



# mini' app'les

Apple Computer user group newsletter

Volume X No.10 October 1987

Calendar of Meetings and Events

WHO	WHEN	WHERE	WHAT
Board Meeting (New date, location)	Thur. Oct. 1 7:00 pm	11900 Wayzata Boulevard Minnetonka, MN	Members welcome, Note 1. Call <i>C. Lind</i> , 545-2776 for directions
Mac Users	Thur. Oct. 8 (6:30) 7:00 pm	Hennepin County Library, Southdale Branch, 70th and Xerxes, Edina, MN	<b>4th Dimension™</b> & comparison with HyperCard! Notes 3 & 9
Mac Computer Art & Design Group	Mon. Oct. 12 6:45 pm	Mpls College of Art and Design 133 East 25th Street, Rm 325	Call <i>Joy Kopp</i> , 440-5436 or <i>Colette Gaiter-Smith</i> , 224-8622
Languages/Technical S.I.G.	Wed. Oct. 14 7:30 pm	1st Minnesota Bank 31 9th Ave. S., Hopkins, MN	Note 11
The Smalltalk Group	Wed. Oct. 14 7:00 pm	250 S. Milton St. St. Paul, MN	Programming in Smalltalk Note 4
Excel™ User Group (New Group)	Thur. Oct. 15	Third Meeting	Call <i>Marilyn Nightingale</i> , 545-9380, for Time and Location
U. of Mn. Mac User Group (UMMUG)	Thur. Oct. 15 7:30 pm	UM Physics Building, Rm 210 116 Church St. S.E., Minneapolis, MN	<i>Charles Lukaszewski</i> , 338-8581 <i>John N. Alegre</i> , 699-2709
Mac Novice User Group	Mon. Oct. 19 7:00 pm	Highland Branch Library 1974 Highland Parkway, St. Paul, MN	Note 12
MacCAD/E User Group (New Group, 3rd meeting)	Tues. Oct. 20 7:00 pm.	Heath/Zenith Computers Shady Oak Road, Hopkins, MN	Note 6
<b>Apple II S.I.G.</b> Also of interest to MacSIG	Wed. Oct. 21 7:30 pm	St. Louis Park High School 33rd & Dakota, St. Louis Park, MN	<b>CMS Drive demo. Note 2</b> <b>Door prize 20MB drive!</b>
Northwest Branch	Tues. Oct. 27 7:00 pm.	Rockford Road Library 6401 42nd Av. N., Crystal, MN	Note 8
Apple IIGS S.I.G. (New S.I.G. - 5th Meeting)	Wed. Oct. 28 7:30 pm	1st Minnesota Bank 31-9th Ave. S., Hopkins, MN	Note 10
AppleWorks© S.I.G.	Thur. Oct. 29 7:00 pm	Derham Hall High School 540 S. Warwick, St. Paul, MN	AW Database, Basic through Advanced, Note 7
HamFest—Computer Expo	Sat. Oct 31	Hennepin Technical Inst. N Campus	Doug Clapp and lots of gear!
Board Meeting	Thur. Nov. 5	11900 Wayzata Blvd., Minnetonka	Members welcome, Note 1
Mac Computer Art & Design Languages/Technical S.I.G.	Mon. Nov. 9* Wed. Nov. 11	Mpls College of Art and Design 1st MN Bank, Hopkins	Call <i>Joy Kopp</i> , 440-5436 Note 11
The Smalltalk Group	Wed. Nov. 11	230 S. Milton, St. Paul	Note 4
<b>Mac Users</b>	Thur. Nov. 12	Hennepin County Library — Southdale	<b>Ragtime™</b> , Notes 3 & 9
Mac Novice User Group	Mon. Nov. 16*	St. Paul Highland Branch Library	Note 12
MacCAD/E User Group	Tues. Nov. 17*	Heath/Zenith Computers, Hopkins	Note 6
<b>Apple II S.I.G.</b>	Wed. Nov. 18	St. Louis Park Senior High	Note 2
Excel™ User Group (New)	Thur. Nov. 19	Call for Time and Location	<i>Marilyn Nightingale</i> , 545-9380
AppleWorks© S.I.G.	Thur. Nov. 19	Derham Hall High School	AW Spreadsheet, Note 7
U. of Mn. Mac Users Group	Thur. Nov. 19	UM Physics Building, Rm 210	<i>Charles Lukaszewski</i> , 338-8581
Northwest Branch	Tues. Nov. 24	Rockford Road Library	Note 8
Apple IIGS S.I.G.	Wed. Nov. 25	1st Minnesota Bank, Hopkins	Note 10

\* Please contact coordinators about these dates. I have received no calls confirming them.—JLH

Notes:

- |                         |          |                     |          |                   |          |
|-------------------------|----------|---------------------|----------|-------------------|----------|
| 1. Ann Bell, President  | 544-4505 | 5. Bob Pfaff        | 452-2541 | 9. Mike Carlson   | 866-3441 |
| 2. Chuck Lind, V. Pres. | 545-2776 | 6. Bill Langer      | 937-9240 | 10. Dick Peterson |          |
| 3. David Stovall        | 474-8015 | 7. Dick Marchiafava | 572-9305 | 11. Chase Allen   | 435-2645 |
| 4. Martin McClure       | 227-9348 | 8. Jere Kauffman    | 535-6745 | 12. Tom Lufkin    | 698-6523 |

Coordinators - Please Call John Hansen (890-3769) by the 1st Friday in order to have your meeting listed correctly!

### Board Members

President	<i>Ann Bell</i>	544-4505
	8325 39th Avenue N., New Hope, MN 55427	
Past President	<i>David Laden</i>	488-6774
	1215 W. Laurie Rd, Roseville, MN 55113	
Vice-President	<i>Chuck Lind</i>	545-2776
	11900 Wayzata Blvd #128, Minnetonka, MN 55343	
Treasurer	<i>J. Edward Wheeler</i>	881-5928
	P.O Box 796 Hopkins, MN 55343	
Secretary	<i>Guy T. Rice</i>	545-2776
	1575 Woodbridge St. #302 St Paul, MN, 55117-3665	

Communication Director	Dan Buchler	890-5051
Software Director	Tom Gates	789-1713
Technical Director	John Hook	435-6281
SIG Director	Dave Stovall	474-8015
SIG Director	Dick Marchiafava	572-9305
Branch Director	John Jadron	893-9337

### Coordinators

Beginners' Consultant	Earl Benser	884-2148
Membership Form Distr.	Bill McAndrews	645-6713
Membership Co'tor	Ed Spitler	432-0103
Shows & Conventions		<i>Open</i>
🍏 SIG - Apple IIGS	Dick Peterson	473-5846
🍏 SIG - AppleWorks	Dick Marchiafava	572-9305
🍏 SIG - Languages/Tech	Chase Allen	435-2645
☐ SIG - Macintosh	Dave Stovall	474-8015
	Mike Carlson	866-3441
☐ SIG - Macintosh Excel	M. Nightingale	545-9380
☐ SIG - Mac MacCADD	Bill Langer	937-9240
☐ SIG - Novice	Tom Lufkin	698-6523
☐ SIG - Smalltalk	Martin McClure	227-9348
🍏 Tech. Adviser (hdw)	Roger Flint	771-2868

### Branch Coordinators

North West	Jere Kauffman	535-6745
N.E. Branch	Mike Fraase	430-2944
Liaison (†) - Genealogy	Jules Goldstein	690-4447
Liaison (†) - Medical	Stewart Haight	644-1838
Liaison (†) - CP/M	Jim Rosenow (414)261-2536	

† To provide contact with non-Mini'app'les SIGS

### Software Director's Staff

Software Director and Apple // DOM Editor	Tom Gates	789-1713
Assistants:		
CP/M	<i>Open</i>	
Eamon	Dave Nordvall	724-9174
IAC	Richard Peterson	
MacDOM Editor/Prod	Joe Carroll	938-4028

Circulation this issue: 1350

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### Questions

Please direct questions to appropriate board member or officer. Technical questions should be directed to the Technical Director.

### Membership

Applications for membership should be directed to the Membership

Co-ordinator:	Ed Spitler	432-0103
	PO Box 24476	
	St Paul, MN, 55124	

\$15 buys membership for one year (effective Dec 1, 1987—\$12 before Dec 1). New members pay a \$5 administration fee. Members receive a subscription to newsletter and all club benefits.

	eDOMs	@ Meetings	Mail Order
Members:	eDOMs	\$3.00	\$4.00
	MaceDOMs	\$5.00	\$6.00
Non-Members:	eDOMs	\$7:50	\$8.50
	MaceDOMs	\$10.00	\$11.00

Send orders to Mini'app'les at PO Box 796, Hopkins, MN, 55343, attention eDOM Sales or MaceDOM Sales.

### Dealers

Mini'app'les does not endorse any specific dealers but promotes distribution of information which may help club members to identify the best buys and service. Although the club itself does not participate in bulk purchases of media, software, hardware and publications, members themselves may organize such activities on behalf of other members.

### Newsletter Contributions

Please send contributions on Mac 3 1/2" disks or via telecommunciations directly to the Newsletter Editor. Contributions on 5 1/4" disks should be sent to the club PO Box, and marked: "Newsletter Submission".

Deadline for publication is the 1st day of the month preceding the month in which the item might be included. An article will be printed when space permits if, in the opinion of the Newsletter Editor, it constitutes suitable material for publication.

### Meeting Dates

Please phone calendar announcements to John Hansen 890-3769.

### Mini'app'les Mini'Info Exch BBS

Club members may utilize the club's BBS: Tel. No 831-6235

### Advertising

Direct Advertising inquiries to our co-ordinator Eric Holterman at:

3608 Blaisdell Ave S.  
Minneapolis, MN 55409

GEnie: EFHolterman  
TCCN: Box 431  
612-822-8528

### Newsletter Publication Staff

Director & Editor	Daniel B. Buchler	890-5051
	13516 Grand Avenue S. Burnsville, MN 55337	








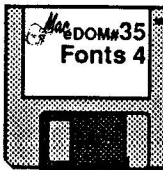


Announcements	Kent Edwards	452-4956
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	Tom Edwards	927-6790
	Bob Woods	
Comp./Layout Advertising	Joan Kistner	
	Eric Holterman	822-8528

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These are articles extracted from the "Quick Connect" which is a publication put out by Apple through the Apple User Group Connection. It is mailed to all clubs and is available in machine readable form on AppleLink.

**Apple/Mac**  
 Wed, Oct 21  
 St Louis Pk High  
 "CMS Drives Demo"  
**Door Prize:**  
 20Mbyte CMS Drive for  or Mac!

**MacSIG**  
 October 8  
 Southdale Library  
 More on 4t Dimension and  
 Comparison  
 of HyperCard and 4th Dimension

November  
 Orange Micro Ragtime

**Mini'app'les BBS No— 831-6235**  
**See also Club info page 2**

## Advertisers



City Desk Computer	C3
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Yukon Computer Products	C4

## Membership

### Application and Renewal Form

Name: \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_

State: \_\_\_\_\_

ZIP: \_\_\_\_\_

Home Phone: ( \_\_\_\_ ) \_\_\_\_ - \_\_\_\_

Work Phone: ( \_\_\_\_ ) \_\_\_\_ - \_\_\_\_

New Member ( ) or Renewal ( )

Spouse's name: \_\_\_\_\_

Children's names: \_\_\_\_\_  
 (if interested in computers)

#### I own or use a:

Mac+ ( ) SE ( ) MacII ( )  
 Apple //or //+or //e ( ) //GS ( ) //c ( )  
 Other ( )

#### Special Interests - Check all that apply.

Programming ( ) Spreadsh'ts ( )  
 Business ( ) Publishing ( )  
 Education ( ) Novice ( )

#### Send to: Membership Coord

Ed Spitler  
 PO Box 796  
 Hopkins MN 55343  
 Club Dues: \$15/yr + \$5 application fee.

## Announcements

### Membership Dues

go up to \$15

on Dec 1st

**Renew Now and Save!**

### Knowledgeable Sales

We will work with you to set up the system that you need and provide the support required.

### Professional Service


We give quality service on all Apple products.


Call us for on-site service.  
Maintenance contracts available

*The Apple Specialists*

# hagen

OFFICE EQUIPMENT, INC.  
801 West 77 1/2 Street  
Richfield, MN. 55423

**866-3441**  
Authorized Apple  Dealer

**3 1/2"  & Mac eDOMs are  
now \$5 each**

** 5 1/4" DOMs are now  
\$3 each**

### Editorial by Dan Buchler

I used to write an editorial every month. I guess I ran out of things to say. Well this month I have something to say. It's about the club—your club.

Last month we published a financial report for fiscal year 1986. In it we showed that the club had a fiscal year-end bank balance of \$19,975. Since publishing that number, we have heard comments from members and board members regarding their opinion on why the club appears to be so flush with cash and at the same time is raising dues. Here is the opinion of one long-time board member—me.

1. We do indeed to have a very sizable cash reserve. However, it may not be quite as high as it appears, due to some outstanding debts not listed on that report. One of those consists of legal fees that enabled us to obtain non-profit status. We expect to receive a bill for \$2,500 (we in fact received about \$7,000 of legal services, but due to friendly lawyers who have an interest in the club, they are giving us a significant break). You will learn more about these figures and other debts from our treasurer in due course.
2. Until we received our tentative tax-free status a couple of month's ago, our lawyers had advised us that we could be liable for taxes perhaps, as much as \$8,000, and even some fines for slow filing!
3. The board had allocated money for purchase of personal computers, specifically Macintoshes, as long as two years ago. At a meeting of the MacSIG nearly 3 years ago, it was voted to keep the price of Mac DOMS at \$8.00 (now eDOMs at \$5) so that sufficient funds could be accumulated to buy hardware. At the time we had about 100 Mac enthusiasts. Now the club is about 50/50 between Mac and Apple. In earlier years we bought three Apples for use at meetings. Not one cent has yet been spent on Mac hardware, the reason being that we had heard a year ago that Apple was trying to put in place a plan through which user groups could purchase hardware for club purposes at significant discounts. Apple has been slow in coming up with that plan, and it was only a week ago that we heard the announcement of such a plan. We are taking steps now to avail ourselves of this opportunity and will buy a Mac SE with external video capability.

We don't know the exact price, but expect to pay out around \$2,500, which is less than has been spent on Apple II equipment over the years.

4. There has also been a fund in existence for 2 years which was been accumulating money for buying a laser-printer. This newsletter, all of the catalogs, flyers, forms, etc., for the last 2 1/2 years have been printed on Honeywell owned equipment, courtesy of Honeywell mangement. We cannot guarantee that we can do that forever. We have allocated nearly \$3,000 for purchase of that laser-printer. (By the way, the club owns several other printers, but they are old and slow!)
5. You may have noticed that there are some new Apple II's. We may need money for those also. Let's say \$1,000.
6. Lastly, the club has been able on occasions to beg or borrow a Limelight projector. This is becoming the expected thing at meetings of more than a handful of people. Recently, LCD Panels and viewers have appeared on the market. These are used in conjunction with Viewgraph projectors, like those made by 3M. They fit in a briefcase and are much less expensive than the \$5,000 projectors. It is the board's intention to buy a couple of these at around \$1,250 apiece.

So here's the tally!

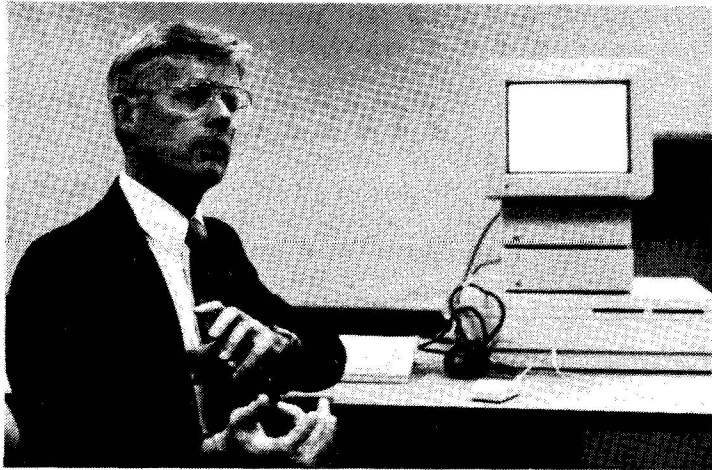
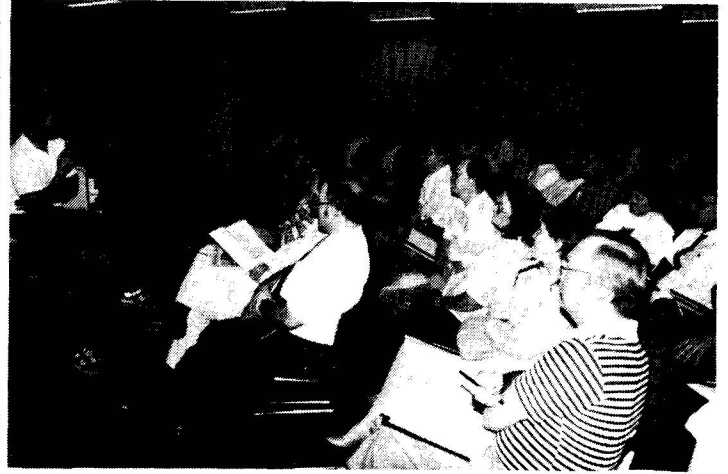
Legal	\$2,500
Taxes	\$8,000
Mac	\$2,500
Laser	\$3,500
Apples	\$1,000
LCDs	\$2,500
<b>Total</b>	<b>\$20,000</b>

Fortunately, we do not expect to pay taxes, so the \$20,000 above would come down to \$12,000 giving us \$4,000 if we exercise all of the plans which have been discussed for so long. Really, the club has an uncommitted balance of \$4,000; that's no great sum for a club our size!

Note—if you wish to express your opinion on these matters, write us a letter, or better still come to a board meeting. Board meetings are open to club members!

**GOTO 6**

Mini'app'les Mug Shots of the Great Entertainers we've seen at recent meetings!



