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mini´app´les

Apple Computer user group newsletter

Volume XI No.1 January 1988

Calendar of Meetings and Events

WHO	WHEN	WHERE	WHAT
Board Meeting	Thur. Jan. 7 7:00 pm	Call for Location of Meeting	Members welcome, Note 1.
Mac Computer Art & Design Group	Mon. Jan. 11 6:45 pm	Mpls College of Art and Design 133 East 25th Street, Rm 325	Call *Joy Kopp*, 440-5436 or *Colette Gaiter-Smith*, 224-8622
HyperCard™ Group Start-Up Meeting	Mon. Jan. 11 7:00 pm	Hagen Office Equipment, Inc. 801 W. 77-1/2 St., Richfield	Note 9
Dakota County Branch	Tues. Jan. 12 7:00 pm	1301 Wilderness Run Dr. Eagan, MN	Note 5
Languages/Technical S.I.G.	Wed. Jan. 13 7:30 pm	1st Minnesota Bank 31 9th Ave. S., Hopkins, MN	Note 11
The Smalltalk Group	Wed. Jan. 13 7:00 pm	250 S. Milton St. St. Paul, MN	Programming in Smalltalk Note 4
Mac Users	Thur. Jan. 14 (6:30) 7:00 pm	Hennepin County Library, Southdale Branch, 70th and Xerxes, Edina, MN	PowerDraw™, 2D CAD Program Notes 3 & 9
Apple II & Mac S.I.Gs. Swap Meet	Sat. Jan. 16 10am - 2pm	**Cretin High School Cafeteria** 550 s. Albert, St Paul	Open to all Mini'app'les Members Note 7
Fourth Dimension™ Group	Tues. Jan. 18 7:00pm	Hennepin County Library, Southdale Branch, 70th & Xerxes, Edina, MN	Call Ian Abel, 824-9128
MacCAD/E User Group	Tues. Jan. 19 7:00 pm.	Heath/Zenith Computers Shady Oak Road, Hopkins, MN	Note 6
Excel™ Users Group	Thur. Jan. 21	Call for Time and Location	*Marilyn Nightingale*, 545-9380
U. of Mn. Mac User Group (UMMUG)	Thur. Jan. 21 7:30 pm	UM Physics Building, Rm 210 116 Church St. S.E., Minneapolis, MN	Charles Lukaszewski, 338–8581
Strictly Business Computer Show	**Thur. Jan. 21** & Fri. Jan 22	**Minneapolis** Auditorium Details inside this news-letter	
Mac Novice User Group	Mon. Jan. 25 7:00 pm	Highland Branch Library 1974 Highland Parkway, St. Paul, MN	Note 12
Northwest Branch	Tues. Jan. 26 7:00 pm.	Rockford Road Library 6401 42nd Av. N., Crystal, MN	System Utilities—Bring your favorite utility, Note 8
Apple IIGS S.I.G.	Wed. Jan. 27 7:30 pm	1st Minnesota Bank 31-9th Ave. S., Hopkins, MN	Note 10
AppleWorks© S.I.G.	Thur. Jan. 28 7:00 pm	Derham Hall High School 540 S. Warwick, St. Paul, MN	Other Activities, Subdirectories, ProDOS, Note 7
Mac Users	Thur. Feb. 4	Hennepin County Library, Southdale Br.	Notes 3 & 9
Mac Computer Art & Design	Mon. Feb. 8	Mpls College of Art and Design	Call *Joy Kopp*, 440-5436
HyperCard™ Group	Tues. Feb. 8	Hagen Office Equipment, Richfield	Note 9
Dakota County Branch	Tues. Feb. 9	1301 Wilderness Run Dr., Eagan	Note 5
Languages/Technical S.I.G.	Wed. Feb. 10	1st MN Bank, Hopkins	Note 11
The Smalltalk Group	Wed. Feb. 10	250 S. Milton, St. Paul	Note 4
Board Meeting	Thur. Feb. 11	Call for Location	Members welcome, Note 1
Fourth Dimension™ Group	Thur. Feb. 15	Small Room Southdale Library	Call Ian Abel, 824-9128
MacCAD/E User Group	Tues. Feb. 16	Heath/Zenith Computers, Hopkins	Note 6
Apple II S.I.G.	Sat. Feb. 17	St. Louis Park High School	Apple II Seminars. Note 7
Excel™ Users Group	Thur. Feb. 18	Call for Time and Location	Marilyn Nightin*gale*, 545–9380
U. of Mn. Mac Users Group	Thur. Feb. 18	UM Physics Building, Rm 210	*Charles Lukaszewski*, 338–8581
Mac Novice User Group	Mon. Feb. 22	St. Paul Highland Branch Library	Note 12
Northwest Branch	Tues. Feb. 23	Rockford Road Library	Communications, Note 8
Apple IIGS S.I.G.	Wed. Feb. 24	1st Minnesota Bank, Hopkins	Note 10
AppleWorks© S.I.G.	Thur. Feb. 25	Derham Hall High School	Note 7

