROS APPLE SOFTWARE CATALOG & BEAGLE BROS BULLETIN  
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# New! Pro-Byter New!

**DISK INSPECTOR/ProDOS™UTILITY** by Bert Kersey and Jack Cassidy  
\$34.95, Compatible with any Apple II (64K min.) and ProDOS

## ALL-NEW—BYTEZAP.PRO

Pro-Byter's *Bytezap.Pro* program lets you inspect and change ProDOS & DOS 3.3 disks at the byte level. Make improvements and disk or program repairs that are impossible under normal-DOS control. This is an *all-new program* with instantaneous block-to-block (or sector-to-sector) viewing and big new features.

### SEARCH A FILE OR AN ENTIRE DISK

Bytezap.Pro lets you find any word or phrase on a disk. Or search a specific ProDOS or DOS 3.3 file. When you find what you're looking for, you can change it on the spot.

Even if you don't know beans about machine language, you can change other programmers' text screen messages. Easy instructions and examples are included.

Repair "zapped" disk bytes too, that might be causing disk malfunction.

Instant disk maps show which sectors or blocks are occupied. Specific files can be mapped too, in DOS 3.3 or ProDOS.

### CUSTOMIZE DISKS

Easy instructions show how to make changes to disks, other programmers' programs, and DOS itself—a changed byte here and there can produce amazing results.

This is a USEFUL, FUN PROGRAM on a great disk. Buy it—you'll be glad you did!

## ProDOS INCLUDED

The latest official version of Apple's ProDOS (version 1.1.1 with the new "Bye" command) is included on the Pro-Byter disk. Boot it, use it, and (with a little help from Pro-Byter) customize it to suit your style.

## MACHINE LANGUAGE EDITOR

Pro-Byter features a sophisticated easy-to-use memory inspector that lets you not only view and change your Apple's memory, but *insert and delete* bytes as well! If you type in machine language programs from magazines, you'll *love* being able to make corrections to code (no machine language knowledge required).

You can inspect auxiliary and main memory in a flash. The Pro-Byter manual shows you where in memory to look to find some very interesting stuff.

## NEW ProDOS UTILITIES

### MACHINE LANGUAGE SORTER

One CALL in your Applesoft program will alphabetize a list of words or numbers—*superfast!* This program works with normal string arrays: A\$(1), A\$(2), A\$(3), etc.

### APPLESOFT CONVERTER

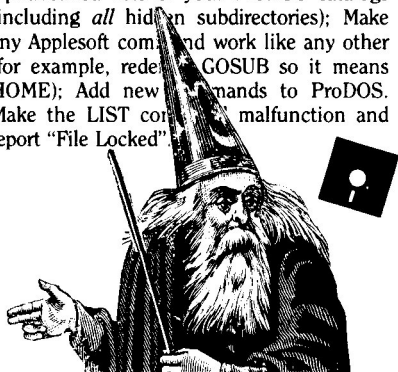
Convert your Applesoft program lines into machine code that can be Called by any Applesoft program. Useful subroutines can be Blooded from disk and Called instead of typed in.

### TEXT TYPER

Read and print ProDOS text files (or almost any kind of file) on your screen or printer. Now you can look at most word processor files (*AppleWorks* files, for example) without having to boot another disk.

### AND MORE

The Pro-Byter disk and manual are *full* of useful goodies: Put time and date of save in your disk catalogs, without a clock; Print alphabetized lists of your ProDOS catalogs (including *all* hidden subdirectories); Make any Applesoft command work like any other (for example, redefining GOSUB so it means HOME); Add new commands to ProDOS. Make the LIST command malfunction and report "File Locked"



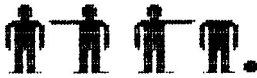
## PLUS ALL-NEW APPLE TIPS

From the authors of *DOS BOSS* (Bert Kersey and Jack Cassidy)—Pro-Byter comes fully-equipped with Apple Tip Book #8. You'll get page-after-page of juicy tips, experiments and inside info about your Apple. Learn secrets about Apple's new operating system and disk structure; Break Apple's secret code for storing messages; Find more free space for your machine language programs.

# Apple Mechanic

SHAPE EDITOR/HI-RES FONT DISK by Bert Kersey

\$29.50, Compatible with any Apple II and DOS 3.3—Includes Apple Tip Book #5

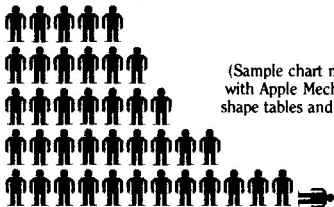


## A FEATURE-PACKED DISK

Apple Mechanic's features and functions range from hi-res animation to decorative title pages to computer music. Combined with our 48-page documentation/Tip Book, this is one of the best Apple software bargains anywhere.

## SHAPE EDITOR

Your Apple is capable of displaying and manipulating hi-res drawings that are stored in memory in the form of "shape tables". These drawings may be called to the screen from your programs with Applesoft's DRAW and XDRAW commands. Shape tables are excellent animation tools that may be used in a variety of applications—from games to animated titles, charts and graphic presentations.



(Sample chart made with Apple Mechanic shape tables and type)

Projected Population, 1985

Apple Mechanic's Shape Editor makes shape construction a snap. You plot your drawing from the keyboard as it is simultaneously displayed in same-size and enlarged forms on the hi-res screen. Your shape is then automatically converted into shape table data and stored on disk for you. The hassle is gone and your creativity is released (that's what computers are for, right?).

The Shape Editor's keyboard-plotting system is simple and fast. A correcting feature lets you erase by "backspacing" over your in-progress drawing. Any shape you don't like may be redrawn. A shape may be "pre-plotted" on the screen and then traced with slight changes for animation purposes.

## A HI-RES LEARNING TOOL

The Apple Mechanic disk features three Demo programs that teach a ton about using shape tables and hi-res graphics in your Applesoft programs. The documentation gives you a complete rundown of Apple's hi-res and shape table commands, including some not covered in your Applesoft manual. TIP BOOK #5 has many tips and educational articles like "More Room for Hi-Res Programs", "Hi-Res Flix", "560-Plot Hi-Res", and more.

**BLOCK:** ABCabc  
**WESTERN:** KLMN  
**apple:** ABCDEFG  
**STENCIL:** ABCDE

(Sample type from the Apple Mechanic Disk)

## HI-RES CHARACTER EDITOR

Apple Mechanic lets you create and edit hi-res "shape fonts" which may be typed directly on the screen or be accessed from your Applesoft programs. Six 96-character fonts are included on the Apple Mechanic disk (see *Apple Mechanic TYPEFACES*, next page, for more).

Shape Font benefits are many. Proportional spacing (more characters per line, easier to read); fast printing speed; no Vtab or Htab restrictions (characters may be placed anywhere, rotated if you want); and the ability to "Xdraw" words over multi-colored backgrounds.

## NO CHARGE FOR USING OUR ROUTINES IN YOUR PROGRAMS.

Apple Mechanic will professionalize your programs. If you are writing programs for sale, you may use Apple Mechanic's routines and type fonts WITHOUT CHARGE. Just give Bert and Beagle Bros credit on your disk title page and in your documentation—

"HI-RES TYPE—COPYRIGHT © 1982  
BERT KERSEY, BEAGLE BROS INC."



# APPLE MECHANIC Typefaces

26 SHAPE FONTS FOR APPLE MECHANIC by Bert Kersey  
\$20.00, Compatible with any Apple II and DOS 3.3—Requires Apple Mechanic disk

**H**ere are more hi-res fonts for Apple Mechanic's *Xtyper* and *Hi-Writer* programs. There are 26 fonts total, both large and small, all proportionally-spaced and positionable anywhere on either hi-res screen (page 1 or 2).

Most are fully-editable 96-character fonts, ranging from Ordinary to **Artistic**, many with special graphic characters.

Each character (from "!" to "□") of every font (from "Ace" to "Zooloo") is editable with Apple Mechanic's Font Editor. You may add or alter special characters (arrows, boxes, etc.) to a font, and re-save it under a new name.

*Note: The programs from the Apple Mechanic disk are required to access these fonts—*



Apple Mechanic TYPEFACES sampler (26 fonts total)

000000 0000	2L. SHADON
IASCII: ABCDEFGHIJK	IMINI: ABCDEFGHIJKLMNOPQRSTU
IBROADWAY	IMOD: abedef
IBRDNY.#2	IOUTLINE: ABC
ICHIMP: ABC	IOUTLINE/SMALL: ABC
ICOMPUTE	IPARALLEL: AB
ICOMPUTE/SMALL: ABC	IPenman: ABCD
IEMBOSSD	ISERIF/SMALL: ABCDEFGH
IEnglish/Small: ABCDE	ISKINNY: ABCD
IFATSO: ABC	ISQUAREBALL
IFATSO/SMALL: ABC	ITRICK/SMALL: ABCDEFGH
ITALIC/DGLY: ABC	most fonts
IADDED/SMALL: ABC	I200LOO: ABC
TL.E.O.: ABCD	

(Printer dump software not included. See Triple-Dump.)

Sorry, these fonts aren't compatible with word processors. We're working on it though—check our current ads.

# Alpha Plot

STANDARD HI-RES GRAPHICS PROGRAM by Bert Kersey and Jack Cassidy  
\$39.50, Compatible with any Apple II and DOS 3.3—Includes Apple Tip Book #4



## TYPE A PICTURE

Alpha Plot is a program that lets you draw and label an endless variety of hi-res pictures, charts and graphic displays. It also lets you manipulate, copy, compare and even combine pictures. All hi-res images may be saved to disk, to be retrieved by your Applesoft programs (no royalty fee required if you sell your programs).

With Alpha Plot's easy-to-use keyboard plotting system (paddles/joystick optional, not required), you can quickly create images on the screen, plotting in any hi-res color or reverse (the background opposite at any point).

Color Mixes too. Lines, circles, ellipses and boxes (outlined or filled with color) may be plotted with one or two keystrokes.

## HI-RES TEXT

Alpha Plot lets you type upper and lower case directly onto the hi-res screen in four sizes, from normal to giant (4-times normal size). No extra hardware is required. No Htab or Vtab restrictions either. Type all kinds of color titles and labels *anywhere on the screen*, even SIDEWAYS if you want — an effective feature for graphs.

## TRACEABLE, ERASABLE LINES

Alpha Plot's optional "Rubber-Band" Cursor projects a line between two points so you can make visual adjustments before you draw. "Reverse" lines may also be drawn and then, if you want, be completely erased without disturbing background details.

## TWO PAGES, TWO DRAWINGS

Alpha Plot lets you work on and compare two hi-res drawings at once. The two hi-res pages can be instantly switched, putting Page One's image onto Page Two and vice versa.



*Alpha Plot self-portraits dumped to dot-matrix printer using Triple-Dump (page 8).*

## IMAGE MANIPULATORS

Two drawings may be superimposed in four different ways (opaque, transparent, etc.). Any rectangular segment of a hi-res drawing can be *moved* to any location on either hi-res screen. You can, for example, center finished images on the screen, or imprint your trade mark or name on all of your hi-res pictures.

An instant Negative of any section of the screen is a useful feature. Hi-res images can even be converted to Lo-Res and back!