Guy Kawasaki, President of ACIUS, gives us a live demo of 4th Dimension as part of the special Mac User meeting in August. Yes, I would buy a program from this Guy!

Barely visible in the background, but you can see that it was SRO for Kawasaki's relaxed and entertaining presentations to Mini'app'les.

AuthorWare developer, Chuck Buchanan, explaining the **Course of Action** authoring program. "You see, first you take this code and twist it like this..."

The Macintosh Computer Art and Design group gets a lesson from Dorie Simon on the many ways Josten's has been using the Mac to design jewelry, logos and business paraphernalia.

Tognazzini. Bruce finally succumbed to the heat at the Apple II S.I.G. and took off his jacket. Jacket or not, we'll all remember this guy with the funny stories about Apple and the manual-writers critique of the instructions on a box of macaroni!

Paul Statt, Senior Editor for InCider Magazine, offered tips on becoming a smart buyer of Apple accessories.

## eDOMs—A new catalog and a reminder

by Dan Buchler

As we said last month, eDOMS are here! Effective immediately, 5 1/4" eDOMs will sell for \$3; 3 1/2" eDOMs (both Mac eDOMs and Apple 3 1/2" eDOMs) will sell for \$5. Non-member prices remain unchanged. Mailing charge is one dollar additional (as before).

This month we have a surprise for the Mac users. Apple users received their latest DOM catalog as an insert in the March issue. Since then, we have been promising a Mac catalog. Well, it's here finally, bound into this October newsletter, thanks to the efforts of Mark Richards, Joe Carroll, and his helpers. I don't know all those helpers, but I do know that one real contributor is Carol Batty. Your editor also contributed somewhat! This Mac eDOM catalog replaces all previous Mac DOM catalogs, as it completely catalogs all of the eDOM rework performed by Joe's predecessor, Mark Richards.

## Membership Dues Going Up—a reminder

by Dan Buchler

On December 1st, 1987 the membership renewal cost will be \$15, up from \$12. If you renew before December 1st, you can get in at the old rate of \$12! So if you are on the fence, get off and renew now! Please forgive the display ads last month that said dues were going up to \$12. Such errors result from more haste—less speed!

## MacSIG (notes about Kawasaki's meeting)

by Dan Buchler

We had a record turn-out for the special Guy Kawasaki MacSIG meeting on Aug 26. (See article by Tom Edwards elsewhere in this newsletter.) It was a fantastic meeting. Guy is a great personality and has a great product. We apologize to those Apple users who feel they were misled by the billing for the meeting. In advertising this meeting, we brought you the information as we understood it and as we conjectured he would cover. Apparently, Guy's enthusiasm for his new company, ACIUS, and for their product, 4th Dimension, was so powerful that he simply concentrated on 4th Dimension. When the club receives an opportunity to field a "name" such as that of Guy Kawasaki, we can hardly dictate what he should talk about. We are also very indebted

to Apple Computer and Curtis Juliber, in particular, for providing these opportunities and we have told Curtis that we want him to continue providing such personalities. Please, you Apple users, put yourselves in Guy's shoe's—what would you have talked about? Maybe we conjectured wrongly about what he would say, but what he did say was great!

A week later, we hit the jackpot again with Curtis doing his thing about HyperCard and the MultiFinder. I've had an opportunity since then to spend a significant amount of time with HyperCard, and I share Apple's enthusiasm about the product. Having it free with new Macs is really the icing on the cake! Thanks Curtis, for another great performance. I know they will be even better—did I hear you say to expect you again in mid-winter! I wonder what is cooking?

Future MacSIG meetings scheduled by your Mac SIG Coordinator, Dave Stovall, include:

**October:** 4th Dimension Demo

**November:** Ragtime, the integrated system by Orange Micro.

## Another Apple/Mac Meeting

By Dan Buchler

As of press time, Chuck Lind, your Vice President, has tentatively arranged for CMS Enhancements Inc., of Tustin California, to provide a demo of their line of hard drives. If CMS doesn't turn up, Chuck will arrange for a demo by his own company or some other supplier of CMS drives! CMS has received good writeups in product reviews (see Mac harddrive review in InfoWorld May 4, 1987). CMS drives work on Macs and Apples (and on IBM PCs). One big attraction of this meeting is that there will be a **door prize of a 20Mbyte CMS drive**. It will work on a **Mac or an Apple**. So if 100 people come to the meeting, you have a 1:100 chance to win a new harddrive. If more turn up, the odds go down a bit. (But still, where can you get better odds? Tom Edwards—stay away!) **You must be a member** and be able to prove your membership in order to win and **you must be present** at the meeting!

The date: Wednesday, Oct 21, 1987.

The place: St Louis Park High School!

## AppleWorks SIG Meeting Schedule & Announcements

By Dick Marchiafava

Meetings are held monthly on Thursday, the week after the main meeting, **except when there is a conflict with a major holiday**. In the event of a holiday, the meeting will be the 3rd Thursday, the day after the main meeting.

### Fall Meeting Schedule

The AppleWorks SIG meets at Cretin/Derham Hall High School, 540 South Warwick, St. Paul, MN (more info below).

In these meetings we deal with the "sticking points" which users encounter.

**September 24:** AppleWorks Word Processor, Basic to Advanced

**October 29:** AppleWorks Data Base, Basic to Advanced

**November 19:** AppleWorks Spreadsheet, Basic to Advanced

**December 17:** AppleWorks Integration

**January 28:** Other Activities: Sub-directories, ProDOS

Any corrections to the published meeting calendar will be posted on the Mini'app'les Bulletin Board.

Cretin/Derham Hall High School is 1 block south of Randolph, 3 blocks east of Snelling. Meetings begin at 7 PM. Call me at 572-9305 if you need information about these meetings. Dick



## Membership Dues

go up to \$15

on Dec 1st

Renew Now and Save!

Apple Meeting on Oct 21 will feature demo of CMS hard drives useable on Apple IIs or Macs

Door Prize:

One CMS 20 MB Drive!

# The AppleWorks Advisor

A Column For Users Of AppleWorks

by Dick Marchiafava

## Beagle Releases 7 AppleWorks Enhancement Programs

Seven new AppleWorks programs from Beagle Bros will be shipping to dealers and distributors by the end of September. These packages should be available by the time this is published.

Former Beagle Bros programmers Mark Simonson and Alan Bird got together and formed Software Touch to market their various programs. Recently, Mark bought out Alan, and then bought Beagle Bros too. Beagle Bros is marketing the software programs that they had under development.

### AW Version 2.0 Required

The new programs, called **TIMEOUT**, work inside AppleWorks; version 2.0 is required. According to ads and product information sheets, the **TIMEOUT** modules features are as follows:

**DESKTOOLS** are desktop accessories; Clock, Calendar, Appointment Scheduling and Task List, Calculator, Notepad, Dialer, Clipboard Converter, Case Converter, Page Preview and more.

**ULTRAMACROS**, a new macro program, will control AppleWorks and **TIMEOUT** itself. Up to 500 macros can be defined at one time. Has built-in commands. There are over 50 programming commands: If-Then-Else, Peek, Poke, etc. It has "sleeping" macros to be used as alarms.

**QUICKSPELL** is an 80,000 word dictionary claimed to be faster than any spelling checker available. It will suggest spellings, make corrections in context or from a list. Can find and correct double words.

**GRAPH** will create 9 types of graphs directly from your spreadsheet or databases. Has auto or manual scaling. One can place Titles, Legends, Labels, Grid lines. Includes variable formatting. Graphs can be saved to disk and printed in several sizes.

**SIDESPREAD** will rotate spreadsheets to print them sideways using a wide choice of type fonts. Print all or part of a file. There is a high quality print mode and 50% reduction.

**SUPERFONTS** will print word processor documents with "Macintosh" fonts. Font sizes from 6 to 127 points are available in a variety of styles. Graphics can be mixed with text. It can do proportional printing. Includes page preview, high quality print mode and 50% reduction.

**FILEMASTER** is a bundle of file and disk management utilities. Does file maintenance and makes backup disks from within AppleWorks. Includes 1 pass copying, load and save RAM disk and more.

I have ordered the **TIMEOUT** set for evaluation and my own use. The early information I have gleaned about these programs hint at some fast and powerful enhancements that merit consideration. I will be writing more about these programs after testing them.

### POKEing AppleWorks

I have gotten bolder in the last few months and have begun trying various patches for AppleWorks. Although I am not a programmer and know just enough to stay out of trouble (hopefully), some of the patches that have been published do things to AppleWorks that I want.

The June issue has the **POKEs** to remove the stops when loading AppleWorks from 3.5" drives, hard drives or RAM drives.

I tried a patch to prevent loading Checkmate expanded AppleWorks 2.0 into memory when it is started from a RAM drive. Checkmate has a utility called Patch.Patch which is supposed to remove the stops and prevent double loading of the Checkmate expanded AppleWorks 2.0. This patch can be undone to change the maximum size of a database, and then reinstalled again. Patch.Patch is on Checkmate Utilities disk version 5.1. It is on the way to me now. Updates to the Checkmate Utilities are available from dealers or Checkmate.

### Changing The Insert Cursor

Do you find the Insert Cursor to be small, hard to find at times, or just plain boring? I do. The following patch will let you change the Insert Cursor marker to almost anything that you find useful.

An ASCII character table, which included Mouse Text characters, yielded some

possibilities for a bolder, more distinct cursor. An enhanced //e, or a //c will allow selection of Mouse Text characters. I tried some characters to see which are bold enough to be useful. The solid Diamond character is very good, the Right Arrow and Hourglass (?) are usable, but I have selected the Solid Apple for my use!

Those who do not have an enhanced //e may find the ] right bracket character bold enough for use as a cursor. Since the cursor flashes, there would be no problem distinguishing it from the same character on screen.

Character	Value
Diamond(♦)	5B
Right Arrow(⇒)	55
Hourglass (?)	42
Solid Apple(●)	40
]	1D

This patch, from Open-Apple suggested using a checkerboard character, which looks like the RETURN marker, or an inverse box. The checkerboard was not bold enough, the inverse box looks like the overstrike cursor.

Work with a backup copy of AppleWorks. Boot ProDOS and run Basic.System. From basic enter:

**BLOAD**

APLWORKS.SYSTEM,A\$2000,TSYS

**CALL-151**

For AppleWorks 1.2 enter 2D80:<value>

For AppleWorks 1.3 enter 2D8B:<value>

For AppleWorks 2.0 enter 2DA1:<value>

**3D0G**

**BSAVE**

APLWORKS.SYSTEM,A\$2000,TSYS

For <value>, use the 2 character code corresponding with the ASCII character selected.

Note: There are no Oh characters in the patch above, only zeros.

When you are satisfied with the cursor you have selected, replace the file called **APLEWORKS.SYSTEM** on your application disks by copying with a file management util-

**GOTO 8**

ity. Your new insert cursor will make data entry easier for you.

**Marking Patched Versions of ProDOS 1.1.1**

If you are using a version of ProDOS that is patched to fix the ProDOS bug, can you tell if a given disk has the patched ProDOS file when booted?

You can POKE a marker into ProDOS to show it has been patched. Place the patched ProDOS and Basic.System on a disk. Boot up and run Basic.System. Enter:

```
BLOAD PRODOS,TSYS,A$2000
POKE 9463,208
BSAVE PRODOS,TSYS,A$2000
```

When booted, this copy of ProDOS should show Version 1.1.1P on screen. Use a file copy utility to place it on your application disks.

AppleWorks questions and tips from anyone are welcome. Send to: 7099 Hickory Drive N.E., Fridley, MN 55432. Include your address and phone number. Or call 612-572-9305, no collect calls. Dick



**Music, Apple and Talent**

by Tom Edwards

**D**on't let it be said that the Mac is the only Apple graphics machine around. I do hope that you, too, get a chance to see a record album cover created by *Colin and Carol Mansfield* with their Apple IIs.

Collin told me at the August Apple meeting that he had been working with his love of music and combining it with the talents of the IIs... music, color and drawing. You might recall... Collin and I have collaborated on some fodder for this here newsletter many moons back. Collin was active in investigating the "desk accessories" that were crashing their way across the Apple scene about two years ago. With his consent, I downloaded some of his communications off of the local BBS's and they were published here to help others avoid some nasty file losses and system hangs.

If you called on to the BBS's with any regularity back then, you also know that Collin is a composer and musician. He used his Apple //e (back then) and a MIDI interface to do the theme for the (now defunct) Gizmode

radio show.

A few weeks ago, I caught a local radio interview with a band, *The Language Club*, and was surprised to hear that Collin was the producer for the group. He told me about the album they had recently cut, and the ways that he was using the gs. Collin brought the cover to the Kawasaki meeting to show it to me.

It's really neat! He scanned in some photos and art, then used posterized effects on some of the scannings. It was touch and go to get a good print-out (the program kept crashing at the worst times!), but finally they were able to get just what they wanted. Although the program made one final crash... from which there was no recovery... the printer kept going to the last pixel to make a complete master. The finished product is both a tour de force on using the Apple, and a very attractive and classy looking cover for the album.

These Mini'app'ler's do such great things with their Apples! Look for the cover, and listen for the band. Good art and good music from the land of Apple and the hand of the Mansfield's.

More bytes later...  
TWE



**HAMFEST minnesota & COMPUTER EXPO!**



OCTOBER 31, 1987 7:30 AM - 3:00 PM

**Midwest's Largest Fall Indoor Hamfest & Computer Show!**



- Computer show located at Hennepin Technical Centers/North Campus, 9000 Brooklyn Blvd., Brooklyn Park. (formerly at Richfield High School)
- Guest Speakers: Doug Clapp, Columnist for Mac User Magazine; Nelson King, Columnist for Computer Access; Tony England, Astronaut, WOORE
- Computer Retailers from across the Midwest!
- Giant Indoor Computer Flea Market
- Pre-Registration Prize: Commodore 64C
- Computer Software
- Tickets Available at all Dayton's Stores. Tickets: \$3.50 Advance, \$4.50 At The Door. For Advanced Registration: Mail Check and SASE to Hamfest Minnesota & Computer Expo! Box 726, St. Louis Park, MN 55426.



## Expanded AppleWriter WPL

Expansion Kit Version 5.0

a review by Tom Ostertag

**A**ll right all of you AppleWriters out there, listen up. Have you ever run out of string variables when you were writing that ultimate WPL program? Did you have to chain four or five WPL files to get there? Ever wish that you could also multiply and divide in AppleWriter, or add and subtract larger numbers? Have you been frustrated by having the formatter bomb your glossary? Well fellow AppleWriters, a guy named Don Thompson out in El Toro (that's no bull), CA has been playing with the AppleWriter code and has come up with a lot of the goodies that you have always wanted but didn't get from you know who.

I saw Don Thompson's Expansion Kit mentioned in Don Lancaster's Ask the Guru column in Computer Shopper magazine. I called and asked for information because it sounded interesting. The price was \$49.50 plus shipping and handling for version 4.0. For my money, I received the kits for both AppleWriter 2.0 and 2.1 because I had forgotten to tell him which I was using. The disk comes with a big bunch of binary patches and a series of text files that explain each of the modules that are to be loaded into the program. There is also a very explicit (not that kind of explicit!) set of instructions on how to install the patches. The patches are installed from the ProDOS Basic System monitor and takes about an hour if you verify all of the hex code. Thompson has included a demo program that, when run, demonstrates all of the new features in the expanded version. I have already upgraded to version 5.0 because of the additional features that Thompson added to version 4.0 and I'm happy that I did.

Now for a description of some of the features that Thompson has added to AppleWriter with Version 5.0 of his expansion kit. The list is indeed impressive.

- A four fold increase (8096 characters) in WPL buffer space that is safe from the formatter.
- The Glossary has been expanded to 3K from 2K and is also safe from the formatter.
- A new command, [Q]K0, reads the resident clock and puts the date and time into the variable string, \$I, from whence you can do what you want with it.
- Four (really six considering the clock function and the GET function) new string

variables (\$E, \$F, \$G and \$H), each independent, and they can be 255 characters long.

- The original overwrite problem with \$A - \$D strings has been corrected.
- Three new numeric variables (U, V and W) just like the originals except all of them are 32 bits wide. The math limit is over 4 billion.
- Sixteen bit multiplication can be done with a new operator "\*" with a result of over 4 billion.
- Two new operators, "I" and "R" are used for 32 bit division. A WPL routine does division of numbers up to 4 billion.
- Introduces a new WPL command "CN", (stands for Compare Numeric). This command allows comparison of two variables or constants (4 billion +) for three way (less than, equal to and greater than) conditional execution.
- A GET key option (using \$J variable) for single keystroke responses within running WPL programs.
- Allows running changes to the program by reading and writing to memory. Very powerful for advanced users.
- An additional options menu that allows determination of cursor position in a line or in a file, determination of remaining memory and the ability to place a deleted word into the \$B variable.

I haven't tried all of the new features, (such as the peek and poke function) but the ones I do use are more than worth the cost of the Expansion Kit. It was worth it just to keep the formatter from bombing. I have made considerable use of the additional variables, both string and numeric. The additional buffer space has allowed me to write significantly longer but more concise WPL programs than previously possible with chaining. Variables had to be passed and normal WPL operations (subroutines for clearing screen, making headers, etc.) had to be duplicated in each program. The expanded WPL programs run much faster, since disk access as with chained programs isn't necessary.

The GET key feature also speeds program execution up a great deal, since it isn't necessary to hit <RETURN> after each choice. Initially, after this feature is installed, there is a bit of a problem because if you do type a <RETURN>, the program continues on its merry way. However you soon learn not to do it. You might want to think about this if you are altering someone else's copy.

The Expansion Kit modifies AWD.SYS and adds a large chunk onto the original code. In fact the 32K size of the original Lutus

program is expanded to 39K. Thompson says that he has made every effort to maintain compatibility with AppleWriter and other available patches which modify it. I can verify that statement since my AppleWriter 2.0 program was first modified (with a patch from Apple) to use the Grappler+ board and then modified with several of the patches from Don Lancaster's Toolkit and I have not had any strange program problems. (Other than with my own WPL programs. Strange things can happen when you combine previously chained programs.)