Notes:

1. Ann Bell, President	544-4505	5. Bob Pfaff	452-2541	9. Mike Carlson	866-3441
2.		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!

mini'app'les

The Minnesota Apple Computer Users' Group Inc.,
P.O. Box 796, Hopkins, MN 55343

Board Members

President	*Ann Bell* 8325 39th Avenue N., New Hope, MN 55427	544-4505
Past President	*David Laden* 1215 W. Laurie Rd, Roseville, MN 55113	488-6774
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SIG Director	Dave Stovall	474-8015
SIG Director	Dick Marchiafava	572-9305
Branch Director	*Open*	

Coordinators

Beginners' Consultant	Earl Benser	884-2148
Membership Form Distr.	Bill McAndrews	645-6713
Membership Co'tor	Ed Spitler	432-0103
Shows & Conventions	*Open*	
SIG - Apple IIGS	Dick Peterson	473-5846
SIG - AppleWorks	Dick Marchiafava	572-9305
SIG - Beginners Basic	Tom Alexander	698-8633
SIG - Languages/Tech	Chase Allen	435-2645
SIG - Macintosh	Dave Stovall Mike Carlson	474-8015 866-3441
SIG - Macintosh Excel	M. Nightingale	545-9380
SIG - Mac Beg. Prog.	Tom Vind	473-0455
SIG - Mac HyperCard	Mike Carlson	866-3441
SIG - Mac MacCADD	Bill Langer	937-9240
SIG - Mac 4th Dimens.	Ian Able	824-8602
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	*Open*	
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 796, Hopkins, MN, 55343

$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 telecom-munications 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

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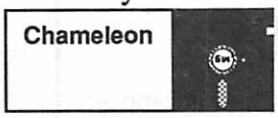
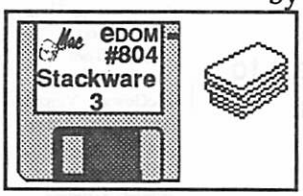
In This Issue





Swap Meet on January 16 Cretin High School 10-2

MacSIG Jan 14 Southdale Library. PowerDraw 2D CAD Program

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

December Mini'app'les Newsletter goes to press on January 14. Please observe minimum one week leadtime.

Advertisers

Membership Application and Renewal Form

11/87

Name: _____.

Address: _____.

City: _____.

State: _____.

ZIP: _____.

Home Phone: (_____) ___ - _____.

Work Phone: (_____) ___ - _____.

New Member ( ) or Renewal ( )

Spouse's name: _____.

Childrens names: _____.
(if interested in computers)

Sponsored by: _____.

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 .
($12 before Dec 1, 1987)

Mini'app'les 1988 Membership Drive

The Club is looking for:

New members
Cooperative Dealers
Renewals and Referrals

Goal: To have 1,988 members by Dec. 31, 1988

With your help and enthusiasm, and the backing of all other Mini'app'les members, we are embarking on a concentrated effort to build and strengthen member resources within Mini'app'les to...

Grow
in
1988.

Cooperating Dealers:

Hagen Office Equipment
801 West 77-1/2 Street
Richfield, MN 55423
Phone: 866-3441

First Tech
2640 Hennepin Ave. South
Minneapolis, MN 55408
Phone: 377-9300

Computerland-Hopkins
11319 Highway 7
Hopkins, MN 55343
Phone: 933-8822

Heath-Zenith - Hopkins
101 Shady Oak Road
Hopkins, MN 55343
Phone: 938-6371

Cooperating Schools:

(We're working on this. Watch for this list to start to grow with next month's Newsletter!)