## MORE PICTURES PER DISK

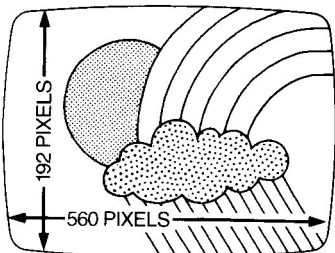
With Alpha Plot's *Scrunch* routine, you can store hi-res images in as little as one-third normal disk space (11 sectors, for example, instead of the normal 34), depending on the complexity of each image.

## HI-RES TIPS

With Alpha Plot, you get a 40-page documentation book, which includes a nice collection of Apple Tips — shape table and animation tricks, a collision graphics demo, and hi-res program listings, all designed to help you make the most of your Apple's amazing graphics capabilities.

# Beagle Graphics

**16-COLOR DOUBLE HI-RES GRAPHICS** by Mark Simonsen  
\$59.95, Compatible with Apple IIc or 128K Apple IIe, DOS 3.3 and ProDOS



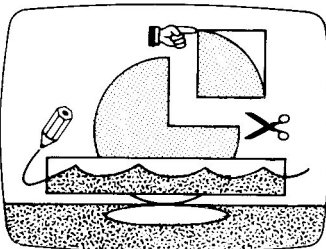
Twice the resolution of normal Apple graphics.

## DOUBLE HI-RES FOR THE ARTIST

Beagle Graphics makes the most of the best features of your Apple IIc (or 128K IIe)—16 Hi-Res Colors and a 560 x 192-pixel screen—*twice the resolution* of normal hi-res. All standard hi-res functions, including shape tables, are supported and enhanced.

## MANY WAYS TO DRAW

Beagle Graphics lets you draw or "paint" directly on the double hi-res screen using 16 different paintbrushes. Hi-res ICONS (pencil, scissors, etc.) make drawing and editing pictures a snap.



**FAST ICON-ASSISTED DRAWING WITH "CUT & PASTE" FEATURES**  
Move or duplicate any image section.

## CUT & PASTE

Beagle Graphics' "Cut and Paste" feature speeds up screen layouts by letting you move or duplicate any section of an image anywhere on any picture. Plus, any portion of a picture may be inverted or flipped in any direction.

## MOUSE-CONTROL OR...

Beagle Graphics' "Double Plot" drawing program supports keyboard control (no extra hardware required), or the **AppleMouse II™**, Joystick, KoalaPad™ or Apple Graphics Tablet.

## DOUBLE HI-RES FOR THE PROGRAMMER

Beagle Graphics lets you enhance your Apple-soft programs with new commands that draw fast circles, lines and shapes.

33 new commands are included to give you and your 128K Apple incredible double-resolution graphics power!

## SCRUNCH AND SAVE

Double hi-res picture data may be "compressed" to save disk space. (Most pictures end up taking less than 50% of their original space on the disk.) Plus, any rectangular part of an image may be **SAVED** and **LOADED**.

## CONVERT PICTURES & PROGRAMS

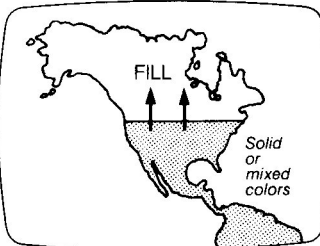
Beagle Graphics lets you convert your existing hi-res programs (including *Apple Mechanic*) so they work in double hi-res. Convert normal hi-res pictures to double hi-res too (half- or full-screen width).

## DOUBLE LO-RES TOO

Beagle Graphics supports double lo-res graphics too, with its 80 x 48-pixel screen.

## CHANGEABLE TYPE STYLES

Add normal or wide type to your double hi-res images in various typestyles, including those from the DOS Toolkit™ disk (included on the Beagle Graphics disk). Redefine any character with Beagle Graphics' character editor, so that any character may be any symbol you like.



**DRAW AND FILL SHAPES FAST!**  
All draw and fill routines are usable in your Applesoft programs.

## FILL SHAPES FAST

Beagle Graphics lets you "fill" double hi-res shapes in 16 solid colors. Or choose from over 200 color mixes for a wide range of effects.

# Triple-Dump

PRINT-ANYTHING UTILITY by Mark Simonsen and Rob Renstrom  
\$39.95, Compatible with any Apple II, DOS 3.3 and ProDOS

## PRINT ANYTHING ON YOUR PRINTER

Hard copy made easy— Triple-Dump lets you transfer anything from the Apple's screen to any dot-matrix ("graphics-capable") printer. To do it, simply run the programs on the Triple-Dump disk, OR add Triple-Dump's print routines to any Applesoft program. A simple "Call" command will then transfer the image from the screen to the printer.



### 1: HI-RES & DOUBLE HI-RES

Dot-for-dot reproductions of hi-res pictures may be printed "as is" or enhanced with special effects. Print new 560-pixel DOUBLE HI-RES pictures on paper too.

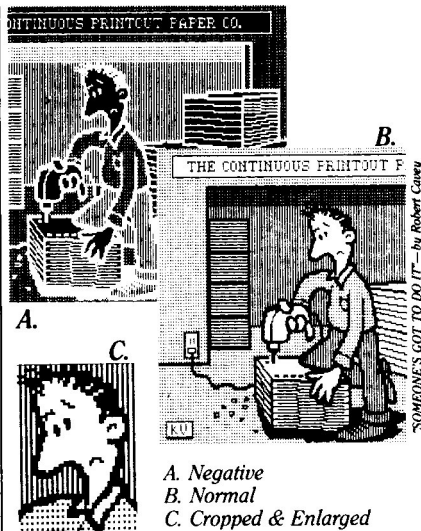
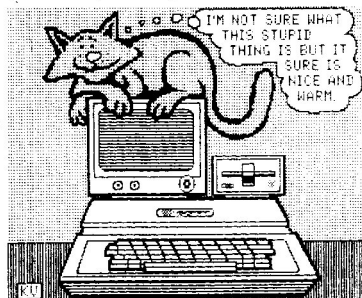
### 2: LO-RES & DOUBLE LO-RES

Triple-Dump converts lo-res colors into shades of grey, making those previously "unprintable" pictures printable.

### 3: 40 & 80-COLUMN TEXT

Both 40- and 80-column screen dumps are easy with Triple-Dump—and fast!

"CAT ON A HOT PCB" by Robert Casey



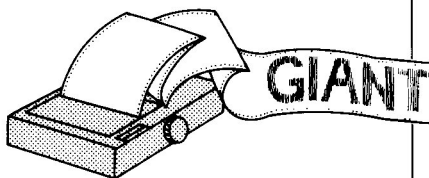
A. Negative  
B. Normal  
C. Cropped & Enlarged

## SPECIAL EFFECTS

Pictures may be cropped, rotated, reversed (negative), magnified and printed in a variety of densities (depends on your printer). All Triple-Dump options appear on the screen in menu format for easy selection and adjustment.

## WHICH PRINTERS?

If you are using a DOT-MATRIX, GRAPHICS-CAPABLE printer, Triple-Dump will undoubtedly work with it. If it won't, we'll either make it work or refund your money.



## BONUS BANNER MAKER

Triple-Dump's Banner Printer lets you put any printer to work making GIANT SIGNS (8"-high characters) for the home or office. Just type the words you want (no length limit) and let your printer go to work printing your signs!



New!

# Extra K

New!

**EXTENDED MEMORY UTILITY** by Mark Simonsen and Alan Bird  
\$39.95, Compatible with Apple IIc or 128K IIe—DOS 3.3 and ProDOS

## PUT YOUR 128K TO WORK!

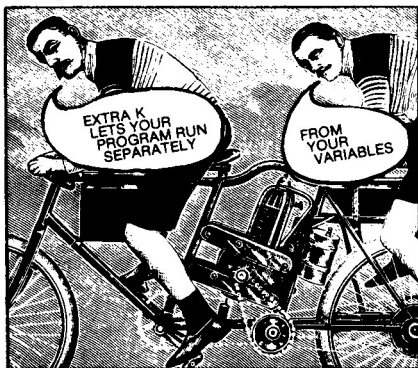
Even with 128K of memory, your Applesoft programs, pictures and variables can only occupy and access 48K or 64K of memory—and much of that is eaten up by DOS 3.3 or ProDOS. All of that auxiliary memory you paid for simply goes to waste.

The Extra K disk contains several programs that let you utilize *all* of your 128K Apple's speed, capacity and muscle.

## EXTRA VARIABLES

Your Applesoft programs can now function undisturbed in main memory while all variables, strings, arrays and other data reside in your Apple's massive extra 64K of auxiliary memory. Everything functions normally—no special commands or procedures are required.

A side benefit of this feature is that your variables will remain undisturbed when you make changes to the program in memory. You can even make one program "chain" to another program (from DOS 3.3 or ProDOS) without losing valuable data.



## EXTRA APPLE

Extra K lets you have two 64K Apples and sets of programs in memory at once and switch between them at will. You can even have a ProDOS™ Apple and a DOS 3.3 Apple in memory simultaneously. You can swap files and programs back and forth between Apples (and from DOS to DOS) without subjecting yourself to Apple's infamous *Convert* program.

## EXTRA-FAST COPIES

Make disk copies fast and "on-the-spot" without rebooting some special disk. Extra K's "nibble copier" duplicates AND VERIFIES unprotected disks in 35 SECONDS instead of the usual 1½ minutes. (If you only have one drive, copies will take you about a minute.) Thanks to your Apple's 128K, only 3-4 passes per disk are necessary.

## EXTRA FEATURES

Compare any two DOS 3.3 or ProDOS disks, byte-for-byte. Create "dual personality" disks that will boot-up in either ProDOS or DOS 3.3. Peek and poke auxiliary memory. Format ProDOS disks without using Apple's programs. Use your IIc while your printer is printing...



## EXTRA SCREENS

Now you can create impressive high-speed animation and window effects—all from Applesoft! Extra K lets you load graphics and text to the screen at the rate of several images per second. Hi-res images, cropped or uncropped, load to the screen so fast that you'll need to install a for-next loop to slow things down!

Any type of image (40 & 80-column text, Lo- & Hi-res graphics, Double Lo- & Double Hi-res graphics) may be cropped and stored in your Apple's high-capacity auxiliary memory, under program control or direct commands.

## APPLE LOGBOOK

Use your IIc or 128K IIe as an electronic notepad. Enter notes in Extra K's auxiliary memory logbook whenever you want. When you are finished, go back to whatever you were doing in main memory.

Everything that appears on your text screen (Applesoft listings, text files, keyboard commands, machine code, etc.) can simultaneously be stored in auxiliary memory so that, any time you choose, you can search through this "diary" to see what's been going on. A fast-find feature lets you search for any word or phrase.

# Flex Type

# Frame-Up

## VARIABLE HI-RES TEXT UTILITY

by Mark Simonsen

\$29.50, For any Apple II & DOS 3.3

### COMBINE HI-RES AND TEXT WITHOUT SPECIAL COMMANDS

Our favorite Flex Type feature is that you can HPLLOT and PRINT on the *same screen* with no unusual commands. With Flex Type booted, it's as simple as...

```
10 VTAB 1: HTAB 20: PRINT "DOGFOOD"  
20 HPLLOT 0, 10 TO 279, 10
```

Here, Line 10 prints "DOGFOOD" on the hi-res screen (looking identical to the text screen). Line 20 draws a hi-res line under the word; a few more commands could draw a box around the word, or a graph.

Type directly on Bloaded pictures too, with normal Applesoft PRINT statements.

### CHARACTER WIDTH CONTROL

Just as your dot-matrix printer produces compressed and expanded type, Flex Type creates the same effect on the screen—Display text in normal 40 columns, or produce 20-column Expanded or 56-and 70-column Condensed characters (that's 7/8ths of 80-columns on any Apple without any extra hardware).