There are plans for additional updates to AppleWriter which include full glossary variable substitution, vertical split screen editing, more editing commands and "who knows what else". Thompson has been doing the Expansion Kit as he needs it for his work. Updates progress as he finds time to work on them. This is one AppleWriter user that hopes he finds lots of free time or lots of new applications for AppleWriter. Updates are \$10.00 plus \$2.00 for shipping and handling.

Thompson also lists a Hotline number, (714) 855-3838, if you get into trouble or have any questions. I have called several times about applications and he has been very helpful. He also would like to hear from people about additional features they would like to see implemented in AppleWriter.

The Expansion Kit is available for both the AppleWriter 2.0 and 2.1 versions from:

Thompson and Thompson  
23072 Mullin Road  
El Toro, CA 92630  
(714) 855-3838



**Apple DOMs are now  
\$3 each  
See Announcements**

**Membership Dues  
go up to \$15  
on Dec 1st  
Renew Now and Save!**

## ProDOS RAM Drive Copy Program

by Kevin Sartorell

**F**rom "Capital Apple, magazine of the Wellington Apple Users Group, New Zealand".

This article discusses a Basic program that works under ProDOS to copy files from one disk (or disks) to another.

### HISTORY OF THIS PROGRAM

This program started life at the November Apple II S.I.G. meeting. Kevin Sartorelli gave a lecture on programming in Applesoft BASIC using ProDOS. In response from a question from Brian Roberts, this program was hastily written on the St. Mary's Staff Room Blackboard.

The purpose of the program is to copy files from floppy to a RAM disk. The program is currently set up for copying files to a large RAMCARD such as Apples Memory Expansion Card or Applied Engineering's RAMFACTOR, but it will be easy for AppleSoft programmers to modify to use with the Apple //es "built-in" /RAM device.

This program can be used as the STARTUP program on a disk that is booted in the morning and will load all the wanted files to a RAM disk with the minimum of user interference.

The date and time of both creation and modification of the files are left unchanged. The program will not copy directories or sparse files, an error message is generated in both cases and program execution continues with the next file.

To use the program change the DATA statements in lines 530 - 580 to the disks and files that you want. The disk name is line 540 is the name of the destination disk. If the disk name in line 530 is the same as that in line 550 the user is not prompted to insert the first disk.

The program starts by saving the current value of HIMEM (so it can be restored later) and then sets HIMEM to \$1C00 to give a large data buffer.

Next two machine language routines are POKEd into memory. The first of these gets information about a file. This includes the file type, file access code, date and time of modification and creation, length of the file. The second routine sets the attributes of a file, including the file access code.

The current date and time are then saved and the ProDOS clock routine disabled. This means that a system with a clock will be running like one without. It allows the Pro-

DOS date and time to be modified by this program depending on the file being copied.

The initial source disk name is read, followed by the destination disk name. The name of the source disk is now read and compared with the initial source disk name. If the two names are the same, the user is not prompted to insert the source disk. If they are different the user is prompted to insert the source disk.

The prefix is set to the source disk and a file name is read. If the file name is 'END' the program exits and runs a program from the target disk (set to APLWORKS.SYSTEM at present). If the file name starts with a '/', a new disk is required and the program branches accordingly.

If it is a normal file name the name is POKEd into memory (subroutine at line 500), and a get-file-info M.L.I. call is issued. Memory location 767 will hold a zero if the call was successful.

The file type is then checked and if it is a directory type file an error is printed and the file skipped.

The file is then VERIFYed to see if it exists. If it doesn't, a message is printed and the file skipped.

The file size in bytes is then compared with the file size in blocks of 512K. If the file size in bytes is greater than the size in blocks of 512K (the total number of bytes the file can hold) the file must be a sparse file type. Sparse files can be copied by the program BUT they are expanded to normal files by the copy process. This means that a sparse file of 60 blocks with an end-of-file at 12504335 will be copied as a file that needs 12 Megs of storage. Because of this, an error message is printed and the file not copied.

The ProDOS date and time are set to the date and time the original file was created. The file name is printed on the screen and an entry CREATED in the destination directory. The ProDOS date and time are then set to the date and time the file was last modified. This means the dates and times of the new file will be the same as the old file.

A loop is started that goes from nothing to the size of the file, in steps of \$6000 bytes. The length to be read is calculated in line 370. If the length to go is greater than \$6000, this comes out at \$6000; if less than \$6000, it comes out at the actual number of bytes to read.

Line 380 loads in a section of the original file and line 400 writes it out to the destination file. Line 390 prints a dot on the screen as an indicator of the copy progress.

The prefix is then set to the destination disk, the file name re-POKEd into memory (the BLOAD and BSAVE command use the same name buffer so the originally POKEd

name has been destroyed). A set-file-info call is issued to set the lock status of the copied file.

Assuming all goes well the program loops back for the next file.

The error checking in the program is very primitive, and error message is printed and the program aborts. This can be improved upon but is left to someone else to do.

The program is set to copy AppleWorks 1.3 to a disk named /RAM. This can be altered by changing the names in lines 530 to 580.

Any improvements to this program should be sent to the Editor of CAPITAL APPLE so other members of the club may benefit from them. This program assumes the use of two disk drives.

Note: At the request of Dick Marchiafava, Tom Ostertag has also reviewed the program and provided some further notes if you want the program. A lot of effort has been devoted to prep'ing this program for release, and verifying that it provides useful functions. Don't let their hard work go for naught.

NOTE: The Mini'app'les club has NOT yet issued a ProDOS disk. If this program is of interest to you, please contact Tom Gates, Software Director, to find out how you can obtain a copy of this utility program.



### Peek on the InCider, concluded

- If your //c has a soldered-in MMU chip (memory management unit), you will need a board swap to add memory. See your dealer... should be no-charge for the board swap, but the memory will cost.
- "Patches" can be applied to the AppleWorks program to avoid the set-time routine as you open the program. There's also a patch so that a crash will not be fatal.
- There are pre-boot programs... Savior, and another from SuperMacroWorks... that will bring you back to a controlled restart, generally without loss of data.
- Looking to transfer CP/M files to you //c? Should be possible with a direct connect cable between the two machines and the proper communications programs.

Goodness! Great stuff at these meetings. You should come out and give 'em a try on your own. I've probably missed a lot of stuff that you'd find important.

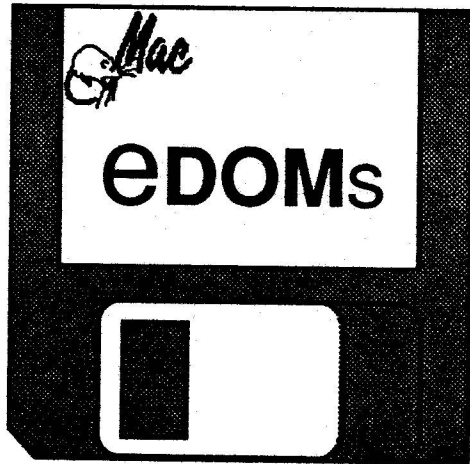
More bytes later...

TWE



1987  mini'app'les

# Macintosh Educational DOMs



# Introduction

by Joe Carroll  
MacEDOM Editor

**E**ach month the Macintosh Special Interest Group (SIG) makes available to its members one or more 400K (single-sided) educational disks containing the latest interesting public domain and shareware programs.

These disks are distributed at meetings for \$5 to Mini'app'les members or \$10 to non-members. They can also be mail-ordered for an additional \$1. Send orders to:

Mini'app'les, PO Box 796, Hopkins, MN, 55343,  
Attention MacEDOM sales

The disks are called MacEDOMs for Educational Disks of the Month. The "e" of eDOMs does not mean that the disk are for use in schools or consist of nothing but "course-ware". The "e" is used to emphasize the purpose of the club which is to provide you with help and education in using your Macintosh effectively.

This catalog covers disks numbered 1 through 35 and is up to date as of October, 1987.

**History:** The last such catalog was published in March of 1986. It included 20 disks. These and the subsequent DOMs were completely reorganized early in 1987 to eliminate duplication, provide the latest versions, and to collect similar subjects on common disks (games, DAs, etc.). Therefore, the previous DOM numbering system has been replaced by that shown in the current catalog. Do NOT use the previous catalog; it no longer represents the available eDOM library.


**Warning:** The programs and files on these disks cover a very wide range of documentation, support, and compatibility across machines/systems. The reader is thus warned that not all programs may run under all conditions. We, the eDOM editors, are planning to systematically test as many combinations as possible and to list each program's compatibility in the future. For now, expect a Bomb or two.

**Multiple Versions:** In some cases, you will notice several versions of the same program on different disks. This is because continuing improvements come out. Use the index to check for multiple entries so you can choose the latest one.

**Catalog Organization:** The catalog consists of two parts:

- A brief Index sorted by file "Type", and alphabetically within each type. If you know the name of the file for which you are looking, you will probably know what type of file it is: i.e. Game, Utility, etc. Look in the section of that file "type" to find your file.
- Short descriptions of most files on each disk, organized numerically by disk number.

**Glossary:** The index and catalog contain a number of abbreviations whose meanings are given below:

Public Domain (PD)	These items are free for everyone to use and distribute.
Shareware	You are encouraged to distribute and try out these items, but if you continue to use them, then pay the author as requested!
Paint	refers to a MacPaint-type of document or program
DA	Desk Accessory; usable under the  symbol; needs to be installed with something like the Font/DA Mover
MW	MacWrite word processor
MP	MacPaint graphics program (bit-mapped)
MD	MacDraw drawing/graphics program (object oriented)
Word	Microsoft's Word 3.0 word processor
Doc	Document; a file created by an application
Appl	Application; stand-alone program
Utility or Util	DA or application usually concerned with memory or disk manipulation or information access.

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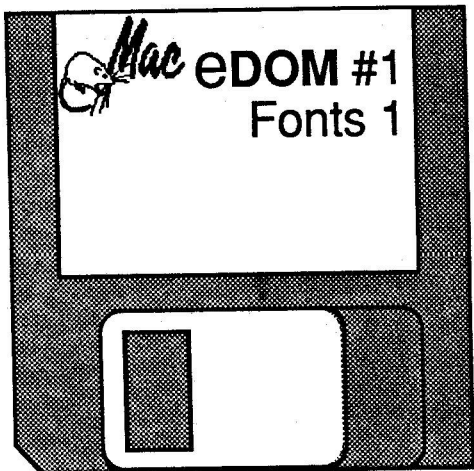
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mWRT-Personal Env.	20	Doc, text
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PPage.hlp	20	Doc, text
QD.TEXT	27	Doc, text
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42nd Street	33	Font	Scan	02	Font	The Adventures of Snake12	Game	
Akashi	01	Font	Scriptura Beneventana	02	Font	The Towers of Hanoi	06	Game
Alice	01	Font	Shanghai Font	28	Font	The Venice Project	33	Game
Andover	01	Font	Silicon Valley	03	Font	Think Ahead+	12	Game
ASCII	02	Font	Square Serif	03	Font	VaxRunner5.0	12	Game
Athens-18	01	Font	Star Fleet	03	Font	Wheel	09	Game
Beverly Hills	31	Font	Stencil	03	Font	Wizard's Fire	12	Game
Beverly Hills Big	31	Font	Symbol	03	Font	ZeroGravity	31	Game
Bolzano	01	Font	Tiffany	03	Font	Poker Game	33	Game, DA
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Century	01	Font	Amazing	10	Game	Startup Desk	23	INIT?, Utility
ChicagobyNight	01	Font	Animals	06	Game	Installation Loan Amort18	18	Multiplan Temp
ChicMath	02	Font	Ashes	06	Game	Amortization Schedule	18	Multiplan Temp
Cologne	01	Font	Asteroids	06	Game	Home Budget	18	Multiplan Temp
Coventry	01	Font	Backgammon	06	Game	Sunset Loon	04	PaDoc, MPint
Creamy	01	Font	Banzai!	06	Game	Certificate Example	04	Paint
Cyrillic	01	Font	BlackJack 2.0	06	Game	Galaxy	06	Screen Black
Dali-24	01	Font	Brickles	06	Game	Animals File	06	System Doc?
East Orange	01	Font	Bricks	06	Game	Boot Paths	13	System File
Elvish	02	Font	Canfield	06	Game	Orbital Mixing Help	24	System file
Eon	01	Font	Cap'n Magneto	07	Game	Browse™	22	Utility
Floor Plan	01	Font	Connect Four	06	Game	Crash	23	Utility
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Future	01	Font	CryptoSolve	07	Game	DisAsm	26	Utility
GenMath	02	Font	Daleks 2.0	06	Game	Disc Dup+	30	Utility
Ham	01	Font	Dungeon of Doom v4.008	06	Game	Disk Librarian v1.7	26	Utility
Hood River	01	Font	Eliza	08	Game	Fedit	22	Utility
Humanistic	02	Font	Enigma	08	Game	FEdit 3.21	29	Utility
imageWRITER font	20	font	Go 1.0B2	33	Game	File Conversion	23	Utility
International	02	Font	Hangman	09	Game	File Diddler	23	Utility
Koln	01	Font	iago	08	Game	File Fixer.NEW	29	Utility
LED	01	Font	Iggy Iggopolis	31	Game	FontDisplay 4.0	26	Utility
Lineal	01	Font	LAZLife	06	Game	Hands On	25	Utility
Long Island	02	Font	Life	07	Game	Hello	27	Utility
Lothlórien	02	Font	MacBugs!	12	Game	MEdit 1.3	21	Utility
Math/Greek 12	02	Font	MacConcentration	08	Game	Memory Test	22	Utility
Metropolis	02	Font	MacEroids	08	Game	Overlay	30	Utility
Mod. Chicago	31	Font	MacLuff	09	Game	PDCopy	30	Utility
Monaco .6/10	02	Font	MacYahtzee	09	Game	PRAM v4.0	29	Utility
Music	02	Font	MazeWars	09	Game	RamStart 1.32	30	Utility
ND Bauhaus	02	Font	Megaroids	09	Game	REdit 1.0	22	Utility
ND Foot 10-12	02	Font	Missile	09	Game	ResEdit 1.0d4	23	Utility
Park Avenue	02	Font	On-the-Contrary	09	Game	Shazam!™	22	Utility
Pasco Font	02	Font	Radical Castle	10	Game	Switcher 5.0.1	22	Utility
Pica-10	02	Font	Rascal Billiards	11	Game			
Pittsburgh	02	Font	Reversi	09	Game			
Princ	03	Font	SmarTask	11	Game			
Princeton	03	Font	Solitaire	10	Game			
Quebec	02	Font	Space Bubble	11	Game			
Rangers	02	Font	Space Invaders	11	Game			
Ravenna	02	Font	Space War!	11	Game			
Runes	02	Font	SpecialTao	11	Game			
			Star Flight 0.1	19	Game			
			Star Trek trivia	11	Game			

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Password.r	05	

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PF/2.2L.doc	03	
PSC Menu	21	
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S5	11	
S6	11	
sample	06	
setting names	29	
show.off	03	
StartupDesk 3	23	
swpl	11	
Take a Letter Docs	31	
TestPaint	24	
The World	07	
TypeKey	27	
TypeReturn	27	
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Wall Street	33	
World 2	07	
World 3	07	
XTRAS.512	07	



This is the first of our three font-disks. Each is a collection of practical and decorative fonts. The sample sheets should give you a better idea of what each font looks like than any amount of description.

The highlight of Fonts 1 is Boston II. This font was designed for excellent printing quality on the ImageWriter. It is as close to typewriter quality as you are going to get with a dot matrix printer.

Akashi in 12 point.

The quick brown fox jumped over the lazy

Alice in 12 point.

The quick brown fox jumped over the lazy dog.

Andover in 12 point.

The quick brown fox jumped over the lazy dog.

Bolzano in 12, 24 point.

The quick brown fox jumped over the lazy c

Boston II in 9, 10, 12, 18, 20, 24 point. Also Chicago in 18, 24 point,

MicroBoston in 12, 24 point and MiniBoston in 12, 24 point.

The quick brown fox jumped over the lazy dog.

Brennero in 12, 24 point.

The quick brown fox jumped over the lazy

Fonts from Mac eDOM #1



Broadway in 24 point.

**The quick brown fox jumped o**

Bubbles in 14, 24 point.

**The quick brown fox jumped over the lazy dog.**

Camelot in 12, 24 point.

The quick brown fox jumped over the lazy dog.

Canterbury in 24 point.

**The quick brown fox jumped over the lazy**

Century in 18, 24 point.

**The quick brown fox jumped over the**

Cologne in 10, 20 point.

The quick brown fox jumped over the lazy dog.

Coventry in 12 point.

The quick brown fox jumped over the lazy dog.

Creamy in 10, 12, 20, 24 point.

The quick brown fox jumped over the lazy dog.

Cyrillic in 12 point.

ТѢ БУИЧК БРОШН ФОХ ЙУМПЕД ОВЕР ТЪЕ ЛАЗЫ ДОГ.

Fonts from Mac eDOM #1

Calendar font is for people who want to make their own calendars. The font itself is buried within the MacWrite document that tells you how to go about retrieving and using it. Foreign languages are represented by Cyrillic for the Russian language student.

The following fonts are included:

Akashi  
Alice  
Andover  
Athens-1  
Bolzano  
Boston II  
Brennero  
Broadway-24

Bubbles  
Cairo-36  
Calendar Font  
Camelot  
Canterbur  
Century  
Chicago by Night  
Cologne

Coventry  
Creamy  
Cyrillic  
Dali-24  
East Orange  
Eon  
Floor Plan  
Future

Ham  
Hood River  
Köln  
LED  
Linal

On next page are more examples of most of the fonts:

Dali in 24 point.

THE QUICK BROWN FOX JUMPED OVER THE LAZY DOG.

East Orange in 12 point.

The quick brown fox jumped over the lazy dog.

Eon in 12 point.