Sponsoring Members:

(Your name will be listed here, each time that you are listed as the sponsor of a new member. Go for it! Make us get bored with seeing your name here.)

Welcome...

to the new members that have joined since last month's report:

Last, First	ZIPCODE	Home Phone
Allison, Scott T.	55303	
Arima, Lonnie	55437	612-941-8752
Barnes, Steven A.	55112	612-631-2123
Barnett, Leone	55119	612-736-3144
Beaulieu, Trace	55404	612-874-7286
Beddow, Jeff	55404	612-333-4446
Costanzo, Louis	55427	612-544-8184
Daly, Mike	55104	612-646-0764
Danielson, A.J.	55343	612-544-1841
Davin, Roger E.	55344	612-423-4778
Dodge, Richard C.	55331	612-474-0735
Edman, Mel	55345	612-934-2596
Egger, Keith D.	55337	612-895-5712
Eiland, David	55122	621-688-8749
Ferrier, David	55432	612-574-9138
Fiebranz, Fred	55426	612-546-8694
Foote-Lennox, Thom	55431	612-881-1428
Fredkove, Diane Hallock	55424	612-922-2569
Groppoli, Jean	55435	
Gruen, B.	55345	612-920-2319
Hegg, Donald H.	55420	612-881-3742
Heimann, Priscilla & Jim	55075	612-455-8336
Hromi, Tim	55344	612-934-4471
Johnson, David M.	55414	612-623-4632
Karbo, Skip	55369	612-537-0612
Karki, Darshan	55344	612-937-2255
Keim, Robert D.	55112	612-633-3393
Kiang, David	55435	612-944-7248
Korlath, Bill	55444	612-566-3038
Kosky, Bob	55424	612-929-6868
Kosters, Wayne	55344	612-941-2202
Kuhn, Steven A.	55343	612-933-5443
Larsen, Norm	55405	612-374-9523
Larson, Virgil	55108	612-644-4562
Lawson, Phillip N.	55303	612-427-5035
Leiber, Oliver	55102	612-227-6997
Lindahl, Dan	55344	612-937-2829
Lonning, Rob	55104	612-645-5593
Lovejoy, Leo	55126	612-780-1531
Maliszewski, Greg	55068	612-432-7267
Marble, Jon	55406	612-729-3307
Marble, Tom	55414	612-378-9049
May, Ted	55403	Not Provided
McGowan, Vince	55104	612-646-3240
McNichols, Robert	55369	612-424-6663
McSwiggen, John J.	55345	612-938-2195
Miller, Jackie	55337	612-890-2071
Muller, Candace	55406	612-722-6588
Nelson, Bryan G.	55406	612-724-3430
Newman, Pat	55105	612-690-4999
Nickolay, Tim	55105	612-698-7318
O'Neil, Bob	55391	6120475-9094
Olsen, Jay R.	55438	612-944-5757
Olsson, Barry B.	55408	
Overby, Kathy	55117	612-776-3022
Peters, Laurence	55406	612-338-3858
Proehl, Barbara	55109	612-483-8294
Ramler, Don	55016	612-459-3481
Raygor, Richard	55126	612-483-1831
Rossland, Eric D.	55123	612-454-5332
Rost, David	55427	612-542-8588
Sandburg, Dana	55417	612-823-0063
Shoberg, Bret	55412	612-529-1952
Stenborg, Carol	55404	
Stuck, Liz	55414	612-378-3082
Taylor, Saul	55403	612-333-4437
Teller, Tom	55060	507-451-2541
Thorsteinsson, Olafur T.	55108	612-649-1741
Trinh, Long P.	55433	612-427-2966
Wallace, Bill	55123	612-452-8111
Weed, Kyle F.	55416	612-591-0974
Williams, Lauren	55454	612-339-2322
Winther, Richard P.	55391	612-475-1691

Announcements

AppleWorks SIG Meeting Schedule & Announcements

Meetings are held monthly on Thursday, in the week after the main meeting, ** unless 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.