Type sizes may be mixed on the same screen (or even on the same line) for copyfitting or emphasis. Simple control-character commands trigger the different character widths.

You can even run your existing Applesoft programs with Flex Type features. (Note: Some of your larger programs may over-write the hi-res screen. Instructions are included for getting around this problem.)

### AN ENDLESS CAST OF CHARACTERS

Every keyboard character may be redefined as any symbol you like with Flex Type's Text Character Editor.

Apple's DOS TOOL KIT® fonts are supported too, letting you switch between up to NINE FONTS in memory at once with simple control-character commands.

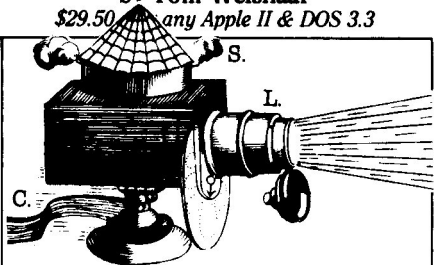
### GP/DOUBLE-TAKE COMPATIBILITY

Flex Type is compatible with most features of most Beagle utilities, including GP/LE's editing and Double-Take's 2-way scroll.

## APPLE PRESENTATION PROGRAM

by Tom Weishaar

\$29.50, any Apple II & DOS 3.3



### APPLE "SLIDE PROJECTOR"

Frame-Up is our high-speed "slide projector" utility that lets you create professional displays of intermixed hi-res, lo-res and text frames on any Apple. Frame-Up is easy-to-use and *fast*, allowing you to load hi-res pictures from disk to the screen in just 2½ seconds! Text and lo-res frames load even faster, providing you with interesting animation possibilities.

### NEXT "SLIDE" PLEASE...

You may use the Apple keyboard (or paddles or joystick) to change frames in forward or reverse order, skipping images if you want. Or presentations may be left *unattended*, with each frame individually timed to appear and remain on the screen from 1 to 99 seconds. The order and timing of your graphics and text images may be easily (and instantly) arranged and rearranged.

A sophisticated Text Screen Editor is included that lets you create black-and-white text frames. You can even add type "live" on the screen during your presentations.

### MORE PIX PER DISK

Up to 17 hi-res or 136 lo-res/text pages may be stored per disk. With two drives, you can double these figures without touching a disk.

### MAILABLE PRESENTATIONS

Frame-Up includes a "Display Module" which may be copied and distributed to your associates (or mailed home to Mom), so they can run your display, as you designed it, on their Apple or *any Apple!*

Frame-Up is ideal for store displays, presentations to the boss, club programs, trade show booths, product demos, promotions, seminars, conventions, classes, and just plain showing off your Apple.

10 HOME: SPEED=90:  
PRINT "OH ALAN."  
PRINT "I JUST LOVE  
YOUR PEEKS & POKES  
CHART": Z=49200: FOR  
X=1 TO 4: FOR Y=1 TO 9:  
S=PEEK(Z): NEXT: FOR  
Y=1 TO 150: NEXT: FOR  
Y=1 TO 6: S=PEEK(Z):  
NEXT: FOR Y=1 TO 444:  
NEXT: NEXT

20 PRINT: PRINT "YES,  
MELANIE. AND ONE  
COMES": FOR X=1 TO 4:  
FLASH: PRINT MID\$(  
("FREE":X,1): CHR\$(7):  
NEXT: PRINT: NORMAL:  
PRINT "WITH EVERY  
BEAGLE BROS DISK":  
SPEED=255: END



## FREE PEEKS & POKES

In case you're new around here, every Beagle Bros disk comes with a free 11"x17" chart of the most useful Apple Peeks, Pokes, Pointers and Calls. On the back is a handy list of ASCII values and a double hi-res color chart.

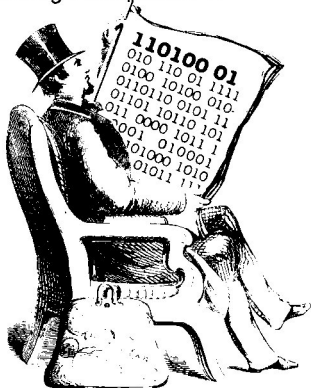
## CURSOR KILLER?

Tired of seeing that flashing checkerboard cursor on your Iie or Iic monitor? Press the Delete key, then the Left-Arrow key. (Assumes GPLE isn't loaded)

## GPLE RUB

A big benefit of having GPLE in memory is that your Delete key acts as an easy-to-reach backspace key. Nice improvement.

To print the Delete character (☐), you can PRINT CHR\$(127), or, in Edit mode, replace a character with a "Delete" after finding it with control-F.



## WHERE'S SOFTALK?

We don't know. They just disappeared without a word. We miss them; that was a great Apple magazine. We also miss the \$5000 we pre-paid them for the two-page spread that was supposed to appear in their September issue.

## 80-COLUMNS OR 40?

If PEEK(49925)+PEEK(49927)=80 then an 80-column card is installed. To discover if the user is looking at 80-columns or 40, clear the screen (HOME) and print a period. If PEEK(1024) (upper-left screen character) is equal to 160 (a space) then 80-columns is in effect.

## PRINTER ON?

If your printer is off and a program does a PR#1, everything will screech silently to a halt until someone turns on the printer or does a control-Reset. The problem is, there is *no message* on the screen to tell you what to do. WHY doesn't more software (like *AppleWorks*, for example) use this simple trick?

```
100 FLASH: PRINT "FIX PRINTER"  
110 NORMAL  
120 PRINT CHR$(4);"PR#1": PRINT  
130 PRINT CHR$(4);"PR#0": HOME  
      (Program  
      continues)
```

CALL  
985!



## MOO CALL

Did you know that under DOS 3.3, typing "CALL 985" will make your Apple moo like a cow? Sometimes once, sometimes twice, sometimes not at all.



## LOCKED OR UNLOCKED?

So you're writing a software program, and you're afraid everyone is going to copy it? Here are just a few ways to protect disks, in order of effectiveness:

1. Put off marketing your disk for a while longer. As long as you do, *no one* will make bootleg copies. This method works best and is very popular.
2. Call *Computer Media Products* (619-565-7803) in San Diego. They reproduce all Beagle Bros disks (unprotected) and we highly recommend them. They also offer duplication with copy-protection.
3. Contact Apple Computer, Inc. They offer a semi-protected version of DOS. In case you didn't know, you *must* license DOS from Apple if you are selling disks with DOS on them.

# DiskQuik

DISK DRIVE EMULATOR by Harry Bruce and Gene Hite

\$29.50, Compatible with Apple IIc or 128K IIe—DOS 3.3

Note: DiskQuik cannot be used with copy protected software that requires booting.

## AN IN-MEMORY "DISK DRIVE"

DiskQuik is easy to describe— It makes your Apple IIc or 128K Apple IIe think a disk drive is connected to Slot 3. But DiskQuik is much faster, quieter and more reliable. Enjoy many of the benefits of a second (or 3rd or 4th...) disk drive at less than 1/10 the price.

DiskQuik uses your Apple's extended memory, which holds *about half* as much data as a 5¼" floppy disk.

## NORMAL COMMANDS AND PROCEDURES

All normal Applesoft and DOS commands, except INIT\*, are in effect once DiskQuik is loaded. For example, "CATALOG, S3" catalogs files in RAM (Slot 3). "CATALOG, S6" displays your normal disk catalog. Files may be transferred between RAM and normal Apple floppy disks with FID or normal DOS 3.3 commands.

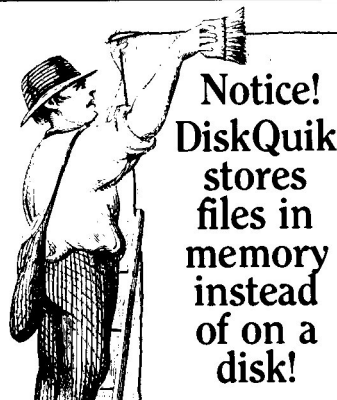
\*INIT is temporarily replaced by a DiskQuik "WIPE" command which, in effect, clears Slot 3's memory. INIT may be re-instated at any time.

## SILENT AND FAST

Since no moving parts are involved, DiskQuik operates silently and at super-high speeds. For example, **Brunning FID** takes 2 seconds instead of the normal 6. A catalog will fill the screen in under a second. See it to believe it.

## READY WHEN YOU ARE

DiskQuik has many uses. For example, load often-used files like FID into memory when you boot, so they are always available when you need them. Access these files just as you



would from disk ("BRUN FID, S3" for example). Swap files from RAM onto disk and vice versa, just as if a disk drive were connected to your Apple's Slot #3.

## FRIENDLY AND COMPATIBLE

DiskQuik is compatible with Apple 80-column display, ProntoDOS, GPLE, Double-Take, and all normal Applesoft and DOS 3.3 commands and procedures. DiskQuik will not interfere with Double Hi-Res graphics.

## BONUS UTILITIES

DiskQuik comes fully equipped with a set of menu-selectable utilities for mass transfer of files between RAM and floppy disk, "write-protecting" RAM, toggling DiskQuik's sound effects (an optional click that acts as an "In Use" signal), and more.

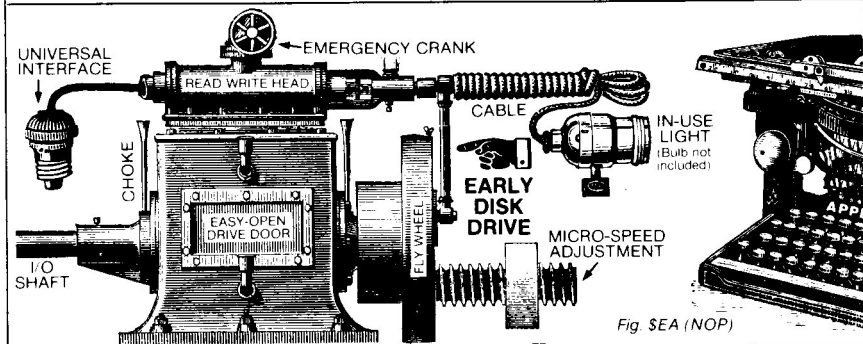


Fig. SEA (NOP)

# Fatcat

DISK LIBRARY DISK by Alan Bird

\$34.95, Compatible with any Apple II and DOS 3.3 (Reads both DOS 3.3 and ProDOS disks)

## ORGANIZE YOUR DISK LIBRARY

Fatcat will read all of your DOS 3.3 and ProDOS™ file names into one or more "Master Catalog" files, for sorting, searching and printing. A Master Catalog may be updated at any time by simply reading in new or altered disks.

## FIND FILES FAST

For example, find and print out all file names containing the letters "APPLE", or find and list all of the *Text* files or *Applesoft* files in your entire library. Search by file description or disk title too. For example, have Fatcat print an alphabetized list of all your "Game" disks or all of your "Financial" files.

## ALPHABETIZE FILE NAMES

Fatcat's "Sortcat" program alphabetizes DOS 3.3 and ProDOS catalogs, and moves any file name to *any position* in that catalog. Files of all types become much easier to find.

## FILE COMPARER

Quickly compare any two Applesoft files in your library. Non-matching program lines are called out, so you will know which of your programs is the latest version. Compare Text, Binary and ProDOS files too.