THE QUICK BROWN FOX JUMPED OVER THE LAZY

Floor Plan in 24 point.



Future in 9, 12, 18, 24 point.

The quick brown fox jumped over the lazy dog.

Ham in 14 point.

THE QUICK BROWN FOX JUMPED OVER THE LAZY DOG.

Köln in 10, 20 point.

The quick brown fox jumped over the lazy dog.

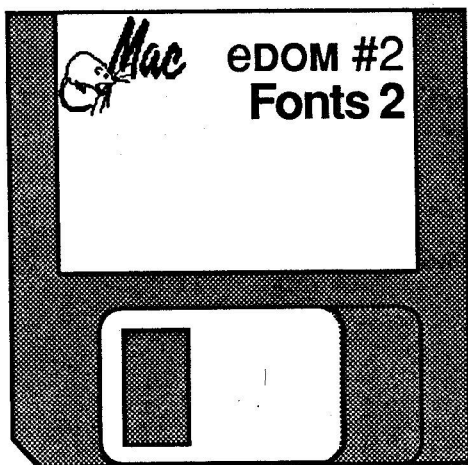
LED in 24 point.

THE QUICK BROWN FOX JUM

Lineal in 18 point.

The quick brown fox jumped over the lazy dog.

Fonts from Mac eDOM #1



Continuing with our collection of fonts. The highlight of this disk is International. International has an expanded character set to handle almost any Indo-European language. Other foreign fonts are Salamis for the Greek language and Elvish, Lothórien, and Runes for Middle Earth.

For a mathematical bent are expanded versions of Chic(ago)Math and Gen(eva)Math. Also available on this disk is Music which is a staff & notes representative font.

- |               |                    |                   |
|---------------|--------------------|-------------------|
| ASCII         | Metropolis         | Pica-10Humanistic |
| ChicMath      | Monaco 6/10        | Pittsburgh        |
| Elvish        | Music              | Quebec            |
| GenMath       | ND BauhausScriptu- | Rangers           |
| International | ra Beneventana     | Raveena           |
| Long Island   | ND Foot 10-12      | Runes             |
| Lothórien     | Park Avenue        | Salamis           |
| Math/Greek 12 | Pasco              | Scan              |

ND Brauhaus in 10, 20 point.

The quick brown fox jumped over the lazy dog.

Metropolis in 12 point.

The quick brown fox jumped over the lazy dog.

Park Avenue in 18 point.

The quick brown fox jumped over the lazy dog.

Pasco in 12, 24 point.

The quick brown fox jumped over the lazy dog.

Pittsburgh in 12, 14, 18, 24, 28, 36 point.

The quick brown fox jumped over the lazy dog.

Quebec in 12 point.

The quick brown fox jumped over the lazy dog.

Rangers in 18 point.

**THE QUICK BROWN FOX JUMPED OVER**

Ravenna in 12, 24 point.

The quick brown fox jumped over the lazy dog.

Runes in 12, 24 point.

ᚱᚹᚲ ᚠᚲᚲᚲᚲᚲ ᚲᚲᚲᚲᚲ ᚲᚲᚲ ᚲᚲᚲᚲᚲᚲᚲ ᚲᚲᚲᚲᚲ ᚲᚲᚲ ᚲᚲᚲᚲᚲ ᚲᚲᚲ.

Salamis in 10, 18, 20 point.

Ἡ ὀυλῖκ βροσὺν φοῦξ ἔσυμπεδ ὀωερ τῆε λατῖθ δοῦ.

Scan in 48 point.

The quick brown

Scriptura Beneventana in 12, 24 point.

The quick brown fox jumped over the lazy dog.

More Fonts from Mac eDOM #2



Hood River in 12, 24 point.

The quick brown fox jumped over the lazy dog.

Lachine in 10, 12, 14, 18 point.

The quick brown fox jumped over the lazy dog.

Square Serif in 24, 48 point.

**The quick brown fox jumped over the lazy dog.**

Sri Lanka in 12, 14, 18 point.

The quick brown fox jumped over the lazy dog.

Symbol in 9, 12, 18, 24 point.

Τη ρυιχκ βρων φοξ ψυμπεδ οπερ τη λαζψ δογ.

Tiffany in 12, 24 point.

**The quick brown fox jumped over the lazy dog.**

Tiny in 12 point.

The quick brown fox jumped over the lazy dog.

Vivaldi in 24 point.

*The quick brown fox jumped over*

Wartburg in 18, 36 point.

**The quick brown fox jumped over the lazy dog.**

More Fonts from Mac eDOM #3



MacPaint masterpieces for the family. The most highly praised of these are **Loon Afloat & Sunset Loon** by our own David Stoval, who has won mention in the national magazines with his work. Other decorative pictures are **Earth, Appleworld, Computers, Mac Logo, Owl, and Obscure.**

Practical pictures are maps of **South America, United States, and the World.** Also a **Blank Certificate** for awarding those people around you.

Before there was even **MusicWorks** the idea of using the Mac for printing music was conceived. The stone and bone stage was **Music notes and Staff** with lasso & drag notes.

MacPaint has always been a children's toy. So here is a children's story with illustrations about a little character called **Squigg.**



The information on a disk is a very precious thing. And you want to protect it and keep it from dust, magnetic fields, and corrosive materials. The utilities on this disk will help you.

First there is just keeping track of what's on them. **Disk Librarian** produces lists by documents, disks and subsets of them. This program is HFS compatible listing files with in files within files.

It always helps to have a backup copy of that file. You can do it with the **Finder** and the floppy shuffle or you can use either **512K Mac Disk Copy** or **MassCopier** by loading your source disk into memory and sticking a blank disk into the slot. For a good supply of already formatted blank disks there is **Fast Formatter**.

Security for a file or a disk can be arranged by using **DES**(Data Encryption Standard), **P/C Privacy Demo**, **Security**, or **Password**. These programs allow you to encrypt your files, or assign password protection to file and disk.

The Hierarchical File system(HFS) has many good points, and like other things it has it's bad points. The one main bad point is the fact that you can lose a file somewhere within that maze. **HFS Global Search** and **HFSDir0.98** are two utilities to help you track down those errant files.

If you do any BBSing at all you have run into **PackIt III**. For the rest of you, this utility is a file condenser and compressor. This allows you to group a series of files together and compress them into a single file that is from 2/3 to 3/4 the size of the previous sum. **PackIt** also allows you the capability of further encryption and password protection of these new files.

**RAMDisk+** is a very speedy addition to your computing ability. This utility allows you to convert a section of your RAM memory into a temporary image of a disk to the system. You place your application in to the RAM disk and cut down on those long physical calls back to the floppy disk.

Hard disks with the capability of from 20 to 160 megabytes are becoming available at very good prices for the Mac. But with all your data stored on one device making a backup becomes a absolute necessity. **ARCHIVER** is for this situation. This utility helps you convert that monster disk into a series of floppy disks that you can use to restore your hard drive files.

Eventually it is going to happen. A file will disappear on you just when you need it the most. **Disk First Aid** gives you a fighting chance to recover that file and get back to what you were doing.

All is not work on the Mac. To prove it there are 7 disks of games available. These games run the gamut from arcade action type to popular card and board games to some new type of games designed to take advantage of the Mac's user interface. All the disks are a collection of the various types.

On the first disk the highlight is a tool called **Adventure Writer**. If you have played any of the games from companies like **Infocom** where you become a character in an ongoing adventure, this program allows to describe and plot your own adventure. Documentation and a sample adventure are also included.

Arcade type games on this disk are:

**Ashes**, a missile command like game.

**Banzai!**, a demo version of Silicon Beach's 'Airborne'.

**Brickles**, a break out game

**Bricks**, another breakout game.

**Daleks 2.0**, as a increasing number of robots chase the Doctor as he runs and dodges and disassembles them with his sonic screwdriver.

**Asteroids**, you are new at this game.

More leisurely games are:

**Backgammon**, the popular board game.

**BlackJack 2.0**, the casino game.

**Canfield**, a solitaire card game.

**Connect Four**, get four in a row to win against the Mac or an opponent.

**LAZLife**, a version of the computer game of Life.

**The Towers of Hanoi**, move the rings from one post to another.

**Animals**, a variation on Twenty Questions.



Just four games on this disk, but what games. The true version of Life. Watch populations grow, die and change.

Cap'n Magneto is a cross between your text adventure game and your arcade game. The good Captain has crash landed on a strange planet. He has to find the pieces of his spaceship, determine friends and enemies, and generally try to keep alive.

Core Wars has been a popular topic in the *Scientific American* 'Computer Recreations' column. The idea in this game is to create a special program to compete against other programs in a battle for your computer's memory. The first program to force the other into an illegal instruction wins. This program also has one of the best start up screens that I've seen. Further information can be found in the May 1984 and July 1986 issues of *Scientific American*.

If your day is not complete without solving the CryptoGram in the daily newspaper, CryptoSolve is for you. Practice with the 35 cryptograms already available. Due to space and file management problems we had to put the other hundred puzzles into a PackIt document. You will need PackIt III from MacDOM #05 to be able to get at these additional cryptograms.



On the third disk the highlight is *Dungeon of Doom V4.0*. This is an arcade type game where your character starts out on the first level of a dungeon and has to go down 40 levels to get

the Orb and return. This can be fun.

Other games on this disk are:

**Enigma**, a Rubik cube type puzzle involving two intertwined wheels.

**Iago**, an Othello type game.

**MacConcentration**, a guess what's behind the door and match game.

**MacEroids**, an Asteroid like game.

**Eliza**, the pseudo psychoanalyst conversation game.



With the AppleTalk network being set up multiperson interactive games were not far behind. First out from Apple was *MazeWars*. As your giant eye navigates the four level maze you know that there is someone out there to get you. Around that next corner? Coming up behind you? How about your power level? Up to 32 users can get into the act.

Rounding out this disk are:

**Hangman**, the classic spelling game.

**MacLuff**, get 5 crosses in a row.

**MEGAROIDS**, still another Asteroid game.

**MISSILE**, Missile Command like arcade game.

**On-the-Contrary**, match the door & symbol Concentration-like game.

**Reversi**, an Othello look alike.

**Wheel**, No Vanna White but Wheel of Fortune on the Mac.

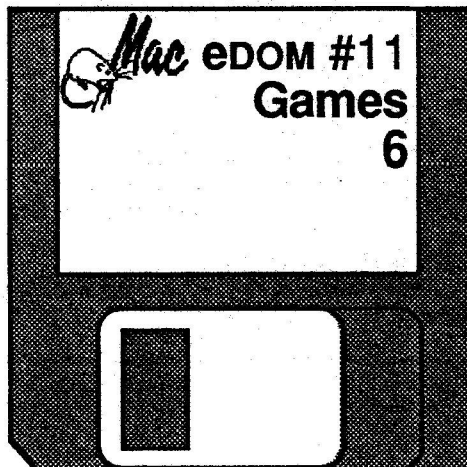
**MacYahtzee**, the classic dice game.



Silicon Beach created a tool called World Builder for people at home to create their own text and picture adventures. This is a shareware game using that system called Radical Castle. The basic premise is that you have been banished from your home and must make your way in the world.

Watch out for rabbits.

There was just enough room left on this disk for 2 different solitaire games. The first one is a stand alone version of the Amazing game that comes on your Introduction to the Macintosh disk. Updated with 4 complexity levels and a penguin to meet you at the end. You can not get any more solitaire than the card game of Solitaire. The classic game to while away those moments with.



One of the first interactive games ever created for the computer was SpaceWar! Two ships being piloted around a sun in a duel to the death. Not quite as drastic is Star Trek Trivia. Answer twenty questions about the show and see if you are a real fan or not.

SmarTask is a trivia game of a different sort. At each station you are presented with a logical puzzle to solve and only a certain amount of time.

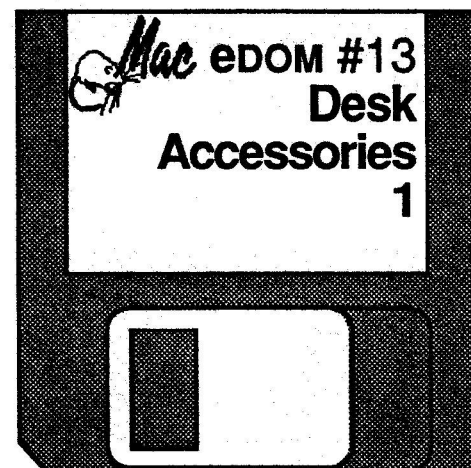
This one gives good head scratchers. Space Bubble and Space Invaders are good old shoot them ups as the alien hoards come down from space.

SpecialTao is another Othello look alike. StuntCopter lets you take your life in hand and jump from a moving helicopter on to a moving hay filled wagon below. Rascal Billiards gives you a pool table on your Mac. Straight pool, 8-ball, snooker, their all here.



Last of the game disks. It's been fun. And speaking of fun, The Adventures of the Snake is a lot of fun. You maneuver your snake around picking up treasures and watching him grow. Finally he's ready for the next level. Wonderful arcade game that was originally developed on the Apple II. Another fun arcade game is MacBugs! This is a Centipede type game using Mac like icons and letting your mouse move all over the board. And Wizard's Fire is an Missile Command type arcade game using a fantasy format.

Slowing down the action a bit, Think Ahead+ pits you against the Mac in trying to get four objects in a row. VaxRunner is a hacker type game where you have to guess the password or dire consequences happen. Webster's Revenge Demo is a demo version of the word game on the Mac based on Boggle.



Desk accessories let you keep information and small utilities at hand for when you need them. Bless the Mac



interface for them. Now if there was some way of sorting them like fonts. Well there isn't, so we will just group them in general categories.

### Time keeping DAs:

**Calendar**, lets you put a appointment book in your Mac.  
**Clock 1**, puts up a digital clock face on your Mac.  
**Mem Watch**, gives you a stopwatch setup.  
**TimeDA**, another clock.  
**Timer v1.3**, still another stopwatch.  
**World Clock**, lets you know the time in Rio D, Manila, and Warsaw.

### Resource utility DAs:

**ApplFont**, lets you change the default font in an application.  
**CrashFix**, gives you the chance to return to the Finder when a program bombs.  
**DAFile**, allows you to do deletes, renames and file transfers outside the Finder.  
**Delete File**, delete a file outside of the Finder.  
**Eject & Reset**, do a shutdown from within an application. Save First!  
**Extras 1.5**, again deletes, renames and information about disks.  
**FatMouse**, doubles the size of your cursor.  
**FileTran**, move a file from one folder to another.  
**LifeSaver**, automatically saves whatever you are working on.  
**LockOUT**, lets you go away from your active Mac and use password protection to save your work.  
**Nominal DA**, you have to have one DA in your system. 500 bytes and doesn't do anything satisfies this requirement.  
**Saviour**, automatically saves whatever you are working on.  
**Stars**, puts a moving star field on your screen as a screen saver.  
**Transfer**, lets you move from one application to another.  
**Utilities**, renames, deletes, and moves files.  
**Desk Zap**, renames, deletes and moves files.  
**Icon Maker**, lets you modify icons.  
**miniDOS**, renames, deletes and moves files.  
**Boot Paths**, helps you trace a path through HFS from a document to a file.

### Telecommunication DAs:

**Phone Book**, a little black book on your Mac.  
**Area Code**, gives you the national area code directory.  
**BackDown**, lets you download a file off the telephone lines while still working.  
**qdlal**, dials a series of BBS numbers in a row until you connect.

### Programmer DAs

**C-Scan**, checks your C source code for balance and syntax errors.  
**Devtools**, a ready reference of condition codes.

### Word Processing and Art DAs:

**Counter**, counts the words in a document.  
**Dvorak**, converts your keyboard to a Dvorak style keyboard.  
**ReadMacWrite**, lets you read a MacWrite document while in another program.  
**Artisto**, is a Paint-cutter DA that lets you cut any portion of a MacPaint document and copy it to the clipboard.

**Multi-Scrap**, lets you have multiple scrapbooks available.

### Miscellaneous DAs:

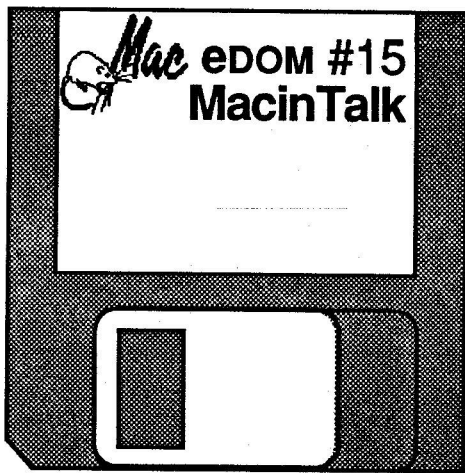
**Executive Decision Maker**, flip a coin and take your chances.  
**FrCalcDAFile**, a calculator for converting fractions.  
**Maxwell 2.0**, Maxwell Demons game trapping the slow and quick.  
**MerrilMac Blackjack**, 21 game DA.  
**TeaTime**, advertises a BBS in Japan.  
**Panic Button**, if you are busy at one thing and the boss comes by, hit this and put up something else.



The rest of the desk accessories. When the Mac first came out, the first DAs that were available was the MockPackage. This consisted of MockWrite, a text editor, MockPrint, a text print spooler for your printer, MockTerminal, a telecommunications program, and MockChart, a fast chart drawer. They are still around and now upgraded to MockPackage+ 4.3.2.

### Other DAs:

**Camera**, gives you a time delay picture a screen that you want to record.  
**ConCode**, for programmers, ready reference of condition codes.  
**Cube**, Rubick's cube on the Mac.  
**Fun House**, turns your Mac into a house of mirrors.  
**ScreenDump**, puts out a picture of your current screen.  
**SkipFinder**, transfers you from one application to another.  
**Telegraph**, lets you practice your Morse code.  
**WCDA V3.0**, counts the words in a MacWrite document.  
**wrap**, lets your cursor continue to move from one side to another.  
**Cray3A**, the ultimate pocket calculator.  
**Grep-WC**, does word counts on MacWrite documents.  
**Macros**, set up simple macros for routine functions.