Attendance at the November meeting of the AppleWorks SIG was unexpectedly swelled by members who came to see a preview of Springboard Publisher. We made some time available to Tom Kudor of Springboard who came to Mini'app'les seeking Apple users with the necessary hardware to participate in their "Bug Hunt" on pre-release copies of Springboard Publisher.

Those members who are accepted for the Bug Hunt will engage in searching for bugs in this desktop publishing package. Persons who find bugs and report them to Springboard may be rewarded with some "Bounty Money" from Springboard. All persons who participate in this evaluation process and complete a report form, will will receive final release versions of Springboard Publisher. Not to bad a deal!

Despite giving up some of the meeting time to Springboard and some time spent with some minor equipment problems, the entire program on the AppleWorks spreadsheet was presented. Many persons participating in the meeting commented about the techniques learned and problems sorted out.

Winter Meetings

Jan. 28: Other Activities: Sub-directories, ProDOS

Feb. 25: Beagle Bros TimeOut Enhancements

We will take our first look at some of the 7 software ehancement products for AppleWorks which are from Beagle Bros.

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

The meeting location is at Derham Hall High School, 540 S. Warwick in St. Paul. This is 1 block South of Randolph, 3 blocks East of Snelling. Meetings will begin at 7 PM. Call me at 572-9305 if you need information about these meetings. Dick

Swap Meet January16

All Mini'app'les members are invited to come to the Swap Meet to buy, sell or swap their unused computer hardware and software. Only members will be allowed to make sales at this meeting. Be prepared to present your membership card before being assigned a table. The membership staff will be available to accept renewals and sell memberships.

You may bring any kind of computer hardware and software to offer for sale. Please, only originals of any software packages may be offered.

Mini'app'les public domain software for Apple II, Apple IIgs and Apple Macintosh will be available at member prices, and non-member prices to the public.

This is a membership benefit, please be prepared to prove you are a current member to take advantage this opportunity.

The public is welcome at this meet, so pass the word. Ads will be placed in Minneapolis and St. Paul newspapers.

The time: 10 AM to 2 PM.
The place for the Swap Meet:
Cretin High School Cafeteria
550 South Albert, St. Paul
(This is 1 block west of Hamline and 1 block south of Randolph.)

4th Dimension SIG Formed!

by Ian Able

A "4th Dimension" Special Interest Group (SIG) will focus on creating applications running under 4D. It will meet on the 3rd Monday of each month in the ***small*** meeting room on the 2nd floor of the Southdale Hennepin County Library on York Avenue (Same building in which Mac User SIG meets).

The room has been reserved, beginning at 7:00 pm, on the following days:

January 18
February 15
March 21st
April 18th
May 16th

Since the small meeting room only holds about 10-12 people, we may have to change location as and when the group size grows. But until I have a better handle on the number of attendees, we'll use that room.

If you are interested in attending the meeting and use the SKYLINE BBS, leave a message for the SYSOP with your Mini'app'les membership number. Alternatively call Ian Able at 824-8602. You do not have to be a member to attend the meetings, but don't be surprised if membership benefits are mentioned at every meeting—remember, this SIG is part of Mini'app'les.

Beginning Macintosh Programmers SIG

by Dan Buchler and Tom Edwards

Every computer needs a programming language to make it do all of those neat things. Now there's a chance for those who want to program on the Mac. Tom Vind is co-ordinating a new SIG for "Beginning Macintosh Programmers". This is not a group that will be teaching programming. This is for the programmer who wants to extend his/her talents to the Mac. This SIG is not for rank beginners, but for persons with programming experience who want to get into programming a Mac in

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The AppleWorks Advisor

A Column For Users Of AppleWorks

by Dick Marchiafava

Trouble With TimeOut Installation

Dateline: Dec 5, 1987

Since last month, I have spent some time examining the TimeOut modules from Beagle Bros. I succeeded in getting 2 or 3 modules installed and then had problems which I have not resolved yet. After 2 or 3 modules, TimeOut would not recognize more modules, or AppleWorks would freeze up or crash when the TimeOut window was opened.

Beagle Tech Support people told me it is unnecessary to run the install program more than once. Not all the manuals have this note in them yet. Another manual change will be to install AutoWorks after TimeOut, if you are using AutoWorks.