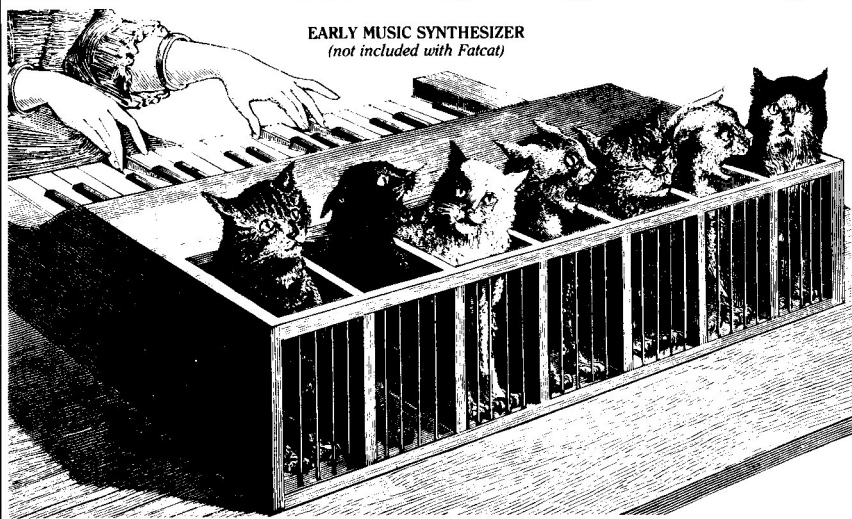
**FATCAT reads all of your DOS 3.3 & ProDOS file names into one or more "Master Catalogs" so you can sort and search by file name or file type.**

## DISK VOLUME NUMBERER

Fatcat lets you change the (almost) useless "Disk Volume" number that appears at the top of your DOS 3.3 catalogs. Now each of your disks will have a unique (0-255) number when it is cataloged.

## MULTI-COLUMN CATALOGS

Fatcat's "Verti-Cat" program will print DOS 3.3 catalogs on your printer in multiple *vertical* columns, so that file names read in order, from top to bottom, in as many columns as you like.



# ProntoDOS

HIGH-SPEED DOS 3.3 UTILITY by Tom Weishaar

\$29.50, Compatible with any Apple II and DOS 3.3

## TRIPLE SPEED!

ProntoDOS triples the speed of Apple's DOS 3.3 Disk Operating System, adds many optional DOS features, and lets you load high-speed DOS into the Language Card for 10 Extra K of valuable memory space.

Here are sample ProntoDOS timings compared with normal Apple DOS 3.3:

Function	Normal	Pronto
Bload a Hi-Res image . . . . .	10 sec.	3 sec.
Bsave a Hi-Res image . . . . .	12 sec.	6 sec.
Load 60 Sectors . . . . .	16 sec.	4 sec.
Save 60 Sectors . . . . .	24 sec.	9 sec.
Bload Language Card . . . . .	13 sec.	4 sec.

(Text Files: no change)

## INIT NEW DISKS OR UPDATE OLD ONES

New, unprotected, high-speed disks (as many as you want), are created with the normal INIT command. Or your existing disks may be updated, with all data remaining intact. Booting ProntoDOS or any of your updated disks will automatically install high-speed DOS in your Apple.

## PRONTO DOS-MOVER

ProntoDOS's "DOS-Up" program moves DOS to your Apple II or II+'s Language Card (RAM Card) or your Apple IIc or IIe's standard high-memory, freeing up a whopping 10,000 extra bytes (that's 10K) of usable memory space.

GUHCT'XEN: "OTNORP" TNIRP: 54321 TO 1 = GUHC ROF



## TYPE YOUR TEXT FILES

Want to know what's in all of those sequential text (T) files on your disks? ProntoDOS offers a handy new TYPE command that instantly prints text files on your screen or printer. For example, the command "TYPE INFO" will print all text (to screen or printer) stored in the Sequential Text file named "INFO".

## MORE DATA PER DISK

ProntoDOS gives you 15 extra sectors of disk storage space—almost one full track of data! This is space normally wasted by DOS 3.3.

## NEW DOS FEATURES

With ProntoDOS in memory, all disk catalogs will optionally feature a Free-Space-On-Disk display, every time you Catalog—a great benefit. ESC can be designated to escape from a file being Read or Exec'd. Control-C will cleanly exit from the middle of a long catalog...

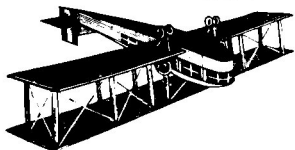
ProntoDOS is compatible with all DOS Commands, GPLE and most of your (and our) unprotected programs.

HAROLD! Did you buy ANOTHER one of those crazy Beagle Bros disks?!



*ProntoDOS lets you Bload hi-res images from disk to screen in under 3 seconds!*

Shown here:  
"USER-FRIENDLY?" by Robert Cavey  
Sample hi-res picture from the ProntoDOS disk



## FLY NOTES

This has nothing to do with Apples; please don't write and complain.

A couple of Bulletins back, inspired by our *Fly Menu* program on Utility City, we asked if anyone knew exactly how a fly landed on the ceiling (a quick flip, or gradual roll, or...?). Well it turns out the U. S. military has done *extensive* research on this matter, and has determined that a fly flies straight up at the ceiling, grabs on with his front feet and then "cartwheels" over, grabbing on with the other four.

This research reportedly cost \$750,000. It seems like buying 1500 hammers would have been a better use of the money.



```
10 AS="JACKZIP": FOR
H=1 TO 7: CALL-198:
FOR S=1 TO 16 *
(ASC(MID$(A$,H))
-64): NEXT S.H
```

## HOME CAT

From Leif Rudd of Lincoln, Nebraska:  
**POKE 44457,88: POKE 44458,252** will clear the screen before every DOS 3.3 Catalog.

```
1 HOME: LIST: BUZZ=49200
2 A$="!/-"+CHR$(92): FOR A=1
TO 48: B=PEEK(BUZZ): FOR
C=1 TO A: NEXT X$: MID$(
A$,A-INT(A/4)*4+1,1): VTAB
3: HTAB 9: PRINT X$X$X$:
NEXT: GOTO 2
```



## 25 WAYS TO BOOT A DISK

More useless Apple info from Kevin Barr.

1. Turn your Apple off and back on.
2. JPR#0000000000000000
3. JPR#\$6
4. JIN#6
5. \*C600G
6. \*6 (control-P)
7. \*300: 4C 00 C6 N 300G
8. JCALL 50688
9. JPOKE 1012,0  
 ](control-Reset)
10. \*300: A9 C5 48 A9 FF 48 60 N 300G
11. JPRINT CHR\$(4);"PR#":PEEK(57375)
12. JOREM6  
 ]CALL-151  
 \*805: 8A N D566G
13. \*36: 00 C6
14. \*3F9: 00 C6 N (control-Y)
15. JPOKE-23183,149: POKE-23182,254  
 ]CATALOG
16. \*B1: 4C 00 C6  
 \*3DOG
17. \*9E81: A9 06 4C 95 FE
18. J0 PRINT "This is useless."  
 ]5 FOR X=2053 TO 2060  
 ]10 READ P: POKE X,P: NEXT  
 ]15 CALL 54630  
 ]20 DATA 140,201,49,52,56,52,56,0  
 ]RUN
19. J0 PR#0  
 ]5 A\$="BOOT DOS": PRINT A\$  
 ]10 FOR X=1 TO 8:  
 P=P+ASC(MID\$(A\$,X,1)): NEXT  
 ]20 A\$=STR\$(P): P=0: FOR X=1 TO 3:  
 P=P+ASC(MID\$(A\$,X,1)): NEXT  
 ]30 A\$=STR\$(P): A\$=RIGHT\$(A\$,1)  
 ]40 POKE 2054,ASC(A\$): RUN  
 ]RUN
20. JPOKE 1014,0: POKE 1015,198  
 ]&BOOTDOS
21. JPOKE 12,198: POKE 11,0  
 ]POKE 10,32  
 ]PRINT USR(BOOTDOS)
22. \*44: 6 N A229G
23. \*38: 00 C6 N A851G
24. \*A884: 42 4F 4F D4 N A909: 00 00 N  
 BEAF: A9 06 4C 95 FE  
 \*BOOT
25. \*8000: A0 00 AD EA C0 B9 29 80 F0  
 1C 20 F0 FD AD E9 C0 A9 FF 20  
 A8 FC 2C E8 C0 A2 0A A9 FF 20  
 A8 FC CA D0 F8 C8 4C 05 80 4C  
 00 C6 AD C2 CF CF D4 A0 C4 CF  
 D3 8D 00 N 8000G

### RULES:

All assume DOS 3.3 is booted (!)  
 "]" means typed from Applesoft  
 "\*" means typed from the monitor  
 (CALL-151 to enter monitor).

# Beagle Basic

APPLESOFT® ENHANCER by Mark Simonsen

\$34.95, Compatible with Apple IIe or 64K Apple II or II+, and DOS 3.3—Includes Tip Book #6

## RAM APPLESOFT IS BETTER APPLESOFT!

Normally, Apple's Applesoft language is unchangeable—what they give you is what you get. But Beagle Basic puts Applesoft into RAM (changeable memory), letting you customize and enhance it. Beagle Basic's commands and functions may be added to your Apple at Zero Memory Cost, because they replace only obsolete cassette commands (Shload, Recall, etc.).

## RE-WORD BASIC TO SUIT YOUR STYLE

Beagle Basic lets you rename Applesoft commands and Error Messages (see *DOS Boss* for making DOS changes). For program protection, encryption, or even foreign language translation...

```
10 POUR X=10 A 20
20 ECRIVEZ X; " BONJOUR"
30 ENSUITE: FIN
```

(Even the new Applesoft commands described below are renameable.)

## ALL-NEW BASIC FUNCTIONS

**ELSE:** Common in many programming languages, but missing from Applesoft until now; ELSE follows If-Then statements, like this—

```
IF X=1 THEN PRINT "YES";
ELSE PRINT "NO"
```

**TONE:** Beagle Basic's TONE P, L command plays a note of Pitch P, Length L. No messy Pokes or Calls are ever necessary.

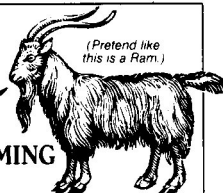
**HSCRN:** Used to find the off or on status of any hi-res dot on the screen. Useful in hi-res animation "collision testing". HSCRN works a lot like Lo-Res's SCRNB command.

**TXT2:** This new command allows Text Page 2 to act exactly like normal Page 1, for printing, listing, and so on. Animate between pages; store menus, catalogs, etc., on one page while you view another.

## MIX, PAGE, RESL and MODE:

Real time-savers! For example, type "PAGE1" or "PAGE2" to switch pages, instead of "POKE -16300,0" or "POKE -16299,0" (never look up those darn Pokes again!).

RAM APPLESOFT IS BETTER APPLESOFT!



## MORE PROGRAMMING ENHANCEMENTS

In addition to the new commands above, any or all of the following "patches" may be instantly added at ZERO COST IN MEMORY.

### BETTER GOTO/GOSUB

GOTO and GOSUB may now be followed by variables and mathematical expressions. Use English-like commands:

```
GOSUB COUNTER
GOTO SONG
```

In the two examples above, "COUNTER" and "SONG" have been assigned line-number values. Mathematical expressions are o.k. too:

```
GOTO X+10
GOSUB X * 100
```

### ESCAPE CURSOR

With normal Applesoft, you aren't able to tell when you are in Escape Mode (moving the cursor). With Beagle Basic, pressing the ESC key temporarily changes the normal cursor to a flashing "+". Hitting a non-cursor-move key retrieves the normal Applesoft cursor.