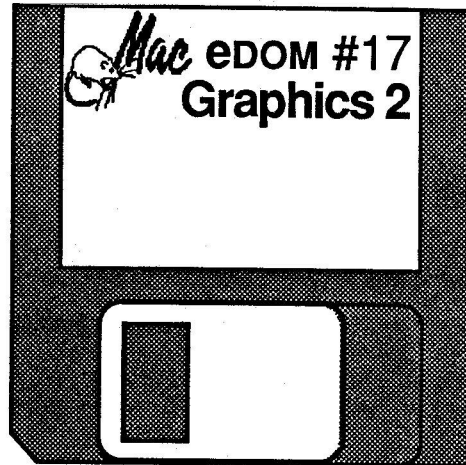


Having the Mac talk and make noise is fun. With the release of the MacinTalk speech driver this has become a lot easier. It has become a popular teaching tool. **ABSpeaks**, **Talking Letters** and **TalkingKeys** are all exercises in letter recognition. **TalkingKeys** comes with some special fonts to appeal to the preschooler called **Toys1** & **Toys2**.

For more complicated phrases there is **Limerick Machine** and **SpeakEasy**. Both are capable of taking text and turning it into the spoken word. A goofy DA also uses MacinTalk. Once you install **Talking Moose** your work habits are sure to change. Slow down for a bit and this moose appears on your screen and lets you know what it thinks. **Moose Frazer** allows you to change what the moose thinks.

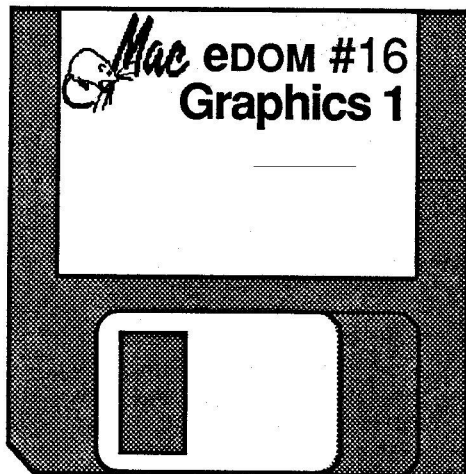
graduated gray patterns to place in your pallet.

Things that are impossible for MacPaint. **MacBILLBOARD** blows up a document to 60 inches by 60 inches. **3D-Edit** makes wire frame pictures of objects in 3D. **Tesseract** takes a cube into the fourth dimension.



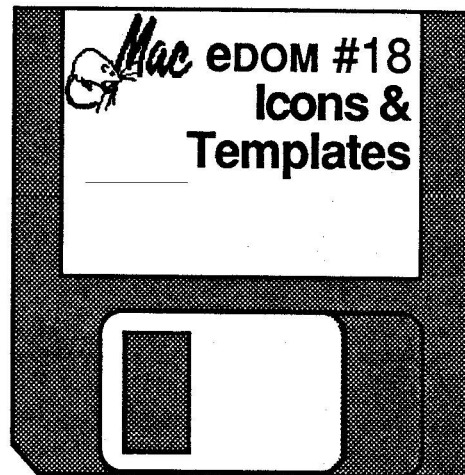
**3D Sketch** gives you the ability to draw in 3D and walk around your new object. Documentation and an example of a building are included.

**Painter's Helper** adds many abilities to MacPaint. Along with a extensive manual and hints.



Using the Mac to make pictures was one of the main selling points. These are programs to allow you to do things easier or just plain impossible in MacPaint. When you just want a fast look a picture to refresh your memory, it is a pain to just open MacPaint and hunt for your picture. **ViewPaint**, **JoyPaint**, or **PaintScroll** each take you right into the drawing with out any fuss or bother. **FastPrint** just prints out a MacPaint document.

Things to help you make your MacPaint pictures look better are **Overlay** or **ThrowPaint**, which allows you to place one MacPaint picture on top of another. **GreyPatts** gives you



One of the things that has made the Mac unique is the use of icons. The variety and amount of information that can be placed in a 32 pixel by 32 pixel field is amazing. So, it no wonder that some the first public domain programs developed were involved with the collection and modification of icons.

**IconBounce** displays a screen full of moving icons taken from all the programs available on the Mac. **Icon Collector** lets you copy icons into a scrapbook. Or take related icons and turn them into a slide show.

The small icon is a great space saving device, when you are able to read them. **SignEdit** allows you to clean up the small icon getting rid of extraneous pixels that clog up understanding.

ICONstructor and Iconer do the same thing for the big boys.

VisiCalc for the Apple II turned loose the microcomputer revolution by placing in the hands of office managers a powerful economic tool. The Mac being a more powerful machine has even more powerful tools in Excel and MultiPlan. But you don't always have to create a new spreadsheet. If it's a everyday thing, some one has come up with a template that you just feed the numbers into, crank once and get a result for.

Excel templates are:

Checkbook, keeping track of your balance.

1986 Expenses, done up for 86 but modifiable for 1987, 1988 .

Income, for people that have a variety of incomes.

MultiPlan templates are:

Home Budget, keeping track of where it all goes.

Amortization Schedule, plots out loan schedules.

Installment Loan, another loan scheduler.



F-keys are a keyboard equivalent of desk accessories. By hitting Command-Shift-# you can perform a number of functions. To install and manage F-keys you can use either FKEY Installer or FKey Manager. FKey Manager also lets you assign F-keys to the numeric key pad on the Mac+ keyboard.

Available F-keys are:

BigCursor, doubles the size of the cursor.

Dvorak, converts your key board from a QWERTY to Dvorak style.

Copy screen, dumps your current screen to a MacPaint drawing.

FadeKey, is a screen saver.

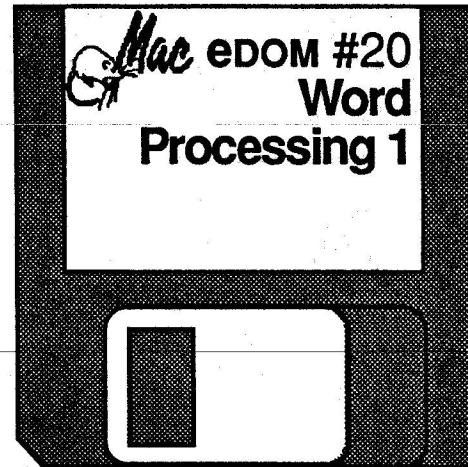
Sleep, is another screen saver.

ShowKey, replaces the Key Caps DA.

Astronomy and geography mapping programs on the Mac are excellent.

Public domain examples for astronomy are StarChart and Orion v1.0. StarChart is a gives you a complete planetarium show from any where on the Earth. Going out a long ways is Orion, you are the captain of a starship going out and once you reach there you can turn around and see a whole new sky with the Sun right in the middle of it. Awsome.

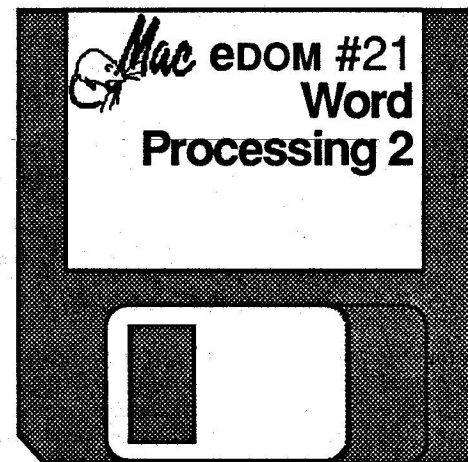
Closer to Earth, up to 8,000 kilometers is Earth Plot. Choose a latitude, a longitude, and an altitude and look straight down.



Getting the word out. That's what it's all about. Word processing has come a long way on the Mac. These programs let you see it, edit it and print it.

Idealliner is a shareware outliner program letting you get your thoughts in order and transferred to reality. MiniWriter is a desk accessory that allows you to create, edit and print a text file. When processing a text file, carriage returns can be a problem. NoReturn removes carriage returns from text files.

Power Page is a very simple page formatter using a spreadsheet approach. Mailing labels are a snap with LabelPrinter or Mailing Labels. Ink is a fast printer for text files. Q/Reader allows you to read MacWrite, Word, Jazz, More and many other word processing files.

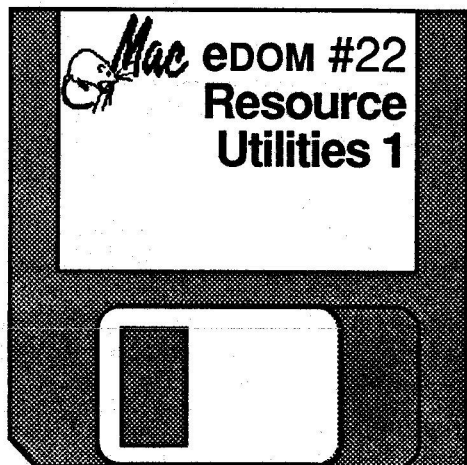


This disk has two text processing applications. MEdit and Editor v2. MEdit allows you different fonts and to set up macros of often repeated routines. Editor is the Apple release for its programming environment.

Want to print out a page that is a different size than 8 1/2 x 11 or any of the other choices that you have with the regular system. Page Setup Customizer lets you change the default page sizes within the system.

Banner is a printing utility that puts out a large size message sideways on your ImageWriter. Warning this takes time and uses up your ribbon. Font Changer allows you to

select a document that you want to change the basic font in. For example, you have a letter that you did in Geneva for the ImageWriter but you now want to do on a LaserWriter. Using this program you simply give the command to replace all Geneva with Helvetica simplifying your printing job.

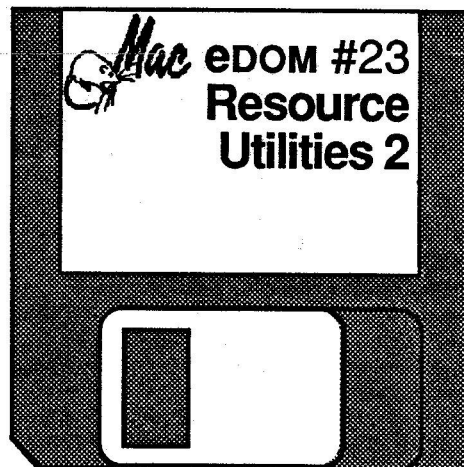


The Macintosh System and Finder are a unique creation. It allows ease of movement from one application to another, shared resources and "user friendly" interface. But this does not stop a person from fiddling around with it. These are the tools that you need to find out and modify your system.

**Fedit** stands for File Editor. This utility can help you modify the contents of documents and possibly save a trashed document. **RedIt** stands for Resource Editor. Each application has resources allocated to fonts, icons and screen format, etc. This program allows you to go in and modify how a program looks. One word of caution always work with a copy of your original program. Unusual changes to programs will result in bomb messages.

**Switcher** is from Andy Hertzfeld, one of the creators of the Mac's System and Finder. Switcher is a marvelous product that allows you to partition up your Mac's RAM space to handle separate applications. As an example you can have MacWrite going in one section as you write a report, MacPaint going in another to provide illustrations and Excel going in another to make changes to your spreadsheet and get it ready to paste into your report.

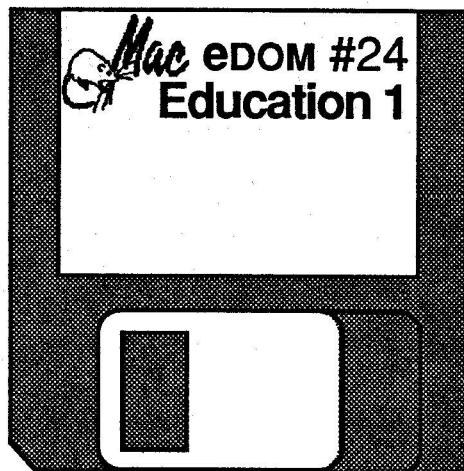
**Browse** and **Shazam** are mini-Finder replacements. Using the provided instructions you can give you desktop a different feel and look. **MacID** provides information on what your current system level is and how a disk is formatted. **Memory Test** is a at-home technicians test to test the state of your memory chips. **VersInfo** allows you to see what version of software you are running. Compare this with the listing in the magazines and see if you are in need of an upgrade.



**ResEdit**, Resource Editor, the program for making changes to your Mac. Again the caution, only work with a copy of your original program.

Changing the appearance of your desktop is possible with **WayStation**, **Layout**, and the **Tolkien\_Finder**.

That little battery in the back of your Mac keeps a record of 32 different settings within your Mac. **PRAM** allows you to see those settings and modify them. **CrashSaver** sometimes let you go ahead after you have had a system crash. **File Conversion** and **File Diddler** are for changing the attributes of your files, allowing you to, say, convert a text file to a database file.



This disk contains educational software from Stanford University's Macintosh Users Group. It is geared for to the college age crowd and to those of you who wish you were.

For openers, teachers will appreciate the program **Grades**. This program will accommodate up to 24 students and do things like calculate averages of exams, sort the results by grade or student, and even let you apply a weighing factor when you give an exam that no one seems able to pass.

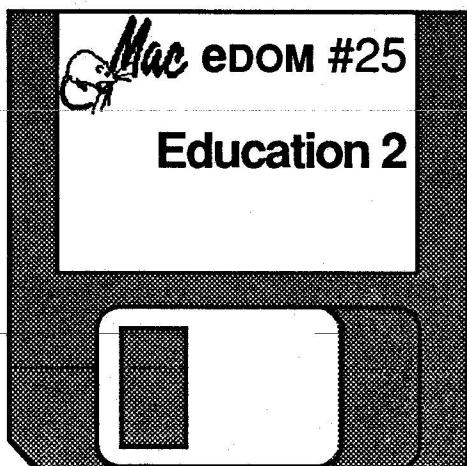
**Soc Stat** contains several programs which compute various statistics on sociological data.

**Drills** is a general grammar drill. **Julia** is a plotting program which will allow you to plot a given function. The

program Conformal Map is another program which plots complex functions. Documentation for this program is found under the file menu.

Simunet demos a Valiant-Brebner network (anyone know what this means?). Venn allows you to study logical syllogisms using Venn diagrams. Chemistry buffs will appreciate the program Orbital Mixing which "depicts the molecular orbitals derived from two 2P orbitals overlapping in the PI manner."

Simutree, a program out of Harvard, demonstrates a binary tree, AVL tree, and a self-adjusting tree. Worm Stat is a really nice statistical package which will plot and calculate the standard deviation, mean, Chi Square, normal curves, binomial curves and other goodies. There is no documentation on the disk but if you have had a stat course at one time or another, you should be able to figure this one out.



Data Flow is a visual (icon too) parallel programming language for the Mac. Dataflow programming is a cross between flowcharting and electronic circuit design.

Hands On is a binary tree teaching program. Lets you set up and modify trees. Histogram Maker takes a text file and converts it into a chart. Para Stats is a program that takes in simple text files and performs regressions, ANOVA, and paired T-tests etc on them.

And for children a couple of lessons. Mac'N'States is a geography lesson for the USA using states names and capitals. Shape Art is a simplified version of MacPaint for the younger group who just want to move around circles, squares and rectangles to see what they can make.

After regrouping and throwing the old stuff out, there still remained a group of programs that defied classification or were just left off an obvious primary disk. Hence the miscellaneous disk series.

One of the most handy programs for the Mac has been Smart Alarm. This program allows you to post forward reminders to yourself. This is a demo version of the commercial product.

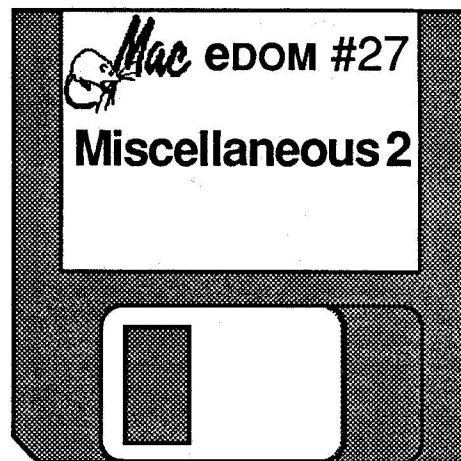
Remember Atari? Remember Amiga? Going to blow Apple and the Mac out of the water? Well, to give it its due the Amiga does have some impressive graphics capabilities. One of the nicer displays is of a slowly rotating bouncing ball. Well, we copied it.

Being able to see and use multiple fonts on the Mac has been one of the prime selling points. The problem is that there are so many fonts out there now that you can't remember what each one looks like or load them all into your system. Font Librarian and FontDisplay are two programs to help you sort out your confusion. Each allows you to look at fonts in and out of the System, look at special characters, and print off reference sheets. Fontsie is a different tool. This is a F-Key that allows you to temporarily load in a font that you wouldn't normally have on your system. Comes with documentation and its own loader.

After you are done with a document, it would be nice to take a look at it as a whole like you can do in MacPaint. Preview gives you that ability for a number of applications from MacWrite, MultiPlan and many others.

For programmers studying how an application works there is DisAsm a utility that breaks programs written in assembly language and translate them back into source code.

Nest is a replacement for the Scrapbook allowing you to index your pictorial and text selections.



Would you like your Mac to greet you with a cheery hello? Hello does this without MacinTalk. Or for a different screen use Reverse Screen for a white on black appearance. New Typist gives you back that old clickity clack and ding of an old style typewriter. Quick File is a stand alone rolodex file cabinet allowing you to have many cards with search and find, and a print out for your records.

If you have ever bought a house trying to figure out your mortgage, insurance and taxes has chewed up quite a bit of paper. Mort takes all your figures and computes out a 30 year schedule with tax deductions, equity and just about everything you wanted to know about your new home.

After you move in, Inventory will give you a room by room break down of all your possessions. Give a copy to your insurance agent to make sure you are covered.

Scheduler is a weekly calendar keeper for all those appointments that you have from Monday to Friday. Allows you to print out any week and set any appointment.

Remember the demo disk that came with your Mac. Journal Maker allows to set up your own demonstration of what the Mac can do. If you have developed a new product or there's a party at your place any you want to show what the Mac can do without having to be there, this is for you.