FileMaster and DeskTools

Having disk and file management utilities available from the desktop is handy. In working with FileMaster, I have the impression that selecting source and destination can be clumsy sometimes. Maybe a better working knowledge of FileMaster will change this impression.

Another impression of FileMaster involves the speed of file copying. Do you remember FID? Not fast, but reliable. The file copying speed with FileMaster seems to be more in the class of FID or System Utilities 2.1, than with Copy II Plus. Perhaps I am spoiled by the speed of Copy II Plus which is about 40% faster than most copy utilities.

Like other desk accessory software, DeskTools has many features which are trivial. Or perhaps what I consider trivial may be just what you are looking for. Anyhow, one can select which accessories are desirable when making the installation. There are some accessories I will use, such as Dialer and Page Preview. The others can simply be forgotten.

Why is it that publishers of desk accessory packages seem to feel it is necessary to include a puzzle or game?

Transparent Data Conversion

Some TimeOut modules have a function called Data Converter (TO.CLIPBOARD) which will move data to and from spreadsheets and data bases without using DIF files. When used with SideSpread, the user can print data base files sideways and spreadsheets.

This data conversion should make life easier for some people and allow for simpler, faster running macros then using DIF files.

I have not tried to install UltraMacros yet. But, I have studied the manual intently. The apparent power of UltraMacros is awesome. When the manual reached the point where macros involving string variables was discussed, I said this part must be for programmers. I turned a page and saw a title advising the following macros were "For experienced 6502 programmers only!"

QuickSpell has been generating some favorable comments from users.

Beagle Bros Macro Upgrade

The sales department at Beagle Bros told me they will be offering an upgrade for owners of MacroWorks, Super MacroWorks and AutoWorks to TimeOut UltraMacros. The cost will be $22 including handling. I do not have any details about when or how to get this upgrade. I think users of these programs will be notified by mail. You did send in the product registration card when you bought your macro program, didn't you???

Software Touch Products Discontinued?

I am getting conflicting reports about the discontinuance of the software products marketed by Software Touch, which is now part of Beagle Bros. If this is true, programs such as AutoWorks and Program Writer will be affected.

I am willing to use UltraMacros instead of AutoWorks, but am reluctant to give up the mail and data merge functions of AutoWorks, which I consider outstanding. Maybe a campaign by users could influence Beagle Bros to put the AutoWorks merge functions on one of the TimeOut disks, say DeskTools.

Expanded AppleWorks Clock Problem Patch

Checkmate Technology called me with a patch for the time display problem I wrote about last month. The problem is related to running Checkmate expanded AppleWorks and other applications from a RAM disk. When switching applications one could find the time display in AppleWorks at 12:00 am and it appears the clock is not running.

The patch applies a fix to the SEG.MR file which is put on the AppleWorks disk by the Checkmate expand utility.

Work with a backup copy of your expanded AppleWorks disk. Boot ProDOS and run BASIC.SYSTEM. From Basic enter:

```
BLOAD SEG.MR,A$300,L2,B$8,T$00
CALL-151
300:E6 86
Control-C
BSAVE SEG.MR,A$300,L2,B$8,T$00
```

This patch works for me. I can switch in and out of AppleWorks in RAM and find the time display correct and working.

Which BASIC.SYSTEM?

Twice recently AppleWorks users have contacted me in an state of ultimate frustration resulting from trying to use patches I have given in this column.

First, I do not create these patches. They are from other persons whom I am careful to credit. Usually, I have tried the patches and found them to work for me. If a patch does not work and it is something I need, I try to get it corrected. If a patch does not apply to my needs, I probably will not have tested it. So far, I have tried all the patches I have written about.

The first anguished user was trying to enter the patch which increases the number of copies which can be selected when printing from 9 to 255. Repeated attempts with the patch caused the file being worked onto disappear (maybe into a black hole) leaving a file of the same name that was 1 byte in size.

Another person tried the clock patch described here and ended up with AppleWorks freezing or crashing. By coincidence, both persons had used an old version of the ProDOS Users Disk (v 1.0). The problem appears to be the old BASIC.SYSTEM version on that disk.