### A BETTER BEEP

Select a custom tone for your Apple's control-G bell. Beagle Basic lets you customize your Apple, from the Monitor up!

### BONUS UTILITIES

A Text-Screen Formatter and Editor, new one-word Basic commands to replace Apple's awkward text Calls, new commands to scroll text up and down... Not to mention...

### INVERSE REMS STATEMENTS!

They said it couldn't be done. This option makes program REMarks appear as bold stand-out headlines in your Applesoft listings.

### PLUS APPLE TIP BOOK #6

More tips, tricks and valuable programming goodies, all included as part of the Beagle Basic documentation book.



**New!**

# D Code

**New!**

APPLESOFT®PROGRAM COMPACTOR & DE-BUGGER by Alan Bird  
\$39.95, Compatible with any Apple II—DOS 3.3 and ProDOS

## FAST APPLESOFT PROGRAM COMPACTOR

D Code squeezes every wasted and unused byte out of your Applesoft programs, to save valuable memory space and increase program speed and efficiency.

### COMBINE PROGRAM LINES:

D Code will reduce an Applesoft program to the smallest number of program lines possible. (Each pair of lines combined saves four bytes.) D Code operates automatically—all Goto's, Gosub's and If-Then's are taken into account. The total number of bytes saved is reported on the screen.

### SHORTEN VARIABLE NAMES:

D Code lets you optionally shorten your variable names to one or two characters. Each character saved is a byte earned.

### REMOVE REMARKS:

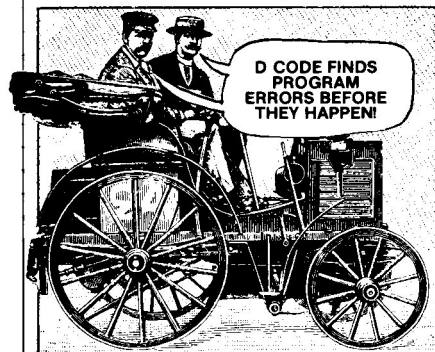
REM statements are big memory eaters. D Code will remove them for you to potentially save tons of memory space. You can save your remarked version as a separate file for reference.

### UNUSED-LINE FINDER

If your program contains a line or statement that can't possibly be executed, D Code will find it and let you delete it to save wasted space. Check some of your (or our) programs; you may be surprised!

## D CODE PROGRAM COMPARER

Quickly compare any two files, DOS 3.3 or ProDOS, and find out if they are the same.



## PROGRAM PROOFREADER

Word processors have their spelling checkers, why shouldn't Applesoft? D Code will uncover program errors before they happen!

## NEW WHILE-YOU-TYPE SYNTAX CHECKER

If you commit a typo or enter an undefined statement number while typing a program line, the error is *reported on the spot* so you can immediately make a repair—*before* running your program. This was one of the good features of Apple's old Integer Basic. We've improved on it by letting you enter anything you want. If it's not legal Applesoft, D Code simply reminds you.

## PROGRAM SCANNER

D Code will let you quickly scan an entire program for correct syntax and other potential errors that might unexpectedly cause a crash.

## NEW PROGRAM TRACERS

D Code features a TRACE command that works the way it should! Run your program the way you always do. When it bombs (or when you stop it), you can ask to see the most recent program line numbers and statements (1 to 10,000 of them) that have been executed. A great feature for finding out what makes programs tick (or crash!).

## WINDOW TRACING TOO

D Code also features a "live" TRACE feature that neatly prints program statements and variable & string values in a window *at the bottom of the screen*. No more screen layouts messed up by line numbers all over the place. And you can watch your variable values change as your program executes!

## BREAK POINT CONTROL

D Code lets you set up de-bugging "break points" before you Run a program, so a program stops only if a certain condition is true, or if a certain statement is executed a specified number of times.

## LIGHTNING-FAST FIND

D Code will let you find occurrences of any variable or string in your programs—*so fast* you won't believe it!

# DOS Boss

DOS 3.3 ENHANCER by Bert Kersey and Jack Cassidy  
\$24.00, Compatible with any Apple II and DOS 3.3—Includes Apple Tip Book #2

## A BEAGLE BROS CLASSIC

DOS Boss is a classic utility disk that you will use and enjoy. Applers around the world are using DOS Boss to learn about their Apple, customize their systems and truly personalize their personal computers.

## RENAME DOS COMMANDS

For example, change "Catalog" to "Menu" or even "M" to save keystrokes. Or change "Save" to "Keep", or "Load" to "Ribbit", to protect your programs. Use your imagination—only you will know your commands.

To make a change, simply Run DOS Boss, select the command you want changed (say "Catalog"), then enter your new command word (say "Cat"), and that's it! Other DOS changes are made with equal ease—

## CREATIVE ERROR MESSAGES

DOS's "Syntax Error" can be renamed "Cannot Compute" or "Try Again!"; or "Disk Full" can be "(Burp!)" or just about anything you want.

## SAVE-PROTECT PROGRAMS

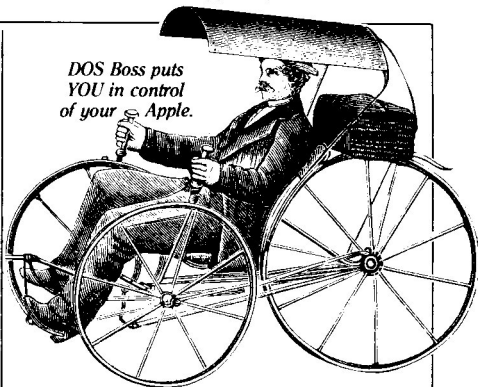
By manipulating DOS, you can make any unauthorized attempt to save one of your programs halt and produce a *Not Copyable (beep!)* message. Easy-to-follow instructions, a strong DOS Boss feature, are included for this and other "snoop-prevention" techniques.

*DOS Boss's change features may be appended to any or all of your DOS 3.3 programs, so that anyone using your disks (booted or not) on any Apple will be formatting DOS the way you designed it.*

## ONE-KEY PROGRAM SELECTION

DOS Boss's *Key-Cat* simplifies Apple program selection. A single letter will appear next to each file name in your catalog. Pressing the corresponding key will Run, Brun or Exec the chosen program for you automatically. Key-Cat operates with any length catalog and reports Space-On-Disk at the touch of a key.

DOS Boss puts  
YOU in control  
of your Apple.



## CUSTOMIZED CATALOGS

Why not replace Apple's unnecessary DISK VOLUME heading with your own disk number, title or name? You can with DOS Boss! Include or omit the volume number, as you choose.

Convert catalogs to 2 or 4 columns so that all of your file names appear on the screen at once. Omit or alter sector numbers and language codes too.



## PLUS APPLE TIP BOOK #2

Beagle Bros is big on documentation. With DOS Boss you receive DOS Boss instructions, clearly-written from a beginner's viewpoint, plus easy-to-understand discussions of how and why each DOS Boss feature works. Suggestions for creatively using each feature are included as well.

**PLUS:** Valuable information on using both sides of your disks, maintaining your drives, sorting words, poking around in DOS, storing disks, 3.3 vs. 3.2...

# Double-Take

## TWO-WAY SCROLL/MULTIPLE UTILITY by Mark Simonsen

\$34.95, Compatible with any Apple II, DOS 3.3 and ProDOS—Includes Tips & Tricks Chart #1

### TWO-WAY SCROLLING— IT'S ABOUT TIME!

Why his listings and catalogs would only scroll UP off the screen was a mystery to Mark Simonsen. So he did something about it—

Now you can list your programs (all or part) with the added ability to *change List-direction* by pressing the Apple arrow keys. Your Apple's monitor becomes a "Search Window" that's moved UP and DOWN through a listing.

### 2-WAY CATALOGS TOO

Long Catalogs feature 2-Way Scroll, speeding up file-name location and program access. Two keystrokes will catalog the disk (no need to type "Catalog"). Control the Catalog scroll direction, up or down, with the Arrow keys. Control-C produces a clean exit.

**2-WAY VIDEO SCROLLING**

```
5      TEXT      ← (Notice how each
: HOME      ← statement appears
: COL = 10   ← on a new line.)
40     A$ = A$ + X$
: IF LEN (A$) < COL THEN 20
900    FOR LTR = COL TO 1
: X$ = MID$ (A$,LTR,1)
: IF X$ < > CHR$ (32) THEN 1
1000   HTAB 1 + LTR - 1
```

### IMPROVED LIST-FORMAT

With Double-Take in memory, each Applesoft program statement is listed on a new line\* for easy tracing of program flow, and fast debugging; errors are much easier to find in this new format. Commands are properly spaced (one space between words, not two) and much easier to read and follow.

\*Optional. Similar to Utility City's XLISTER (page 23). BUT operates in both directions at Machine-Language speed. For-Next Loops & If-Then's aren't called out, as in XLISTER.

High-speed Improved-Format *Printer Listings* are easy too, in any column width.

### 2-WAY MONITOR LISTINGS

Apple monitor listings feature fast 2-way scroll too. Normal disassemblies AND informative Hex Dumps can be scanned in *both directions*, letting you "cruise" through memory until you find what you're looking for.

### BONUS UTILITIES

You will benefit from Double-Take's many features every time you turn on your Apple. All features are fully compatible with your Applesoft and machine-language programs, including GPLE and ProntoDOS.

### CROSS REFERENCE

Double-Take lets you print an alphabetical display of all the variables and strings in an Applesoft program. You also get the program line on which each variable and string occurs:

```
A$: 100 200 250 300 1001
X:  10 20 3000 3010 3020
Y:  50 3000 4000 5200 5601
```

### VARIABLE DISPLAY

After a program is Run, you can tell Double-Take to display all variables and strings, *in the order executed*, with each one's current value:

```
A$ = "NOW IS THE TIME"
X = 255
Y = 3.14159
```

### BETTER APPEND & RENUMBER

Double-Take's Append routine lets you *merge* program lines *anywhere* into other programs (not just at the end).

Double-Take's Apple Renumber program is vastly better than any we've seen or used.

### AUTO-LINE NUMBERING

Pressing the space bar can automatically type in your next Applesoft line number, in any increment you choose.

### THERE'S MORE?

Yes! A Space-On-Disk report during every catalog, instant Program Stats (start-of-program, Himem, etc.), the ability to omit or replace the cursor with any character. Plus handy one-key "screen switches" to view different pages and modes, and a one-key command to reveal control-characters as inverse.

.....  
**UPDATES:** If you have an old Double-Take that's not GPLE, 80-column or ProDOS compatible, mail Beagle Bros your *original disk* and \$10.00, and we'll send you an update.  
.....

# GPLE

## GLOBAL PROGRAM LINE EDITOR by Neil Konzen

\$49.95, Compatible with any Apple II, DOS 3.3 and ProDOS—Includes Apple Tip Book #7

### A "WORD PROCESSOR" FOR APPLESOFT PROGRAMS

GPLE is *The* classic Applesoft line editor for the Apple. It lets you edit your program lines fast without awkward cursor-tracing or clunky "escape editing" methods.

GPLE is installed in memory when you boot, remaining "invisible" to your programs and unaffected by even the most "destructive" commands, such as FP and INT. You may install GPLE in normal 48K memory or in the Language Card (built-in on all IIe's and IIc's).