TalkAlarm adds a voice to your alarm clock with MacinTalk. And snow is a stand alone screen saver that gives you that peaceful feeling that you get in January watching the flakes just drift down.



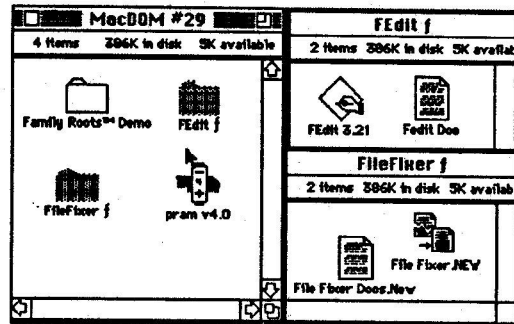
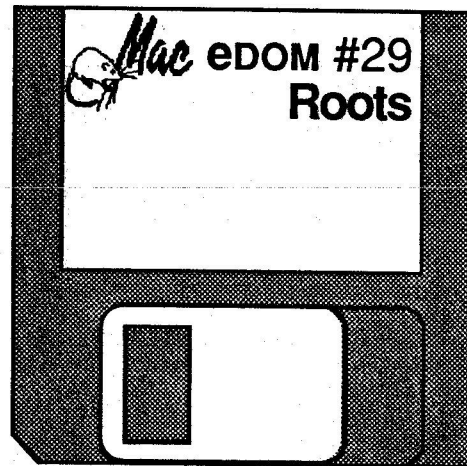
If you need an occasional uplift or a sudden inspiration, add this file and F-Key to your disk and find out how the cookie crumbles. You have your choice of the F-Key or as a stand alone application. Documents are included.

#### Other interesting things

A new shareware CalendarMaker from CE software in Iowa. A fast printer & formater for source code in Pascal or C called PrettyPrint. SLICER trims large text files down to manageable chunks for Mockwrite or MacWrite. FModem 0.97 is a new telecommunications program that handles very easily. Do you remember the party game where a person starts a story and at a critical moment passes it on to the next person? Story Maker lets you use your Mac for a permanent record. Icon Hacker V0.95 is a new icon didler.

#### F-Keys, DA's & Fonts

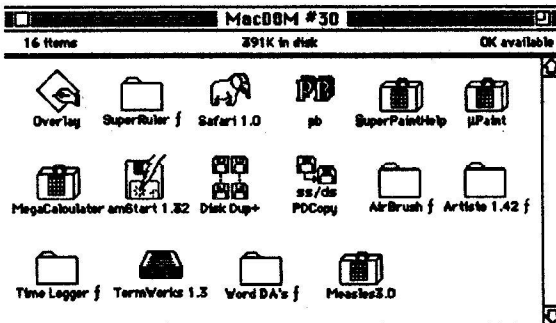
If you want to sample or just temporarily add a DA or F-Key, you have a number of ways of doing it now. FKey/DA Samp1.1.FKey lets you do this as a F-Key while Other...3.06 lets you do this as a DA. Savior 1+ helps you save and rescue files. Shanghai font rounds out the disk.



This disk starts out for for those people interested in Genealogy with the the Family Roots Demo from the Genealogy Roundtable on GENie. Recommended by people interested in the field.

And speaking of another kind of root. Getting to the root of a problem with a disk. FEEdit 3.21 with documentation to guide you through the recovery of that lost file. (Editor's note: FEEdit is now available as a commercial program called FEEdit +) Or failing that try using File Fixer.NEW another disk rescuer that also comes with some documentation.

And the final root of this disk. A new version of PRAM v4.0 that allows you to set those things that the little battery in the back keeps going.



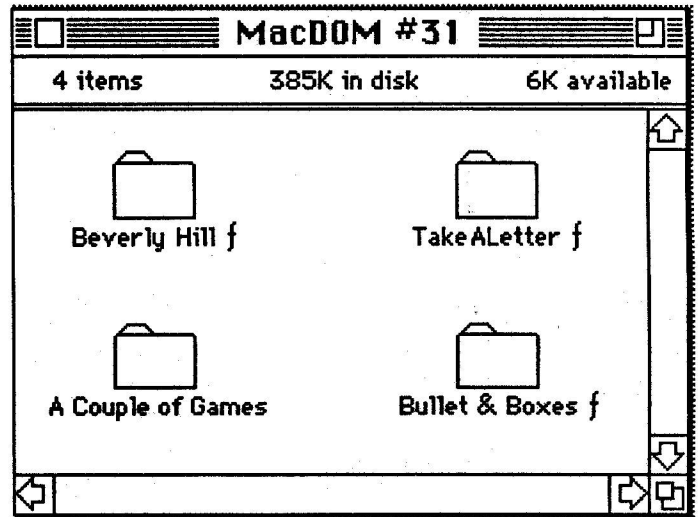
Nothing big on this disk, just a bunch of DA's and utilities to make your life easier. Plus a couple of updates of old favorites.

A large number of these relate to painting and drawing. Starting off is **Overlay**, which lets you put one MacPaint picture on top of another. In DA's you have **Super Ruler** letting you get your spacing right. For those of you with **SUPERPAINT**, **SuperPaint Help** is an online help file for you. **muPaint** is a quick and readily available MacPaint clone done up as a DA. **AirBrush** is a superior version of the airbrush with adjustable pressure. And another version of **Artisto 1.42** giving you that friendly hand to move stuff around with.

For those of you who bill your services there is **Timelogger 2.02** DA help you keep track of the day. An updated version of **Termworks 1.3** is finally out correcting that nasty bug of trying to download to an already full disk. **PB** is a new MacInTalk utility which will put out randomized words. **MegaCalculator**, **Measles** and **RamStart1.32** are all products that are self-describing.

Microsoft Word 3.0 is a definite heavy weight in word processors. We have a collection of DA's crafted to work with this new product.

If you are like me and make many disks a month you will want to try either **PDCopy** or **Disk Dup+**. And to finish off the disk **Safari 1.0** will do wonders for your hand, eye & mouse coordination.

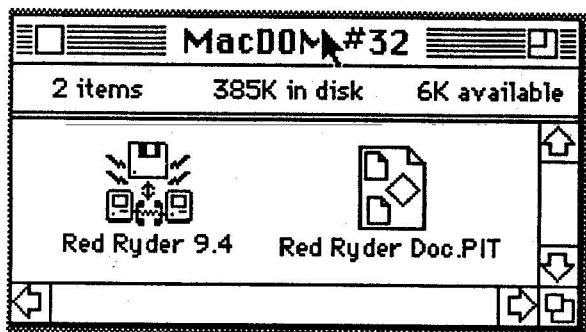
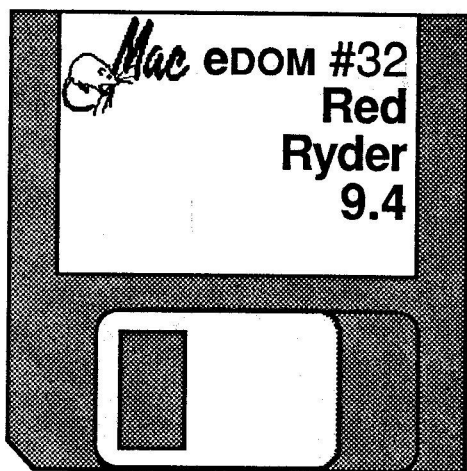


This is a West Coast contender for easy read font. Introducing **Beverly Hills Font**. In sizes from 9 point to 72 point. With instructions on how to get the best results.

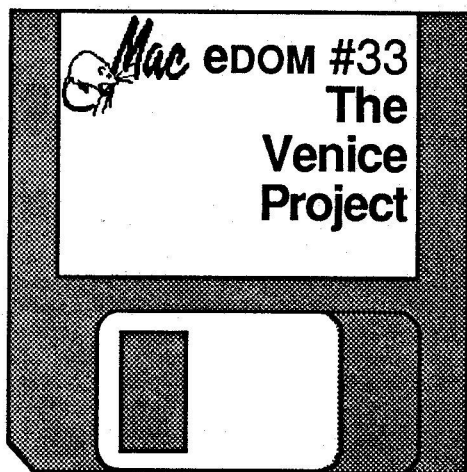
It won't compete with the Laserwriters *Dingbats* font, but **Bullets & Boxes Font** will give help in laying out forms and such.

When you are trading disks and want to read the comments that are on the disk you have to reach for **MacWrite** or **Word** or something and do a separate boot up just to read the instructions. **Take a Letter** will take a text file and make it into a stand-alone and readable on demand letter in **Geneva**, **Chicago** or **Monaco** fonts.

And just to round out the disk are a couple of new games. **Zero-G** has you controlling an astronaut and **Iggy Iggopolis** is a combination between two of my favorite old arcade games, **Centipede** and **Qlx**.

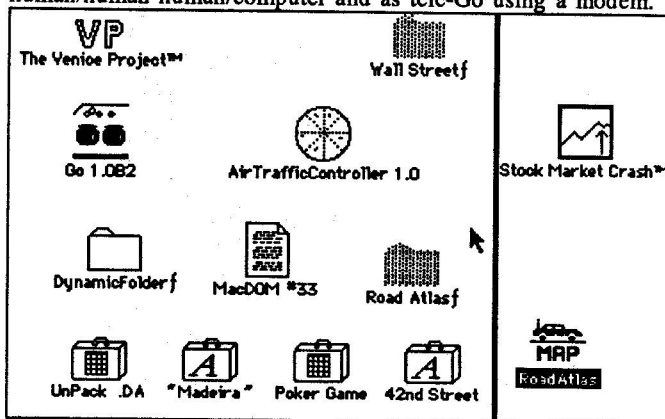


This is a one program disk. Red Ryder 9.4 is the most current version available of this popular telecommunications program. Instructions for Red Ryder are a very thick bundle of MacWrite format documents. So thick in fact that together with the program they wouldn't fit on the disk so we had to use Packit III to bundle and condense them down to size. Packit is available on (new format) MacDom #05 or the new UnPack.DA on MacDOM #33 will allow you to access the instructions.



For the oddball disk this month there are a group of highly advanced games. Starting with The Venice Project. Stumble your way into a world shaking plot and try to fight your way out again. Air Traffic Controller will show you what will be

happening this summer. Stock Market is a very good introduction game to the fun and games on Wall Street. And for a more serious bent, Go. This version can be played human/human human/computer and as tele-Go using a modem.

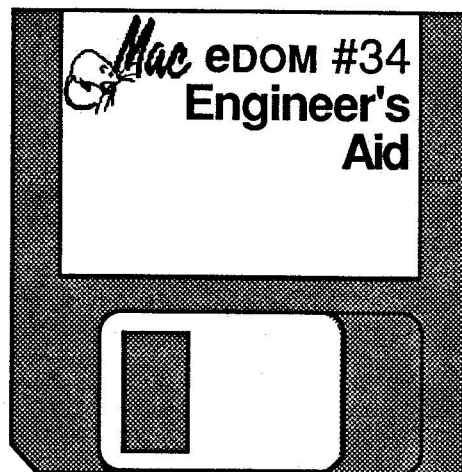


Planning your summer vacation route will be simpler using Road Atlas tracing your way through the Interstate system.

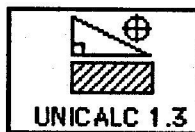
For those of you who don't have Packit III and will be needing it to read the documents for Red Ryder 9.4 there is the UnPack.DA. For more time wasting a couple of fast Poker hands.

The Dynamic Folder is a set of animated icons to be inserted in place of the standard folder icon

And to round out the disk 42nd Street Madeira fonts.



by Joe Carroll  
MaceDOM Coordinator



Universal Calculator (UNICALC 1.3) (80K) is designed for mechanical engineers. You input any two numeric quantities (x and y) followed by RETURNS, and the sum, difference, and lots of other quantities (including trig functions) are computed and displayed. You can get the real thing (this is a demo?) along with instructions for \$10. It also does triangles (pull down item) of both the right



and oblique type. No documentation included.



**SECTOR 1.3** From the same source: **SECTOR 1.3**. (56K) This shareware (\$10) program computes the arc, chord, radius, angle, height, and base of a sector plus sector and segment area and volume. It also provides the surface area of the volumes.

All this from entering any two of the quantities: arc, chord, radius, angle, height, or base. No documentation.



**CalcPlot 2.0** CalcPlot 2.2 (41K) is home-grown shareware (\$10) that permits the quick plotting (visual representation) of any function  $[y = f(x)]$  that can be described by a series of RPN key strokes (including storage and retrieval). The calculations are constructed in a formula screen; a plot design screen allows the user to specify the range of the unknown to be plotted, the portion of the dependent variable to be displayed, and other plot features such as autoscaling, grid type, and axes labels. Minimum documentation is included.



**dCAD DA** dCAD Calculator (10K) is a desk accessory calculator of the algebraic type with lots of engineering functions (sin, cos, exp, log, powers, roots). It also works in hex, binary, and octal which changes the calculation keys into logic command keys. No documentation.



**meyersProgCalc** meyersProgCalc<sup>1</sup>™ (15K) is a shareware (\$15 single, \$75 site) DA which performs operations on two registers and puts the result in a third. Unary and binary operations can be performed on each register. Base (hex, dec, oct, bin), size, and sign of each register are alterable. A manual with detailed instructions will be sent upon payment.



**PrintSTR#'s** PrintSTR#'s -- (6.3K) Most (well-written) applications store text data, such as error messages, in STR# resources. This program will pull the text of all STR# resources into a text file, readable by any text editor.

It is also very useful for programmers wanting to document the STR# resources in their program. Shareware, \$?.



**UnitConversions** UnitConversions -- (23K) This DA will make unit conversions from metric to English and back again. Includes Length, Area, Mass, Volume, Speed and Acceleration conversions. Enter a number and select the type of conversion. Quite nice.



**StackSniffer1.0** Stack Sniffer 1.0 (3K) is for programmers. It continuously displays the stack pointer and the address of the top of the applications heap. Good for tracking recursive routines, etc.

Stack Sniffer is a public domain DA contributed by Jan Eugenides, Assembly Corner.



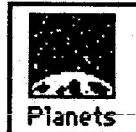
**ChemIntosh™ Molecular Mass Calculator** (17K) generates molecular or exact (spectroscopy) mass from an user-entered formula.

It is a public domain DA by SoftShell Company (Macintosh

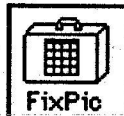
software for chemists).



**Profont** Programmers Font -- (9K) This shareware (\$5) application modifies the monaco-9 font for better readability. Makes larger parenthesis, capital I, lower case l (el), crossed zeros.



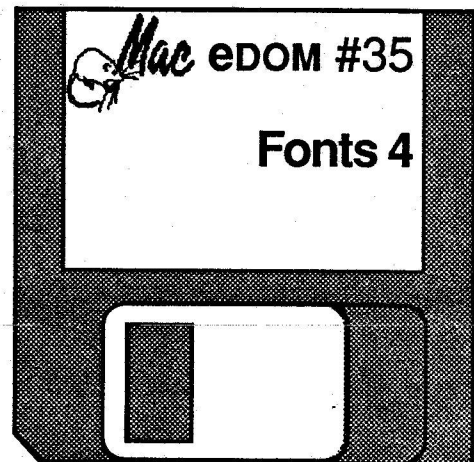
**Planets** Planets -- A large (90K) application that computes something relative to planetary orbits. Haven't tried it enough to see how it works.



**FixPic** FixPic (version 2) (2.5K) is a DA that makes MacPaint images appear equally black when inserted into a MacWrite document and then printed in "Best" quality. (Usually these images appear gray and faded compared to the text.) Free from Michael A. Casteel, 1985.



**Stars 1.8** Stars version 1.8 (7.5K) is a DA screen saver that produces stars coming either towards you or receding from you into a black hole. J.M. Ziegler, July 1987.



This is the Mini'app'les Macintosh educational Disk of the Month (MaceDOM) for September, 1987. It consists solely of fonts and related information downloaded from GENIE (General Electric National Information Exchange) in late August.

Four major files/folders are on the disk:

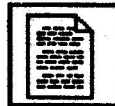
Palencia Application v2.1	211,980	bytes
Fontsie 3.0.6 folder	23,552	"
FontDisplay 5.0 folder	113,664	"
Font Info files folder	30,176	"



**Palencia Application V2.1**

**PALENCIA 2.1** -- "This is the newest version of Palencia. All major and minor bugs have been fixed. This font is shareware. This font gives the best possible Imagewriter output, infinitely better than typed." (An edited quote from the GENie description.) To see this font, double click on the icon and you will be given a menu whereby you can preview the font, print the 12-page manual, and/or install the font. If you use it and like it, it will cost you \$12. See the MacPaint file 'fonts comparison' on this disk to get a look at how it compares with Boston II and Beverly Hills. [Beverly Hills is available on MacEDOM #31.]

**SCREEN FONTS** -- This is a one-page MacWrite document discussing Screen Fonts and what they can do, or better Imagewriter printing using Laserwriter screen fonts. It covers Adobe's Bold, Italic and Bold/Italic Screen Fonts. Essentially, it's an advertisement for the fonts which can be purchased for \$50.

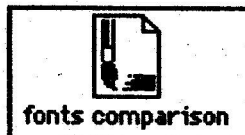


**FONT MOVER DESC ACC** -- This is a MacWrite document advertising a Font Mover in a Desk Accessory package. It is laser printer compatible, works with FONT and NFNT resources, and updates font menus in most applications. The product is available for \$15.



**Fontsie 3.06**

**FONTSIE 3.06** -- Fointsie 3.06 is an INIT resource (requires HFS) that lets you use uninstalled fonts by dragging them into and out of a named folder using the Finder. This folder contains the INIT, a configuration program (which must be run before using the INIT), and full documentation in MacWrite 4.5 format. 3.06 fixes a serious bug in 3.05 which kept it from working with Microsoft applications. Shareware; \$10 if you use it. [This version replaces v1.3 on MacEDOM #26.]