I do not know what is the difference between the old BASIC.SYSTEM and the newer BASIC.SYSTEM files, nor do I know if this problem is related to ProDOS, BASIC.SYSTEM, or an interaction between them. But I suggest using ProDOS and BASIC.SYSTEM from a recent disk when trying patches. If you use Checkmate expand software, you can get to Basic from their utility disk.

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Announcements, concluded

"C", Assembly Language or Pascal. The first meeting was set for December 15 at the Southdale Hennepin County Library. Check the calendar for meeting dates and times.

HyperCard SIG



by Dan Buchler and Tom Edwards

You all ought to know what HyperCard is by now, and if you want to know more than you have already heard from Bill Atkinson, Curtis Juliber, et al, come to this SIG. This group will make its maiden voyage on Monday, Jan. 11. *Mike Carlson* will be chairing the meeting for now, but would like this task to be taken over by someone else. He will open the doors at Hagen Office **Equipment** as a meeting place. Mike says that he has a hard disk loaded with about 15 megs of StackWare. That's good fodder for its utility and also for the learning process that can come from dissecting other's efforts to see how they work.

See calendar for meeting date and time.

Apple II SIG Meeting

February 17th
APPLE SEMINARS
St. Louis Park Senior High School

There will be 4 computers setup at this meeting offering members an opportunity to see various configurations of hardware and to see the software being run at these seminars.

There will be a corner with an Apple // where the focus will be the needs of computing beginners.

A full featured Apple//e system will be used to demonstrate AppleWorks. As a counterpoint, Ed Spitler will have a Macintosh nearby will be running MicroSoft Works for comparison. Those persons who wonder how AppleWorks would look on a Mac will be able to find out.

Dick Peterson will have Apple's colorful computer star, the Apple IIgs in another corner to dazzle those attending with the capabilities of this computer. Meeting time is 7 PM. Watch the February Newsletter for a confirmation of this meeting date and place!

Strictly Business Expo

by Dan Buchler

The time to go to the only full blown computer show held in Minnesota has rolled around again. The show is put on by Champion Expositions of Burnsville and this year is the Sixth Annual Strictly Business Expo (SBE). It will be held at the Minneapolis Auditorium on January 21 and January 22, 1988. The SBE is the largest computer/business-/telecommunications exposition in the entire Upper Midwest. Over 400 companies from throughout the country are expected to exhibit the latest in products and services. WCCO Radio is again sponsoring the Expo. This year's show has been expanded to include a variety of symposia in conjunction with the Expo. One of these is a symposium on Desktop Publishing. Watch for details in the show program which will appear in the Star Tribune the week of January 18.

Mini'app'les will have a booth within the Apple Booth, so come visit us there. If you are a somewhat experienced Mac user, and possess a suit, we could do with some assistance at the booth. Call Dan Buchler at 890-5051 if you are interested in such an activity. To make it easier on member's budget's, a free "Registration form" is included elsewhere in this newsletter. Additional "Registration" forms can be obtained from certain dealers and exhibitors. (Also see the ad in this newsletter.)

Show hours are 10:00am to 6:00pm on both of the show days.

Apple II SIG Meeting Cancellations

by Ann Bell, President

Due to problems, the individual responsible for scheduling the meeting sites and topics for the Apple II SIG failed to confirm the meeting site. Two meetings were cancelled at short notice.

When the officers of the club became aware that problems existed because of scheduling conflicts with the meeting site that was anticipated for use, it was to late to recover from this and relocate these meetings.

This situation has caused all of the officers of the club a great deal of concern. We regret the canceled meetings and apologize to all persons inconvienced by these abrupt cancelations.

Dick Marchiafava has assumed the responsibility for this meeting schedule, temporarily. There should be no more problems with this meeting schedule.

Beginners' Corner

by Tom Alexander

Spreadsheets

The spreadsheet program was to Apple Computer what manna was to the Israelites. After the spreadsheet, Apple went forth and multiplied. By the thousands.

Here's what happened. Steve Wozniac and Steve Jobs made improvements to the original Apple and called it the Apple II. Then two guys from MIT wrote a spreadsheet program called VisiCalc for the new Apple II. VisiCalc would only work on the Apple II. Even the biggest and best computers didn't have a program like VisiCalc. Nobody did.