### INSERT AND DELETE

Now you can make almost instant changes to any Applesoft or Integer Basic program line. GPLE lets you jump the cursor to the change point in the line and insert or delete text. Other code in the line moves aside to make room (what you see is what you get). If you make a mistake, you can restore the line to its previous condition with a keystroke.

Control-characters are easy to insert and delete, appearing in inverse when being edited.

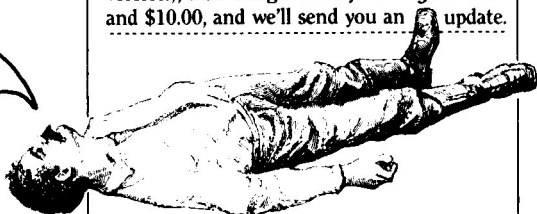
With GPLE, it is no longer necessary to trace the cursor to the end of the line you are editing. No matter where the cursor is, hit Return, and that line is entered into memory.

### GLOBAL SEARCH & REPLACE

GPLE finds any word or variable in a program, letting you change that line, delete it, or just look at it. Here are some examples of GPLE's Global capabilities:

- Look at all lines containing a GOSUB.
- Edit or delete all lines with a REM.
- Locate all occurrences of the variable XX.
- Replace all X-variables with ABC's.
- Change all *Hello* strings to *Good-Bye*'s.

I CAN'T BELIEVE I  
PROGRAMMED ALL  
THOSE YEARS  
WITHOUT GPLE!



### DEFINABLE ESC FUNCTIONS

GPLE lets you define an ESC-keypress followed by any other key to perform any keyboard task. For example, *ESC I* can catalog drive 1, *ESC L* can do a "HOME: LIST", *ESC N* could type an entire subroutine... *Anything* you want, whenever you want it.

A complete set of Escape functions is included with GPLE, pre-programmed and ready to use. Each function may be used as is, or deleted or changed whenever you like. After you create your own "Escape Table", you can save it on disk so it will be in memory the next time you load GPLE.

### 80-COLUMN COMPATIBILITY

All GPLE edit and global features support Apple 80-column cards *and* most 80-column cards on any Apple IIc, IIe, II+ or II.

Double-Take, ProntoDOS, DOS Boss, Flex Type, etc.,—and, of course, all of your Applesoft and Integer Basic programs—get along quite well with GPLE.

### GPLE DOS MOVER

GPLE comes with its own "DOS Mover" program that lets you move DOS to the Language Card (built-in on all IIc's and IIe's) for an EXTRA 10,000 Bytes (10K) of programmable memory. GPLE itself may be located on the Language Card or in Main 48K memory.

### PLUS APPLE TIP BOOK #7

Learn more about your Apple—GPLE comes with more tips and tricks from Beagle Bros, many involving GPLE. Hours of good reading and Apple experiments.

*UPDATES:* If you have an old GPLE that's not Double-Take, 80-column or ProDOS compatible (even if it's an old *Synergistic* or *A.P.P.L.E.* version), mail Beagle Bros your *original disk* and \$10.00, and we'll send you an update.

# Silicon Salad

**MULTIPLE-UTILITY DISK by Bert Kersey and Mark Simonsen**

*\$24.95, Compatible with any Apple II and DOS 3.3—Includes Apple Command Chart*

## SOMETHING FOR EVERYONE

Silicon Salad has something for everyone (except folks without Apples). First of all, it's a disk, not a salad. Like Tip Disk #1, this disk has Apple Tip Book Tips, and then some.

## MORE TIP BOOK TIPS

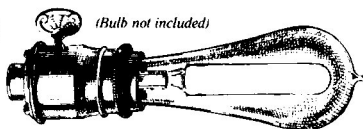
Silicon Salad has all of the *programs* from these recent Beagle Bros Tip Books:

- Tip Book #5 (Apple Mechanic)
- Tip Book #6 (Beagle Basic)
- Tip Book #7 (GPLE), and
- Tips & Tricks Chart #1 (Double-Take)

Here is just a small sample of what you get in the way of Tip Book programs:

- A hi-res Text Imprint routine that takes *anything you print* on the 40-column text screen and imprints it instantly, pixel-for-pixel, onto the hi-res screen.
- A routine that lets you **Brun Hi-Res** pictures (instead of Blood). The single command, "BRUN PICNAME", will cause the image to appear on the page you specify, automatically revealing that page with the screen split or full. The page and split / full-screen commands are invisibly imbedded in your hi-res picture.
- An Applesoft Error Trapper that lists the offending program line and highlights the illegal statement or misspelled word.
- A super-fast Word Alphabetizer. Beagle Bros held a contest last year for the fastest Basic sorter, and this one won.
- A 40-column Text Formatter that transfers anything and everything on the text screen into Applesoft Print statements that can be added to your programs.
- Beagle Blackjack! Written in Applesoft, and just as much fun as the real thing. People have fun customizing this one.
- A Help Screen trick that lets you store menus and such on text Page 2.

Plus, an **APPLE COMMAND CHART** comes **FREE** with every Silicon Salad (and Tip Disk #1 too—see page 22).



## BONUS UTILITIES FROM THE BEAGLE ARCHIVES!

Mark Simonsen and Bert Kersey started digging around in the Beagle Bros back-up vault and realized they had all kinds of "mini-utilities" that hadn't been used on any Beagle disk before. These programs have all been reworked and polished to Beagle Bros standards and tossed into Silicon Salad.

**DISK SCANNER:** This machine language program scans a disk, looking for and reporting flawed sectors. Bad sectors are automatically "sealed off" to protect your programs.

**KEY-CLICKER:** This one makes your Apple emit a faint (definable) click with every keystroke. Many computers use this feature.

**DOS-KILLER:** You only need DOS on disks that you are going to boot. This program removes DOS to create "data disks". The best part is that you gain 32 free sectors of space.

**TWO-TRACK CAT:** Normally you can only store 105 files on a DOS 3.3 disk. Now you can store twice that many!

**PROGRAM SPLITTER:** Is hi-res in the way of your Applesoft programs? Use this routine to make programs "jump over" either or both hi-res pages, and make the most efficient use of your Apple's memory.

**UNDELETE:** Reveals and "uneras" deleted files. Could prevent a bundle of trouble.

## TWO-LINERS TOO

It seems like the Applesoft Two-Liners just keep getting better. These little gems, mailed in to Uncle Louie by Beagle Bros customers from around the world, can teach you a bunch about programming efficiently in Applesoft. At the Very least, they are all Very entertaining.

## THAT'S NOT ALL

But that's all we're going to tell you about.

# Tip Disk #1

100 TIP BOOK TIPS ON DISK by Bert Kersey

\$20.00, Compatible with any Apple II and DOS 3.3—Includes Apple Command Chart

## 100 PROGRAMS READY TO RUN

Don't type in those programs from the Beagle Bros Tip Books. Here they are, typed for you, tested and ready to run—100 programs from Beagle Bros Apple Tip Books 1, 2, 3 and 4. Many are useful; a few are useless; *all* are interesting, listable and copyable. And each program teaches another elusive fact about making your Apple do one of its things. Includes fascinating Two-Liners from all over the world (and elsewhere).



SINCE I GOT MY  
BEAGLE BROS COMMAND  
CHART, I'VE ACQUIRED  
NEW VIM AND VIGOR!  
(an unsolicited  
endorsement)

## FREE COMMAND CHART WITH EACH TIP DISK AND SILICON SALAD

Each Tip Disk #1 and Silicon Salad disk comes with a free Peeks & Pokes Chart and an 11x17 APPLE COMMAND CHART, an alphabetical listing of all Applesoft, Integer Basic, DOS 3.3 and ProDOS commands and their functions, typeset and printed on heavy-duty stock. Now you can see *all* commands at a glance and experiment with—who knows?—commands you maybe never knew existed.

## SAMPLE PROGRAMS FROM TIP DISK #1

**WEATHER CHART:** Chart the weather for your home town. In hi-res!

**TWO-LINERS:** Excellent examples of plain and fancy Applesoft programming.

**RESET RUNNER:** Cancels Reset so it won't exit your programs.

**ALIEN DRIZZLE:** A lo-res shooting game. This one won't be seen in the arcades.

**VISI-SORT:** Watch while words are alphabetized. List and learn.

**APPLESOFT CRUISE:** Peek at your Apple's vocabulary with this program.

**TYPING TEST:** Clock your typing speed in words per minute.

**TELETYPE:** One more way to display text screen text. A bit noisier than some.

**BIT SPLITTER:** An interesting demonstration of binary numbers.

**HI-RES CIRCLES:** One way to draw them from Applesoft is to use this program.

**91 MORE PROGRAMS:** All are LIST-able and COPY-able. If you're into Applesoft programming, you're going to like Tip Disk #1.



## APPLE VANITY PLATES

We just got personalized license plates (below) for all of the Beagle Bros staff cars. Pictured on the left are Mark Simonsen, Alan Bird and Jack Cassidy (partially obscured, as usual) in Mark's new Toyota.

* CALIFORNIA *	* CALIFORNIA *	* CALIFORNIA *
<b>BGL BROS</b>	<b>CURSORS</b>	<b>IO ERROR</b>
* CALIFORNIA *	* CALIFORNIA *	* CALIFORNIA *
<b>DOS BOSS</b>	<b>APPLER</b>	<b>PEEKPOK</b>
* CALIFORNIA *	* CALIFORNIA *	* CALIFORNIA *
<b>CAT S6 D1</b>	<b>DISK FUL</b>	<b>NEXT X</b>
* CALIFORNIA *	* CALIFORNIA *	* CALIFORNIA *
<b>GOSUB 85</b>	<b>HGR2</b>	<b>FLOPPYS</b>
* CALIFORNIA *	* CALIFORNIA *	* CALIFORNIA *
<b>CTRL C</b>	<b>128K</b>	<b>3DOG</b>

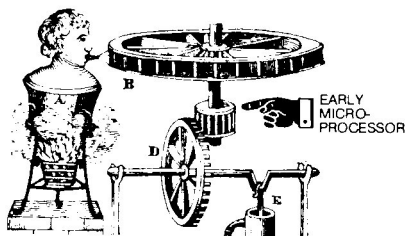
# Utility City

21 UTILITIES ON ONE DISK by Bert Kersey

\$29.50, Compatible with any Apple II and DOS 3.3—Includes Apple Tip Book #3

UTILITY CITY is 21 useful and entertaining Apple utilities, ready to be used as-is, or inspected, and even changed if you want. Unlocked software is the *only* way to fly!

*A-Plus Magazine  
Reader's Choice  
1985 Product of The Year!*



**BIGLINER:** Renumber program lines to 65535 making them inaccessible. Protect your copyright messages or subroutines.

**FILENAME ZAP:** Create trick file names—inverse, flash, mixed and/or *invisible*—to protect files or dress up your catalogs.

**SCREENWRITER:** Compose and format 40-column text layouts (title pages, menus, displays, etc.) on your monitor. Words may be moved; centered or flush left or right. Move entire blocks of copy too. (No relation to Sierra On-Line's *SCREENWRITER II* word processor.)

**MULTI-CAT:** Send long catalogs to your printer or CRT in multiple columns (3, 4, 5...) and in any column-width (40, 60, 80...). Sector numbers may be included or omitted.