**fonts comparison**

**FONTS COMPARISON** -- Palencia, Boston II, and Beverly Hills are compared side-by-side in a Macpaint file. See the best of the shareware fonts! Beverly Hills is found on MacEDOM#1



**FontDisplay Ltd.**

**FONTDISPLAY 5.0 LTD** -- FontDisplay is a program that displays/prints Macintosh fonts. New features in this version include: Keyboard Maps, More header/footer control, More printing control, Font File Catalog and dozen's

more neat new features! This demo version does not print nor does it save any configurable options. A fully working version is available to registered users upon payment of \$20. [Slight editing of the GENie description. Replaces version 4.0 on MacEDOM #26. The folder contains both the application and an 18-page documentation file (MacWrite 4.5).]

**Editor's Notes:** The following is a comparison of Palencia with Boston II, printed on the LaserWriter. These examples are of screen fonts as opposed to LaserWriter fonts, so the resolution of the LaserWriter will be only slightly crisper than what one would expect to obtain on an ImageWriter II. Note that the System file contained the following point sizes:

- Boston II 9, Beverley Hills 9 & Palencia 9
- Boston II 10, Beverley Hills 10 & Palencia 10
- Boston II 12, Beverley Hills 12 & Palencia 12
- Boston II 18, Beverley Hills 18 & Palencia 18
- Boston II 24, Beverley Hills 24 & Palencia 24

This means that the the quality of the Boston 9, Beverley Hills 9, Palencia 9, Boston 12, Beverley Hills 12 and Palencia 12 will be equivalent to the highest quality obtained on an ImageWriter, because Boston 18, Beverley Hills 18, Palencia 18, Boston 24 and Palencia 24 were available in the System file. On the other hand Boston, Beverley Hills, and Palencia 10 are only in medium quality because Boston, Beverley Hills, and Palencia 20 were not present. Similarly, Boston 18 Beverley Hills 18, and Palencia 18 are in medium quality.

The following three files are all contained in the folder Font Info files:

Palencia 9	The quick brown fox jumps over the lazy dog.
Palencia 10	The quick brown fox jumps over the lazy dog.
Palencia 12	The quick brown fox jumps over the lazy dog.
Palencia 18	The quick brown fox jumps
Beverley H 9	The quick brown fox jumps over the lazy dog.
Beverley H 10	The quick brown fox jumps over the lazy dog.
Beverley H 12	The quick brown fox jumps over the lazy dog.
Beverley H 18	The quick brown fox jumps
Boston II 9	The quick brown fox jumps over the lazy dog.
Boston II 10	The quick brown fox jumps over the lazy dog.
Boston II 12	The quick brown fox jumps over the lazy dog.
Boston II 18	The quick brown fox jumps

## Apple's Boy Wonder: Chris Espinosa

An article downloaded from Apple's "Quick Connect" User Group Section

If an astrologer were to plot the birth charts of Chris Espinosa and Apple Computer, he would no doubt discover a conjunction occurring in the year 1976. While Apple's star was rising over a garage in Cupertino, a fortuitous meeting was about to take place between a 14-year-old boy and a computer. It was a meeting that would link them together on an unexpected 10-year journey to success.

While some kids were fascinated with baseball, airplanes, and chemistry sets, Chris Espinosa was fascinated with computers. During the summer of 1976, at age 14, he had just been introduced to the concepts of computing and computer programming, and was already pounding out little BASIC programs on teletypes—"big clunky monsters" connected to the phone lines and remote computers. That summer, he hung around the new Byte Shops—early retail computer stores. Luckily for Chris, they were all conveniently located on the county bus route.

It was there that he encountered a strange kind of computer. Instead of a bag of parts you assembled yourself, it came preassembled on one board. Instead of dozens of lights and switches that you toggled in programs in binary, it had a keyboard and a video display screen. Instead of saving programs on paper tape, it used cassette tape. This amazing machine was the Apple I and it was sold by a 21-year-old named Steve Jobs. "I was hooked," Chris recalls.

Chris had another propitious encounter that summer—with the Home Brew Computer Club. This was a very early User Group of 250 people who got together to talk about the computers they were building. Chris and his high school friend Randy Wigginton started going to the club, but being 14 had its disadvantages: neither of them was old enough to drive. So fate arranged for Chris to live two blocks away from Steve Wozniak, the other half of Apple Computer. "I started catching rides with Woz in his Fiat for the 20-mile trip Palo Alto," said Chris. "And of course, we all sat together in the back row of the auditorium at Home Brew—me and Woz, Jobs, Randy, and a couple of other guys who were hanging around. That's how I sort of fell in to the Apple crowd."

What happened next reads like a chronicle of Apple folklore. As Chris tells it, "I

spent Christmas vacation of my sophomore year in high school in Steve Jobs's garage. They had just built the first prototype of the Apple II and Woz had put the basic language in ROM so you didn't have to load it from cassette tape any more. But building something into ROM is a big commitment—once it's there, you can't change it. So I spent the whole week of Christmas vacation in this unheated garage testing it, trying every command and every statement to make sure it worked." The allure of Apple computers was already proving irresistible to this young wizard.

A short time later, Apple leased its first offices. "There were two big empty rooms," Chris remembers, "with half a dozen telephones with comm lines scattered around. We hooked up our computers to the phones and played comm line wars by trying to make the other guy's phone ring. This was great. We now had an office we could have fun in." And that's where Chris spent his afternoons and summers during the rest of his high school years, writing the first color and high-res graphics programs for the Apple II. In fact, he even spent a few nights there. "I stayed up all night with Woz once working on a demo program," Chris explained. "I wandered home around six in the morning and was promptly grounded."

When it came time for him to go to college, Chris knew more about the Apple II than just about anybody. So Apple sent him off with an extracurricular assignment: writing the first comprehensive reference manual for the Apple II. Nine months later, Chris had not only written all 200 pages of the original Apple II Reference Manual, he had edited it, laid it out, pasted it up, had it typeset, and managed to stay in school. From then on, he became Apple's writer, producing manuals for the Apple III and software programs, such as ApplePlot and the Apple Graphics Tablet.

During the next three years while Chris was sitting in his room at U.C. Berkeley writing books, Apple Computer was undergoing big changes. The company was reorganized several times, people were hired, laid off, and fired. There was a million-dollar year, then a million-dollar month, then a million-dollar week. The company began issuing stock, then went public, and became the most successful computer company in the history of American business.

It was about that time, in the summer of 1981, that Steve Jobs made Chris an offer he couldn't refuse. Jobs asked him to be his publications manager, to hire people and create a group. At the time, Chris was planning to

go back to Berkeley to finish his senior year. As Chris put it, "I didn't want to work for a living. I was a college student!" But two things changed his mind: the salary Jobs quoted, and the company's offer to send him back to school in a year and pay for it. Chris has been with Apple ever since.

At age 20, Chris hired 10 people, engineering a group that did the documentation (both user and technical) and training materials for the Macintosh. In no time, he found himself manager of a 30-person group putting out 20 books a year. But, as Chris observed, "The higher up you get in management, the further you get from the products." And after six years of doing documentation, Chris wanted to get back to the products. That's when he moved to Guy Kawasaki's software group as manager of developer support, and later to product management where he started the systems software product management group. Today, Chris is the product manager of UNIX on the Macintosh II and of "an extremely hot piece of new software" that he can't talk about, and is involved in every phase of the products' development. You might say he's come a long way from the Cupertino garage.

In reflecting over his years at Apple, Chris has this to say, "I was there when we first shipped the Apple II. I was there when we shipped the Macintosh, which was the biggest high of my life. And this new thing I'm working on is as exciting as either of those. That's what keeps you going for 10 years, working on exciting new products, and coming out with some extremely neat stuff."

Whether or not Chris Espinosa was born under a lucky star, his destiny seems inextricably entwined with the company he saw grow from 2 people to 5000, from one product to many, from revolutionary yet primitive computer boards to technologically advanced state-of-the-art powerhouse computers. In a sense, he and Apple grew up together. And after only 10 years, perhaps their symbiotic relationship is only just beginning.



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## A Peek on the InCider

by Tom Edwards

**R**egular Mini'app'les. That sounds like somewhere there must be a counterpart; Irregular Mini'app'les? Those are the ones that have bruises on the sides... maybe Crabapples... or, (heaven forbid!) horseapples?

Sorry, folks. You can tell that it's getting late and that I've been wedded to this Mac too long, can't you? If I can pull this off, what follows is to be a recounting of the August "Regular" Mini'app'les meeting. A little off of my irregular turf, but if you don't write it, don't knock it!

Ed Spüler had to back-pedal a bit, as he introduced the featured speaker for the August gathering of the Apple II S.I.G. meeting. He had been planning on introducing Deborah de Peyster, Editor in Chief of *InCider Magazine* to us tonight. Somehow, this person, with the blond hair, kakais and rolled up shirt-sleeves, didn't quite fit the mold that we'd been expecting. Due to some recent internal promotions at InCider, Deborah had new duties that kept her away from this meeting at the St. Louis Park High School. She sent *Paul Statt*, InCider Senior Editor, to do the honors. Paul gave us a very helpful presentation of what to look for when buying accessories for the Apple II, or any computer for that matter, and how to make good use of the magazine to air views and share tips.

Paul started out with a quick survey of the 40 or so Mini'app'lers that had come to hear and share information about their Apples. Seems that a lot of folks read InCider, and also A+ and Nibble. From the quick show of hands that I saw, most are doing everything possible to keep up with the Apple universe.

The objective that Paul stated, for his talk this night, was to try to give some tips to the Apple enthusiast on how to make the best buy when adding to his system... I think that Paul said it simpler with, "avoid rip-offs." This is one of the objectives of InCider, also, and they try to have articles that will help the buyer become better informed about products and how things work. That was one of the prime points Paul could suggest for any purchase... be as informed as you can before you make the plunge to spend the bucks.

With hardware, Paul feels that a lot of buyers figure that if it's the biggest, or fastest, or most feature-laden, then it's got to be the best. You might be able to save a stack of green if you take a hard look at your real needs. Trimming down a bit... tempering your techno-

lust... could get you a very workable improvement and still leave a nice chunk of cash for some other goodies.

Paul cautioned the group on 65C816 processors for //e's and c's in particular. Seems that software isn't readily available to access the special features of this processor. You can swap it into your machine, but it just sits there, running only the 8-bit mode.

Focusing on software rip-off's was a bit harder. Games, especially, tend to fade from popularity quite quickly, but enjoyment is a very personal thing. One person might like a game a great deal and play it a lot before relegating it to the bottom of the disk box. Someone else might have a look, but never find it interesting enough to play through.

There has been a whole gaggle of software centered on Apple's top-seller, *AppleWorks*, and a lot of it is good. You should investigate deeper, however, than just accepting it on the basis of "it works with *AppleWorks*." Accessing an *AppleWorks* file from a stand-alone program may not be as convenient or useful as working on the file while still in *AppleWorks*.

Speaking of *AppleWorks*, Paul seconds the popularity all ready bestowed on this program. If there is one program that can do a ton of things for the user, this is it. He also encourages you to go for a little adventure and construct your own "templates" for the things that you do. Templates are fairly easy to make, and you can customize them to your own tastes.

InCider, like most magazines, tries to keep the editorial and advertising functions separate. They don't screen the advertisers, so seeing an ad in a magazine that you respect, doesn't mean that the advertiser maintains the same standards. If you do order by mail or phone, ask when billing is made if you are using a credit card... upon order, or upon shipping. Be sure, too, that the product really exists. Some things see the ink of press long before the light of day. If you are in doubt, a call to the magazine might cost a buck or two, but save you a lot of problems if they can give you current information about the product.

Warranties are a big variable. Most software comes with a lot of mumbo-jumbo that says that it's yours after you buy it... maybe. Statements like "Hayes compatible" don't necessarily mean that it works with the software that you have. Advice and counsel from a knowledgeable friend or dealer might help you get the right item the first time.

As Paul came to the end of his presentation, he let loose with a few incites from InCider. Professing to have no privileged information, here's some of his views on the Apple // scene:

- The Apple //c may be on the way to computer limbo; Apple just doesn't have their heart into this machine.
- Watch for some exciting additions to the *AppleWorks* environment from *Beagle Bros.* in the near future.
- GS Basic, when it arrives, will be a great programming language.
- ProDOS 16? When? Who knows! Everyone is waiting for this one.
- Sorry, folks, but the // series does not rate First Class status within Apple. The Mac side of the company is where the bucks and development effort are going.

Several questions came from the Apple users, and Paul fielded them straight away. InCider has a staff of 7, three of which are writers. They are always trying to find a balance in content that will offer something of interest to both hacker and user types. It takes about 4 months for an issue to run the cycle from concept to delivery; that's why some of the information may have changed by the time you get to read it.

Paul had one last suggestion and request to give to the group. InCider just loves to hear from readers, so write, write, write. Tell them what you want to see for articles and reviews. If you have something that you would like to see aired in the Letters column, lay a little salve on by linking your letter to a recent article or review in the magazine.

Many thanks to Paul and InCider for coming out to speak to the Mini'app'les. (Ed. note: Spüler said that he had contacted the other Apple // magazines also, but InCider was the only one to respond to the request. Might tell you a bit about how they rate the reader and user groups, huh?)

### Other Stuff that makes meetings...

As if all of this wasn't enough for your nickel's worth, there's a lot more that goes on at these meetings. It's a great spot to ask questions, get answers, exchange views and stay in touch. *President Ann Bell* orchestrated the event with a master's hand. She called on *Dick Marchiafava* for the warm-up event, the Q/A session. Possibly there's a tidbit here that you need. Look close:

- What's best for memory adds to the //c? Memory is pretty much memory. The difference is in the software that the supplier adds, a lot of it oriented to *AppleWorks* enhancements. Apple offers only the memory.

# Kawasaki Wows Them Mac Users

by Tom Edwards

**G**ee whizz! A real, live computer guru for a guest speaker! *Guy Kawasaki*, former Apple Computer Software "evangelist" and now president of his own company, **ACIUS**. Impressive credentials, embodied in a most entertaining personality. A "command performance" of the first class, though I'm not sure if the command was to Guy or to the Mini'app'les members.

This was a special effort, coordinated by the Mac User group with the cooperation of the local Apple office. The special meeting was called for Wednesday, August 26th. Normally, the Apple IIos group meets on this Wednesday, but that was sacrificed to accept this opportunity to hear about **ACIUS'** much talked about database for the Mac, **4th Dimension**, as well as some of the straight poop right from one of the main player's himself (Apologies to IIos'ers if you would have preferred to sit around and compare notes on the latest ROM up/down-grade). We hope all members received the special flyer that was sent out in early August, announcing the meeting. It was evident from the 175+ people who turned out at the Southdale Hennepin County Library that most of you did, and many of you accepted the invitation. Thanks for coming!

*Dave Stovall* and *Mike Carlson* again did the intros, and we jumped right to the featured speaker. The ground rules were that we had to suffer through a demo of 4th Dimension before Guy would accept questions. I should have known that somehow Guy would make it so entertaining that we'd be begging for more, hating to see the demo come to an end. Guy has a great manner, and had us relaxed and interested within seconds. He doesn't use many jokes, as such, but can turn on a smile and laugh from anyone with his running commentary.

Apple had been toying with the idea of marketing 4th Dimension as a captive product. In fact, the author of the program, *Laurent Ribardière*, came from France to push the concept, receiving encouragement from Guy while he was still wearing his evangelist hat. Pressured from un-named software publishers (who shall remain in Washington state), Apple developed cold feet and left the author to fend for himself.

These swiftly moving events were happening in the spring of this year, at about the same time that Apple saw fit to bestow the title of "Director" on Guy. Shortly after this honor, Guy was asked to join **ACIUS** and help with the marketing of this pace-setting program.

Having seen the greatness of what we were about to be shown, it didn't take Guy long to decide which side his data was based on. He quickly did a resignation, in **PageMaker** complete with graphics, no less, and was off to see the world from the other side of the developer's situation.

## Enter the 4th Dimension...

A data base is a data base is a data base, right? Somehow it takes on a different perspective in 4th Dimension. Coupled with Mac-ishness to the nth degree, Guy took on some quick runs through the data bases that have been set up as demos. These were nice, as they should be, but could probably be mistaken for any of several other power program efforts. The Mac interface undoubtedly adds a lot to the look and ease, but we Mac'ers expect as much from quality programs these days.

Where 4D really shines, is in the setup of the data base. Guy ripped through construction of boxes, scrolling sublists, picture fields and relationships with little more than point-and-click actions. The program is designed to offer shortcuts whenever possible, often letting you select from a menu of choices, rather than requiring you to type in the information.

Speed has to be this program's middle name. The author called it "Silver Surfer" during early development. "Speed" would fit in there real nice. Using data files of 20,000+ records, Guy demonstrated that the program can find what you're looking for... fast! If you want to know what you've set up... you programmer types... the program automatically generates the tracing for a flow chart, should you want one.

**ACIUS** has placed a price of \$695 on the program. That is a bit steep if you just want to build a recipe file or a list of high school classmate addresses. However, for the developer that builds custom applications for business clients, this is one powerful program that will do a whale of a job for your client, and cut days, maybe more, off of your development time. **ACIUS** offers "runtime" disks to the developer, so each customer doesn't need to buy the full program. This also keeps the client from messing with the program and screwing up something in the logic.

## I must confess...

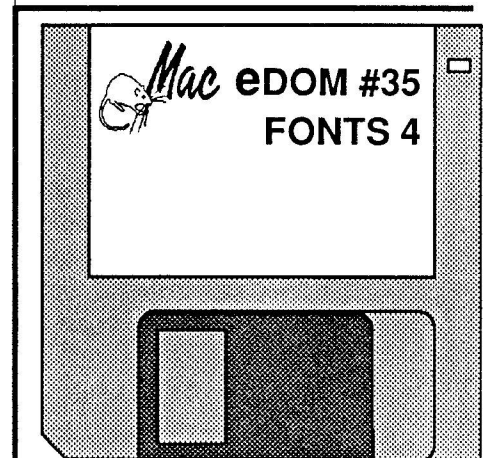
I had heard all of this hype about 4th Dimension for many months... how it would be **THE** data base program to blow all of the rest away.