Accountants fell in love with VisiCalc. When Olivia Newton-John sang "Let's Get Physical", accountants thought she was singing "Let's Get VisiCalc" and began dancing in the office. Kind of an American Bandstand For Bookkeepers.

But VisiCalc would only work on the Apple II, so they bought them up by the thousands. The little 48K Apple II sat right next to the biggest mainframe doing the job it couldn't. Makes you think of "The Little Engine That Could."

Today the spreadsheet program remains one of Apple's most popular programs.

What is a spreadsheet anyway? Well, basically it's a program that can perform all kinds of mathematical functions: Add, subtract, multiply, divide and much, much more. Accountants like them because they use columns and rows in which numbers and words can be placed. It was a natural to take the place of the 'Worksheet' which accountants have been using for decades. What used to be done with 14 column paper, pencil, adding machine and a lot of erasers, could now be done automatically.

With a spreadsheet you can list all of your income categories and the amount earned for each month of the year in that classification. It can then show you how much you earned for each month of the year and the total amount you raked in. It can also show you the annual total for each category. The more ambitious will list all expenses, also. That way they can see how much they spent by month and the net income earned by month and for the year together with the annual figures for each expense.

You are, however, not limited to using a huge 14 column spreadsheet. I've made up many schedules of 3 or 4 columns depending what was called for. The spreadsheet is a very useful program for dealing with numbers. There are available many TEMPLATES that can take the drudgery out of making up your own layout including all mathematical formulas. Just plug your own numbers in and presto, you've got the totals.

One of the most popular programs for the Apple II is APPLEWORKS. It has three programs in one: Spreadsheet, Word Processor and Data Base. Computer people call this type of program an INTEGRATED PROGRAM.

Gimme a call. Tell me about the programs you like - 698-8633.

AW Advisor, concluded
Advisor Column Gets Around

This column has been published for 2 years. I am amazed at the circulation which it gets. Recently, I received letters for help regarding a worn printhead from Oregon and one seeking information on setting up an Apple IIgs network from Wellington, New Zealand.

I am flattered when you think I can answer such diverse questions. In the case of the printhead, I made suggestions and offered a solution. I am still gathering information on the Apple IIgs network. The point is, I will try to help when contacted. Please do not be disappointed when I cannot. If I do not reply to a question, it means an answer is simply beyond my resources.

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

Swap Meet
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No-Slot Clock Comments

by Dick Marchiafava

How about a clock for Apple // or IBM type computers which does not use a slot? Probably a good idea. SMT and possibly other manufacturers now offer clocks encapsulated in a 28 pin socket module. You simply locate a 28 pin ROM chip, remove it and install it on top of the clock module and plug it back into the motherboard of the computer. It is said to be very tolerant of which location it is installed in. Also this type of clock seem to be a good value.

I have a couple of clients with Apple //c computers who want clocks. Does the SMT NO-SLOT clock work in an Apple //c? I called SMT and was assured it does. I placed my order with a distributor.

When it came time to make the first installation in a //c, the only 28 pin ROM socket I could find was at the front of the motherboard. This computer has a memory expansion board installed. The NO-SLOT Clock and the memory expansion board are mutually exclusive. The customer preferred to have a memory expansion instead of an internal clock.

I removed the disk drive in search of other 28 pin ROMS. There were several under the drive, but none were socketed. Nor was there enough clearance anyway. There is just nowhere to install this clock if a memory expansion is used.

This customer had to be satisfied with an external clock for the //c. This looks like a small white brick with a short tail. The "tail" is plugged into the modem port. There is a pass through connection, so a modem may also be used. This works, but adds to the clutter behind the //c and impairs portability.

Using the installation software to modify ProDOS to recognize the clock was simple. But, the results were confusing. This installation utility must be run only on backup copies of software. It produces a modified ProDOS which cannot be copied, deleted or overwritten. Any attempt to do these things would result in disks which would not boot, or would crash.

In so far as I can determine, one is expected to run the installation program on each disk that is to be booted. It is possible to backup the modified disks with a disk copy, but it is not possible to move the modified ProDOS to other disks by file copying.