**SORTFILE:** Sort, store and update simple one-field lists on disk. Listable and customizable.

**LINE SEARCH:** Find program lines in memory for program repair or "illegal" alteration.

**KILL-CAT:** Lets control-C (or any key you choose) make a clean break in long catalogs.

**CONNECT:** Append programs together or attach subroutines to programs without retyping.

**INT CONVERTER:** Convert Integer programs to Applesoft. Integer Basic language is required.

## UTILITY CITY'S XLISTER

**XLISTER:** Convert your normally confusing Applesoft listings into a set of clear step-by-step instructions. After loading your program, just type "Exec Xlister" to list all or part of a program. Each program statement appears on a new line, properly spaced in the chosen column-width. Every statement following an IF is called out. For-Next loops are indented ala *Pascal*. XLISTER is useful for de-bugging or for making archive printouts (with *page breaks*) of your finished work.

Below is a demo program "Xlisted" in 40 columns (you may select *any* column-width.)

### NOTICE THE FEATURES—

- Each program statement appears on a new line, thus unscrambling the listing.
- The asterisks indicate that a statement will be executed only if the "IF" is true.
- Each For-Next loop is indented.

```
10  REM U-CITY XLISTER DEMO
-----
15  GR      Note: Another custom lister is fea-
   : HGR    tured on DOUBLE-TAKE (page 19).
   : HOME  Its "New List" routine is much faster
           than Xlister, but does not feature
           page breaks and indented loops.
-----
20  FOR X = 20 TO 279 STEP 20
   :   FOR Y = 20 TO 191 STEP 20
   :   HCOLOR= 3
   :   HPLLOT X,Y
   :   IF X = 180 - Y THEN F = 2
*   :   HPLLOT X - F,Y TO X + F,Y
*   :   HPLLOT X,Y - F TO X,Y + F
-----
30  HCOLOR= 6
   :   IF X = 100 OR Y = 100 THEN
           HPLLOT X - 10,Y - 10
*   :   HPLLOT X + 10,Y + 10
-----
40  NEXT Y
   :   HTAB 1 + INT (X / 7)
   :   PRINT INT (X / 20); SPC ( 2)
   :   NEXT X
   :   PRINT
   :   HTAB 15
   :   PRINT "END OF TEST";
```

**CATALOG DISK  
SAVE FILE  
LOAD FILE  
ERASE DISK  
INITIALIZE DISK  
DESTROY DISK  
QUIT**

## INVERSE CURSOR BAR

A lot of software uses an "inverse bar" to select menu items. Pressing an arrow key usually moves the bar, and Return makes the selection. Here's how it's done from Applesoft:

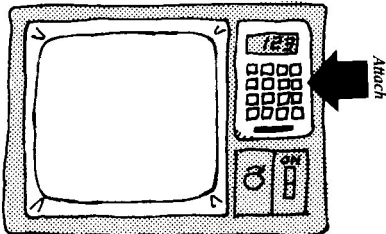
```

10 TEXT: HOME: NORMAL: V=1
20 FOR N=1 TO 5: READ A$(N): PRINT
  A$(N): NEXT: DATA ONE, TWO,
  THREE, FOUR, FIVE
30 INVERSE: VTAB V: PRINT A$(V)
40 K=PEEK(-16384): IF K<128 THEN 40
50 POKE-16368,0: NORMAL: VTAB V:
  PRINT A$(V): IF K=141 THEN VTAB 10:
  PRINT "YOU SELECTED #";V;"": END
60 IF K=136 OR K=139 THEN V=V-1: IF V=0
  THEN V=5
70 IF K=149 OR K=138 THEN V=V+1: IF
  V=6 THEN V=1
80 GOTO 30
  
```

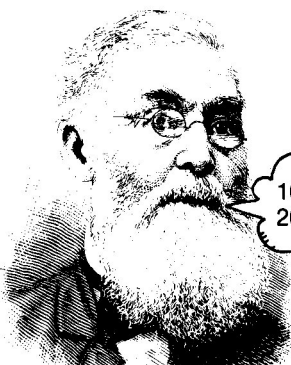
The K values (lines 60 and 70) of 136 and 139 are the Left and Up arrows. 149 and 138 are Right and Down.

## TV KEYPAD

There are three things wrong with using your Apple as a calculator. (1) You have to exit the program you're using, and maybe re-boot. (2) You have to type "PRINT" or "?" all the time. (3) Apple's aren't exactly math whizzes. A \$5 calculator can out-calculate an Apple with its eyes closed.



Many Apple monitors have a spot to the right of the screen that's just perfect for a calculator. Attach it with double-stick foam tape. Use a calculator that shuts itself off after so many minutes, because changing batteries can be a minor hassle.



10 CALL-444  
20 GOTO 10

## ASK UNCLE LOUIE<sup>®</sup>

**Q.** Dear Uncle Louie— I'm having trouble with my checkbook program. It seems that when I do a gosub from within a triple-nested loop, the stack overflows and zero-page gets clobbered. What should I do?

**A.** How should I know?

**Q.** Dear Uncle Louie— I just got word that Apple is coming out with a 1024K solar-powered 64-bit Apple "IIX" with a built-in 32 megabyte hard disk and 16" flat-screen color monitor. The whole thing, including a 3D laser printer, fits in a lunch box, weighs just over three pounds and sells for \$256. It will run all existing software from any computer and handle every size disk. On weekends, it will double as a microwave oven. P.S. Keep this under your hat.

**A.** Dear Woz— I won't breathe a word.

**Q.** Dear Uncle Louie— How do I clean the slots of my Apple IIc? They are full of gunk.

**A.** Take some baking soda and... Wait a minute—The Apple IIc has no slots.

**Q.** Dear Uncle Louie— There seems to be nothing of substance in your column. My question is, "Where's the BEEF?"

**A.** \$BEEF is located at address 48879.

## DON'T CALL US, WE'LL POKE YOU.

To reveal hi-res Page 1 without erasing the screen, you can type **CALL-3100**. This single command replaces at least two hard-to-type Pokes. Add it to your GPLE escape table to save even more keystrokes.

Please mail us a dollar each time you use this tip. We'll mail you a dollar if you can come up with a single Call that will reveal hi-res Page 2.



# Beagle Bag

12 APPLESOFT GAMES ON ONE DISK by Bert Kersey  
\$29.50, Compatible with any Apple II and DOS 3.3

## COMPARE BEAGLE BAG

Compare Beagle Bag with *any* single-game locked-up disk on the market today. The games are a blast, the price is right, the instructions are crystal clear, *and* the disk is Copyable!

## MORE GAMES PER BUCK

Beagle Bag's got TWELVE great games written by the Applesoft Ace, Bert Kersey—*TextTrain*, *Slippery Digits*, *Wowzo*, *Magic Pack*, *Buzzword*... More hours of enjoyment for your money than almost any of the Apple game competition. See the excellent Beagle Bag review in the January 1983 issue of *Softalk* (page 148), which says, in part:

*"...Beagle Bros has turned out an innovative package— The games require quick thinking, but they're not mere tests of reflexes.*

*"At any price, the 20-page manual is worth a few bucks by itself. It's funnier than Mad Magazine and shorter than National Lampoon..."*

## LIST AND LEARN

Beagle Bag's games are all List-able so you can see what makes them work (many of our customers have reported learning programming skills from our games). Every program on the disk may be loaded and saved from disk-to-disk, and even customized if you want. And hitting Reset doesn't cause a memory-scrambling re-boot. Unlocked software is the *only* way to fly.



SOPHIE, THE BEAGLE BROS BEAGLE



TELL YOUR  
BOSS THAT  
YOU HAVE MY  
PERMISSION  
TO STAY HOME  
FROM WORK  
TOMORROW  
AND PLAY  
WITH YOUR  
APPLE.

—Mother Board  
Beagle Bros staff

## ONE LEG AT A TIME

Running this program may help explain the discomfort you're having while sitting at your keyboard. Then again, it may not...

```
1 GOTO 2 POS >USR SGN COLOR= =  
  TO OR ABS INT COLOR= TO SGN AT  
  COLOR= > OR COLOR= FN TO SPC( /  
  SCRNI TO SGN THEN INT RESTORE  
  PLOT  
2 FOR L=2055 TO 2084: PRINT CHR$  
  (PEEK(L));: NEXT
```

In line 2 we're peeking at the garbage in line 1. Each token (like "POS") has an equivalent letter (like "Y"). Strange, huh?

# New! I. O. Silver New!

HI-RES STRATEGY/ARCADE GAME by Brad Wilhelmsen  
\$29.95, Compatible with any Apple II

## TWO GAMES IN ONE

I. O. Silver is both a thinking-person's Strategy game and a fast action Arcade game. In fact, it can be played both ways. You can play with or without pressure of the clock too.

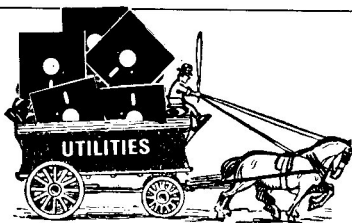
## MAKE YOUR MOVE

Your job is to arrange hi-res computer chips on the monitor in combinations that will eventually create the famous "Super Computer" (no technical knowledge required). Short of that lofty goal, you are out to acquire as many bucks (or "silver") as possible. Between you and success are a collection of fast-moving hi-res computer "bugs" that are out to rob you of your most valuable asset—time.

You can play I. O. Silver with or without the bugs, whichever suits your style. Without bugs, it's much like playing one-player chess or checkers where moves have to be carefully planned; strategy is everything. With bugs, I. O. Silver takes on more of a *Pac-Man* flavor, but in a movable maze.

## JOYSTICK OPTIONAL

I. O. Silver can be played on any Apple II with or without a joystick. No extra hardware is required. In standard keyboard mode, the player can select which keys he wants to use. Sound can be toggled on or off, high scores can be saved on disk, and an on-screen "annual report" reports your progress and earnings.



## WHAT'S AN ARCADE GAME DOING IN THE BEAGLE BROS CATALOG?

Frankly, we shy away from games that are submitted for review, because they don't fit into the Beagle Bros utility niche. (*Beagle Bag* doesn't count—it was written by the boss.)

I. O. Silver stands out above those that we've seen, however. First of all, it is extremely well done from a machine language programming standpoint. And it is cleverly designed, presenting the player with fast graphics and sound as well as an exciting challenge that's not just based on "motor skills" or shooting monsters. Next, the author was willing to sell his work unprotected, something we insist upon in everything we publish.

*I. O. Silver*  
Source Code Available.  
See Your Manual.

## BEAGLE CARD FILE

If you follow our ads in the Apple magazines, you know that we always include little Applesoft programs to spice things up. Well, here's our all-time favorite, a little hi-res flick—

```
10 HGR: HGR2: POKE 232,120: POKE 233,64:
   POKE 16504,7: SCALE=80: P=16: X=99: FOR
   R=0 TO 31: P=P*-1: POKE 230,48+P
20 FOR Y=0 TO 1: ROT=ABS(64*Y-R):
   HCOLOR=3: FOR A=1 TO 25: DRAW 1 AT
   X+2*A,X: NEXT: HCOLOR=0: DRAW 1 AT X,X:
   ROT=32: DRAW 1: DRAW 1 AT X,X: NEXT Y,R
30 FOR A=0 TO 20: FOR B=0 TO 1: POKE
   49237-B,0: X=PEEK(49200): FOR C=1 TO 6*A:
   NEXT C,B,A: GOTO 30
```

Hi-res Hires tv picture  
Printed with Triple-Dump.





DOUBLE HI-RES BEAGLE LOGO by Mark Simonsen MS  
 (Too bad you can't see the 16-colors.)