Frankly, I was skeptical, and had kind of a bad attitude about the whole thing from all of the "leaks" about the program. Well, button me shoes!! Not only was I **COMPLETELY** won over by Guy and his presentation (now how bad can a guy be anyway, if his wife is a Minnesotan?), but must admit that although the "hype" might be a bit biased, it certainly isn't a wild concoction. This is a terrific program. You will get another chance to hear more about it at October's Mac User meeting, when a real, live developer tells what it's like to deal with the program on a for-profit basis.

Guy answered several questions at the conclusion of his presentation. They covered both **ACIUS** and Apple-related subjects. He thinks Apple is on the right track, and maintains that it will be a long wait for those wishing to see 4D run on "the other" machine. **ACIUS** will be devoting a lot of time to get 4D out to the developers, and Guy says that no other programs are in the immediate works. Nonetheless, someone did point out that the 4D brochure was created with a product called **ACI-Writer Plus**. Hmmmmmmm.

More bytes later...

TWE



**T**his is the Mini'app'les Macintosh educational Disk of the Month (MacEDOM) for October, 1987. It consists solely of fonts and related information downloaded from **Genie** (General Electric National Information Exchange) in late August. Full details are included near end of MacEDOM catalog which is bound into this issue of the Mini'app'les newsletter!



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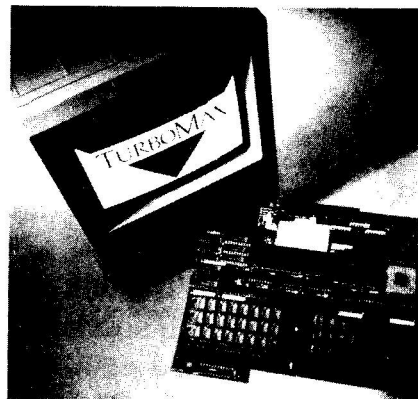
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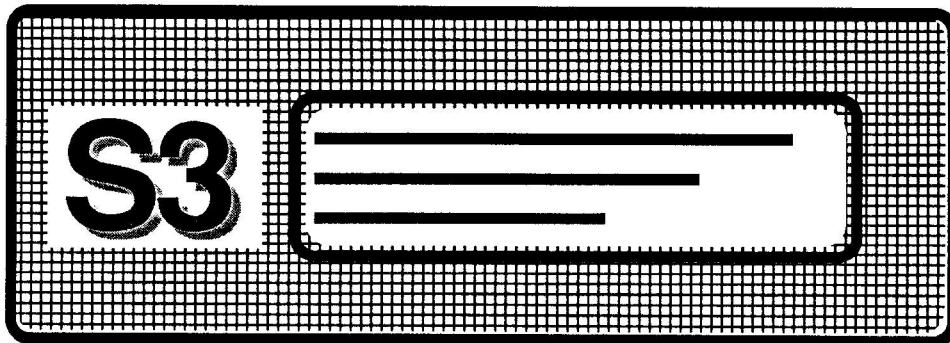
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## Mac Users Treated to "What's New?"

by Tom Edwards

**O**h, my. What Apple has come up with now! A whole bunch of great new programs, hardware and innovations. And who better to fill us in on all of the neat details than *Curtis Juliber*? The prodigal son returneth! You just can't keep a good Mini'app'ler away from the meetings. Well, that is, until you give him lots of new stuff and lock him away for a month, which Curtis says will be his fate in the next month or two.

Anyway, for this month, Curtis returned to his roots, taking a moment away from Corporate Apple to share his exuberance and fascination about Apple's new releases with those gathered for the September meeting of the Mac Users. Quite a gathering, too! I estimate that there were about 120 people at the Southdale Hennepin Library, so many that we had to open the divider wall and spill over to the other half of the meeting room. Mac Users... where the APPLE-ACTION is!

*Dave Stovall*, with support from co-chair *Mike Carlson*, lead us through the opening announcements, intro's and Q/A session. I'll cover those later on. First, we'll get right to the main event. The star of Curtis' presentation was HyperCard, and if you haven't already heard a ton of info about this "system" software enhancement, you have to be dead! HyperCard is a USER definable structure for the collections of information that you want to keep handy. I would classify it primarily as a database, but there are also elements of Paint, ResEdit, and (excuse the expression!) a programming language, all rolled together and sprinkled with a liberal dose of Macintosh Magic. The magic comes from the author, *Bill Atkinson*, the brain behind MacPaint. He has combined all of these ingredients into a special tool for the delight and usefulness of any Mac User with an adventurous spirit... one not afraid to stretch the boundaries of experience to a new height.

The metaphor of the program is a stack of cards. It borrows some of the simplicity and speed of another of Bill's programs that caught the fancy of many Mac Users, the "Rolodex" card file that was one of the early hits on the Public Domain circuit. By constructing a screen "card" with areas to file information, and attaching "buttons" to click your way through the stack, you can create an infinitely flexible and hyper-fast retrieval system. The flexibility comes from the mirror-walled room effect of being able to look into a card that looks into a card that looks into a card that... Ah, you get the idea!

Another powerful feature is the ability to "link" from one stack to another to trace the thread of information being followed. The program doesn't use this linking in the sense of "relational" databases, but does echo the freedom of the HyperText concept, which allows the recall of anything from anywhere (see sidebar, *HyperText: A History Lesson??*).

Curtis took us through a canned demo file, then lead us through the creation of a "stack" to show how all of this works together. Apparently, there are a lot of "hooks" in the program that can be accessed by those who want to build presentations and much more elaborate "stack" structures. With the possibility to call on laserdisk interfacing, sound, video and who knows what all, it is evident that there will be a lot of expansion from the basic HyperCard format that we are seeing today. Curtis showed early examples of commercial stack collections, the "StackWare" arena of PD and/or pay-if-you-use. Business stacks, information stacks, technical stacks, even game stacks... though you may find a label for the HyperCard program itself, the applications are limitless.

... and now the nitty gritty.

HyperCard requires one meg of RAM to run with any success at all. Since a lot of the system seems to be memory based (which makes it FAST), more memory means more speed and bigger stacks. The program itself, being bundled with the new Macs, is labeled "system software" by Apple, and is therefore available without cost to current Mac owners. (see sidebar: *The Bundle: A worm in the Apple barrel?*) If you buy the HyperCard package from Apple for \$49, you get the program and demo disks (with "official" labels) AND about 200 pages of printed documentation for the hard-core user. If you opt for just the disks (there's four to the set), you get a stack that is the Help file... a lot of the basic info, but obviously well short of the info on the 200 printed pages within the shrinkwrap.

It certainly looks like Apple intends to keep "innovation" as their middle name. This is not a program for everyone with a Mac, but it is available to everyone. It undoubtedly brings a new level of creativity to the AVERAGE user and has NO COMPARATIVE EXAMPLE within the MS-DOS community. The word "breakthrough" is appropriate for HyperCard.

Curtis reaches deeper into the bag...

HyperCard was only one of about a half dozen things that Apple announced in August. Curtis also touched on the rest, briefly, to show that he's been keeping up with all of his product release reading. Some of the other items of current note are:

- **MultiFinder**: Due to ship in October, this is a Finder upgrade that will allow background laserprint spooling as one of the first "multi-tasking" tricks from Apple. You will be able to have other applications open in other windows, but initially they will be in "suspended animation", allowing only one active window. Also requiring a meg of RAM (at least!), MultiFinder begins the inevitable RAMwars for the power user group. IF you need to have multiple programs active at one time, THEN you will need a lot of RAM to let all of this take place. (Ed. note: This doesn't put the nail in the coffin for the one meg Mac, or even the 512K Mac. For those of us who make good use of our Macs with current Finders and one-at-a-time programs, we can still do that. No question, though, the era of the two+ meg system is on the horizon, and it will be increasingly difficult to access newer programs and system enhancements that are foretold by Apple's release of MultiFinder.)
- **Apple 5.25" Drive**: This is the trumpcard in Apple's venture into the "business world." Coupled with the **Apple File Exchange Utility**, the time of information being locked into one system or another is close to an end. This combination of hardware and software will allow you to move information from "foreign" formats into the Mac. Most of this will be "translated" as it comes into the Mac as well, meaning that formatting is mostly intact. (I assume that the Utility will work on any disk that can be read, whether 5.25" or 3.5".)
- **MacWrite 4.6**: The test of time wears well on a good program. Still a very popular, and value-packed, word processing program for those with a Scotch purse, MacWrite has received a fresh coat of paint. Little (if any) change to the basic features of the program, but now it will support the updated keyboard for cursor moves. To obtain the upgrade, bring your original disk to your dealer.

He will place a new copy of the program on the disk without charge. (A wise Mac User will keep a copy of the version he's currently using on a backup disk!)

- **Imagewriter LQ:** A zippy new cousin to the proven Imagewriter series. This latest dream comes with a 27 wire (!!)
- **AppleFax Modem:** Compatible with the current fax process, this Apple product ties into the system at 9600 baud. Resolution of the output is 200 DPI. Price pegged at \$699.
- **EtherTalk Card:** This is a card for the Mac II. It is designed to tie into the EtherNet system, giving the Mac II full access to the features of this high-speed network system. Price: \$699, which was confirmed by Curtis with a quick call to a HyperCard stack that he's putting together for this purpose!

Curtis wound up the presentation by selecting 18 Mini'app'les members from an impromptu drawing (plus an "alternate" in case of a drop-out). Those selected will attend a Saturday one-day class in HyperCard, presented by Curtis. The class will be held at the Apple digs in Bloomington. Congratulations, winners!!

#### There's more!

Treasurer *J. Edward Wheeler* came before the Mac User group to tell about his research into the reasons for a shrinking membership and falling attendance (though attendance at recent Mac meetings has been great!). One unanticipated reason that some folks shy away from the meetings is that some folks are shy. J. Edward urged us to try to make those people more comfortable, perhaps even setting up a special "first timer's" section at each meeting where people can search out some orientation in a non-pressured environment. There were several other board-related subjects that J. Edward touched on too, reminding us that attending a board meeting board or two can

greatly increase one's understanding of the purpose and projects of the club.

#### Q/A Time

Tonight brought forth a host of questions that have a similar answer... look for a program upgrade for a "fix" to the problem. This included: A growing collection of WordTemp files in the System Folder (cure with **Word 3.01 rev.**); Excel hangs with font substitution on the LaserWriter (try not using font substitution, resetting parameter RAM and/or waiting for an upgrade to 1.05); Turbo Pascal (Borland) has a 32 K limit on arrays (cured by a newer version); loss of formatting of Word files brought into PageMaker (try PageMaker 2.0a and Word 3.01 for solutions).

Several questions came up about service-related machine performance. Screen "flickers" are generally a sign that dealer service is, or will be, needed. One user (brave soul) cured the problem from a tip in MacTutor that suggested cracked solder joints were at fault. Opened, saw cracks, applied heat and problem vanished. Other SE (in particular) screen aberrations of "shrinking" or "hour-glass" effects are deemed annoying but not terminal.

People anticipating memory upgrades to 512K systems should not have to be concerned about power supply problems. The 3rd party upgraders have this pretty well under control, but search out a "reliable" and proven source that will back up their work... just in case.


For those with dual-floppy SE configuration, the top drive is noticeably slower than the bottom drive. This problem is known to Apple, and the System Upgrade (probably available in October) should fix it. If it is driving you to distraction, Copy II Mac (version 6.2??) has a fix, if you can't wait.

#### TTThat's not all, ffolks!

Wow! Banged away all evening to get this out. I'm in deep \*\*\*\* this month, even though I've started a bit sooner than usual. Still have to crank out some drivel on other meetings that were added to the schedule in the past few weeks. And I want to do a sidebar to the article about HyperText, the software developer's response to Apple's marketing stance on HyperCard, and more, more, more.

Well, if you see them, you know that I didn't sleep much this week. If they don't show, I can always say "the Editor cut it out." It's a race this week... someone wake up my horse!

More bytes later...

TWE 

## HyperText: A History Lesson??


The HyperText concept is that of a very free-form pool of information. The browser can swim in a straight line or dive from one thought to another and still be able to return to the jumping off spot and continue the swim. This limitless reservoir of information was to be compressed, packed and stuffed into a computer no bigger than a common textbook; a Dynabook. HyperCard has some of this flavor in what it is and what it does. A more direct example is **Guide**, from Owl International, used in the Help system in PageMaker.

I'm no historian of computer milestones, but some of you might be interested in the origins of these things. As "new" as they seem today... the Mac, meeses, HyperCard and more... it's just like almost everything else about us. Someone has taken a neat idea, refined it, added to it, and come up with something "new." And there was an idea that was built on before that, which came from another idea before it, and so on, into the horizon and beyond.

Xerox had a research center (probably still does) in Palo Alto, California... PARC, Palo Alto Research Center. This has been a hot spot for much of the computer-related development over the years. Many products that we see in today's market, are cultures of ideas started back in the '60s and '70s at PARC.

Creative Computing was a really "in" magazine in the '70s that kept the pseudo-nerds like me up on what was at the cutting edge of computer development. A regular contributor to the monthly editions was a guy named *Ted Nelson*. I used to try to read his stuff, but it was so far above me that I might as well have been trying to read Sanskrit.

Give me forty lashes with a solder trace if I'm wrong, but I think that Ted was one of... if not the... prime movers behind HyperText.

TWE 

MaceDOMs are now  
\$5 each  
See Announcements



## The Bundle: A worm in the Apple barrel?

There hasn't been much press on this yet, at least in the common rags you and I read as "average" Mac Users, but you might have a hint that the developer community is not 100% behind Apple's definition of HyperCard as "System Software."

Calling it "System Software" and bundling it with each Mac lets Apple place HyperCard in the hands of all Mac owners. Even those with older Macs have access to HyperCard as a virtually free addition to their software base. There are great possibilities ahead for the average Mac owner to use HyperCard for many applications... which many Mac users had to buy a software program for in the past.

Some developers are saying, "Ouch! Apple's taking away my opportunity to make a living selling software because they are giving everyone the tool to do their own programming." There is also concern about the "stacks" used by HyperCard being too accessible, modifiable and/or copyable... how can the developer protect his work?

Some answers do seem to be available that may let Apple tread a thin line of compromise that gives all Mac users this fantastic software tool, yet retains an opportunity for the developer to offer a service to many Mac owners. A group of developers seems to be forming that will present their case to Apple.

The resolution to this squawk is of vital interest to you and I. I can't, and wouldn't want to, develop all future software for my Mac on my own. And for whatever reasons, Apple's similar bundling of MacWrite and MacPaint with early systems did stifle 3rd party effort until the bundle was broken. (I know...there WASN'T any other software for quite a while, and the Mac would have really been caught by the short hairs if not for 'Write and 'Paint to show off and hold the fort while other software was written. Well, today the Mac situation is different, with a large base of software to point to.)

We should try to understand these different viewpoints. I'd sure hate to lose HyperCard, but that goes for those developers, too. Mac owners can't afford to lose them, either. TWE

## Mac Software Upgrades

MacDraw, MacWrite, MacProject, and MacTerminal have been enhanced and upgraded to make them compatible with Mac (SE and II) hardware and software.

MacDraw 1.9.5 launches 20% to 75% faster, has a zoom box in the title bar, supports up to 54 fonts, and has a cancel button in the print dialog box, new command keys, and true what-you-see-is-what-you-get (WYSIWYG) text. It works smoothly with desk accessories and lets you cut and paste across volumes and save Draw and PICT formats without loss of data when saving a file under the same name.


MacWrite 4.6 uses an accurately scaled LaserWriter ruler and supports arrow keys. (It is not compatible with 128K Macs.)

MacProject 1.2 supports color and can print multiple documents from the Finder.

MacTerminal 2.2 offers new keyboard compatibility and, in 3270 mode, corrects the operation of the ENTER key and allows the arrow keys to repeat.

To get the latest versions, take your master copy (the original disk with the Apple label) to your Apple dealer, who will copy the new program to your disk and provide you with any additional application-specific notes.

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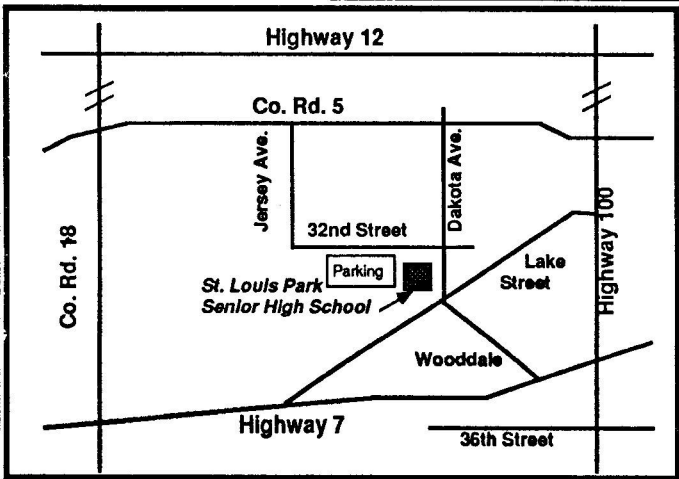
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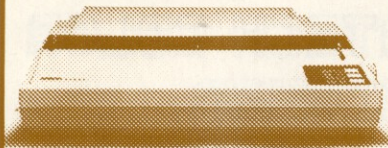
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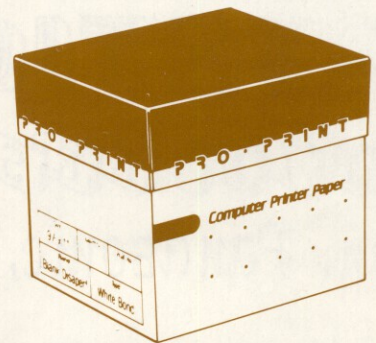
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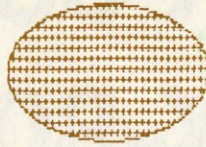
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