## B-READER

Some word processors, like *Bank Street Writer*, produce Binary files instead of Text files. We all know that *ProntoDOS's* TYPE command lets you print Text files, but how do you read a Binary file? Run this program to find out:

```
10 PRINT CHR$(4);"BLOOD FILE,
  A9000"
20 LNGTH=PEEK(43616)+PEEK
  (43617)*256
30 FOR L=9000 TO 8999+LNGTH:
  PRINT CHR$(PEEK(L));: NEXT
```

If you're working in ProDOS instead of DOS 3.3, substitute the numbers 48840 and 48841 in the parentheses in line 20.

## A POEM by Reed Righthead

An Appler we knew, just for fun,  
 Typed "CALL 6 4 8 7 1".

But every other time,  
 ?Syntax Error was the crime,  
 Even though he had committed none.



## NON-BEAGLE PRODUCTS

As a service to those of you living in or near the Boonies, we are offering these utility-related products by other publishers.

### Merlin Pro . . . . . \$69.95

Roger Wagner's *Merlin Pro* is the assembler we use here at the Beagle Building—we can't do better. It is designed specifically for the Apple IIe or IIc and works with DOS 3.3 and ProDOS.

*Merlin Pro* features integrated modules for file management, writing and editing programs, using sophisticated macro libraries, generating relocatable object code and more.

There are over fifty pseudo-opcodes for true flexibility. 6502 programs as well as 65C02 and 65802 are supported. Also included are the *Sourceror* disassembler, a fully-commented listing of Applesoft and sophisticated libraries of commonly used machine language macros.

### Beneath Apple DOS . . . \$19.95

### Beneath Apple ProDOS \$19.95

You've seen us recommend *Beneath Apple DOS* before, the ultimate reference book to good old DOS 3.3. Now it's big brother, *Beneath Apple ProDOS* has hit the stands. These are two thorough (and wonderful) technical books from Quality Software.



## BEAGLE SHIRTS

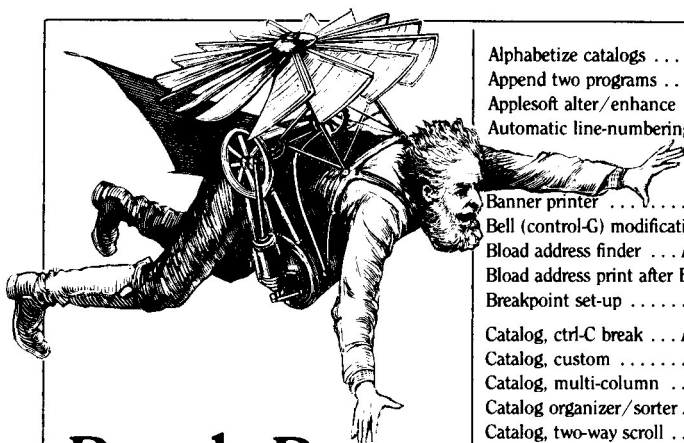
We're not in the softwear business, but since we've had so many requests—we've got **KID'S T-SHIRTS** (S, M or L) and **ADULT'S GOLF SHIRTS** (S, M, L or XL).

Fine print: These are high-quality HANES 50% Cotton/50% Poly shirts, ecru (beige) with a brown Beagle logo. If undecided between two sizes, request the larger one. Mail \$7 for each T-shirt and \$17 for each Golf shirt (+\$1.50 shipping, any no.).

### CASH (continued from page 30)

you need to do is write your name and address on a piece of paper. Now take the

(continued on page 33)



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 Free cash ..... PAGE 30  
 Free-space during catalog ..... DTAKE/PRONTO  
 Games ..... BBAG/IOSILV  
 Global search and replace ..... GPLE  
 GOTO/GOSUB foll. by variable ..... BBASIC  
 Graphs and charts, drawing capability .....  
 APLOT/AMECH/BGRAPH/FLEX  
 Hex/Ascii dump with 2-way scroll ..... DTAKE  
 Hex to decimal converter ..... DTAKE/UCITY  
 Hi-res drawing ..... APLOT/AMECH/BGRAPH  
 Hi-res image printer ..... TDUMP  
 Hi-res teaching programs, listable ..... AMECH  
 High-speed 3X DOS ..... FRAME/PRONTO  
 HSCRN reads hi-res plots .... BBASIC/BGRAPH

IF-THEN-ELSE command ..... BBASIC  
 Imprint/superimpose hi-res images . APLOT  
 Insert and delete program code .... GPLE  
 Integer Basic to Applesoft converter . UCITY  
 Inverse Rem statements ..... BBASIC  
 Invisible and trick file names ..... UCITY  
 Invisible commands in programs .... UCITY

Key-Cat 1-key selector ..... DBOSS/TIPI/UCITY  
 Key clicker ..... SILSAL  
 Kill active Text and Exec files ..... PRONTO  
 Kill catalog with control-C .... PRONTO/UCITY  
 Language card DOS-mover ..... GPLE/PRONTO  
 Line finder for Applesoft ..... UCITY  
 List, bi-directional ..... DTAKE  
 List formatter ..... DTAKE/BBASIC/UCITY  
 Locked-up programs ..... NONE/ZIP  
 Lo-res page 2 usage ..... BBASIC

Menu programs ..... DBOSS/TIPI/UCITY  
 Merge two Applesoft programs ... DTAKE/UCITY  
 Mixed hi-res colors ..... APLOT/BGRAPH  
 Monitor disassemblies, 2-way scroll ..... DTAKE  
 Music routines ..... AMECH/BBASIC  
 Peeks, Pokes and Pointers Chart ..... ALL  
 Picture utilities ..... APLOT/AMECH/BGRAPH  
 Picture pack, save space ..... APLOT/BGRAPH  
 Print any image ..... TDUMP  
 Printer utilities ..... DTAKE/TDUMP/UCITY  
 Presentations with your Apple ..... FRAME  
 Program line editor ..... GPLE  
 Protect programs ..... BBASIC/DBOSS/UCITY

Replace strings & variables ..... GPLE  
 Renumber Applesoft programs ..... DTAKE  
 Reverse-scroll listings & catalogs ..... DTAKE  
 Rotatable type ..... APLOT/AMECH/TYPE  
 Run counter reports no. of executions ... UCITY  
 Save command disable ..... DBOSS  
 Screen editor, text ..... BBASIC/FRAME/UCITY  
 Scroll up and down ..... DTAKE/BBASIC  
 Scrunch hi-res pix, save space . APLOT/BGRAPH  
 Search and replace ..... GPLE  
 Shape table editor for animation ..... AMECH  
 Sixteen color double hi-res ..... BGRAPH  
 "Slide Projector" presentation utility ..... FRAME  
 Slot 3 pseudo disk drive ..... DQUIK  
 Sort catalogs ..... FATCAT  
 Sort lists ..... UCITY  
 Space-on-disk during cat. .... DTAKE/PRONTO  
 Splitter for hi-res programs ..... SILSAL  
 Statistics of Applesoft program ..... DTAKE  
 Strings & var's w/line nos. & values ... DTAKE  
 SWAP command, exch. var. values .... BBASIC  
 Syntax checker ..... DCODE

**All Beagle software is COPYABLE, making it easier to back-up and friendlier to use. THANKS for not giving copies of our disks away. You support us and we'll support you.**



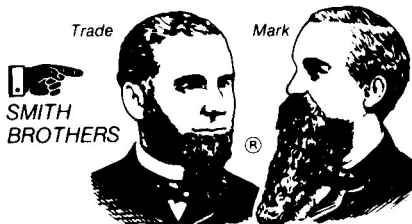
Text, expanded and condensed ..... FLEX  
 Text, hi-res ..... APLOT/AMECH/TYPE/FLEX  
 Text dump to printer ..... TIPI/TDUMP/UCITY  
 Text screen editor ..... BBASIC/FRAME/UCITY  
 Tip Books ..... APLOT #4/AMECH #5  
 BBASIC #6/DBOSS #2/GPLE #7/UCITY #3  
 Tips & Tricks Chart ..... DTAKE  
 Tip programs, more ..... SILSAL/TIPI  
 TONE command, easy music-writing ... BBASIC  
 Trace previous x items ..... DCODE  
 Two-track catalog ..... SILSAL  
 Two-way scroll, listings & catalogs ..... DTAKE  
 TYPE command, prints text files ..... PRONTO  
 Typeface editor ..... AMECH/BGRAPH/FLEX  
 Undelete ..... SILSAL  
 Var's & strings w/line nos. & values ... DTAKE  
 Variable shortening ..... DCODE  
 Variable-width text, 20/40/56/70-col. .... FLEX  
 Volume heading change in catalog ..... DBOSS  
 Volume number change ..... FATCAT  
 Wouzo ..... BBAG  
 Xlister list formatter ..... UCITY

## BEWARE OF IMITATIONS!

Be an alert consumer. Don't be fooled by these and other Beagle Bros lookalikes when you shop for software:



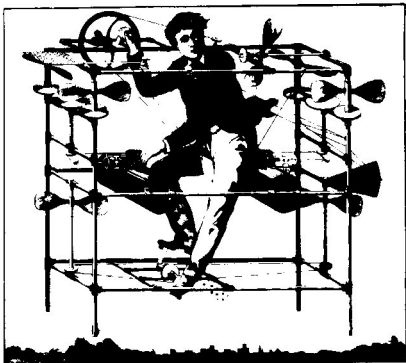
  
**DOW &  
JONES**



## FREE CASH OFFER

Here's your chance to have a truckload of cold, hard cash delivered to your door. All

*(continued on page 27)*



## BB UFO IN NH

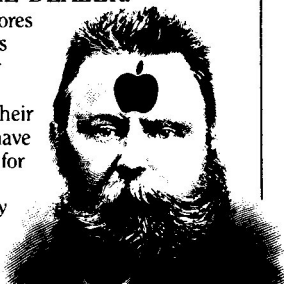
We assumed that the flying machine pictured in our last Beagle Bulletin was drawn by some turn-of-the-century science fiction artist. But Charles Smith of Sunapee, NH, mailed us A PHOTOGRAPH of the *very same machine*, which is now sitting in his back yard—no fooling! He says he acquired it from the Transportation Museum in Boston, but has no idea where it came from before that. Can anyone out there shed some light on the subject?

# Three Ways to Buy Beagle Bros Disks:

## 1. GOTO YOUR LOCAL APPLE SOFTWARE DEALER.

Most software stores carry Beagle Bros products. If your favorite store doesn't, get on their case. They can have any of our disks for you within a couple of days by telephoning Beagle Bros (619-296-6400)

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- TIP DISK #1 ..... \$20.00
- TRIPLE-DUMP ..... \$39.95
- UTILITY CITY ..... \$29.50

(See Beagle shirts & non-Beagle products, page 27)

- Kid T-Shirts S M L ..... \$ 7.00
- Adult Golf Shirts S M L XL \$17.00

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## Here's your Beagle Bros Catalog.

Inside are details and descriptions of our entire line of Apple II software, including two brand new products.

We've also included some interesting Apple tips and a few trick programs (some of questionable value).

### Don't forget.

You will remain on our mailing list as long as you mail in the product Registration Card whenever you buy one of our disks (by mail or from a software store).

We are constantly trying to clean up our list. If you received more than one Catalog this issue, send us your duplicate mailing labels. We'll be forever grateful.

*Daily arrival of Apple programmers at Beagle Bros Headquarters in San Diego*

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