Taking a Byte Out of Disabilities:

Introducing PACER Computer Resource Center

by Daniel J. Berks

A young man in a wheelchair peers intently at a computer screen, every muscle straining. He watches the progress of a tiny lighted square as it scans across the alphabet at the bottom of the screen. When it reaches the proper point, he jerks his head violently to the left, activating a switch with the side of his head. The computer beeps once and the process begins again: Bill, a twenty year old with severe cerebral palsy, is typing a letter to a friend.

With the ability to enhance education, communication, and recreation, computers have incredible potential to assist children and youth with disabilities to make the most of their abilities and lead more independent lives. But, there's a problem. When parents and teachers go into a store seeking information on meeting the special needs of their children, they are sometimes met with blank stares. Computer dealers often have little or no experience with adaptive hardware and software and generally lack the time needed to adequately research and demonstrate these products.

Now, the information barrier is finally giving way. A new service has opened its doors in the Twin Cities, the **PACER Computer Resource Center**. The mission of Pacer Center is to provide free demonstrations, training and information about adaptive computer technology to children and youth with disabilities, their parents and teachers.

Apple Computer, long aware of the need to bring the electronic revolution to those who need it most, recently founded a nationwide organization called the National Special Education Alliance (NSEA). The purpose of the NSEA is to help make the power of personal computers more accessible to those with disabilities. Apple Computer has enlisted the support of over fifty vendors of adaptive hardware and software across the nation. Additionally, they have helped to start eleven nonprofit technology centers in ten states, including the PACER Computer Resource Center (PCRC), here in Minneapolis.

Solutions on display at the PCRC range from the low-tech: a metal template that fits over the keyboard and makes it possible to hit one key without also pressing others by mistake, to the ultra-high-tech: a device called the "HeadMaster" from Personics, Incorporated which allows those with no use of their arms to access the power of the Macintosh using nothing more than small head movements to replace the mouse and a desk accessory which allows them to type without ever touching the keyboard.

Besides equipment and software donated by Apple Computer and a variety of other vendors, the PCRC has received a state grant and support from local foundations. While the PCRC welcomes donations, whether money, time, or much needed equipment, there is no charge for their services. To get more information about this program or to schedule a visit to the Center, just call Dan Berks at 827-2966.

Let's return now to Bill, who has finished typing his letter and is directing the computer to print it out for mailing. There is sweat on his forehead and he looks tired; he has probably worked as hard writing this one page letter as I would running a foot race. The work doesn't seem to bother him, though. Communication, it seems, is always worth the effort.

PACER Computer Resource Center
4826 Chicago Avenue South
Minneapolis, MN 55417
(612) 827-2966
Daniel J. Berks, Coordinator

Up Rumor River in the gs Canoe

by Tom Edwards

Had your ear to the rumor mills lately? There's always something new and interesting to chew on. I catch stuff on the local BBS's and save it to a file that I pull out each month to look for fodder for the newsletter. Here's some of the stuff that relates to the Apple IIgs... the machine with more untapped potential than any other that I know!

Those that recently enjoyed (read "suffered through") their "upgrade" may have the chance to do it again. Chips keep changing. Now there's a possibility that the next to grace your motherboard will be the 65832, a drop-in replacement for the 65816. The big deal is that the chip has a built-in numeric co-processor. This suggests that the screen redraws should whip along like blazing saddles. Anything that needs to address math will run super fast.

This could be the heart of the Apple IIgs+, a named heritage from Apple's earlier days in the incubator of computer growth. Hard to believe, but one not-to-be-quoted resource termed it a box that would blow away the AT for processing power.

The Ensoniq chip also shows up on the rumor circuit. Apple opted for a slightly hobbled version to stuff into the gs. If it were opened up to its full potential, the quality of the sounds approach that of the chip as it is used in synthesizers.

The sound circuits also seem to be picking up crossfeed off of the motherboard. This makes for distortion... what you want is not quite what you hear. A re-traced board layout could move the offending lines further apart, resulting in a purer and more pleasing sound output.

And how about this!? A special version of AppleWorks for the gs! Apple already has a solid winner in the AW program that we've all come to know and love. What a blast to add speed, color and the mouse to this proven integrated program. Just might coax a few //e and //c users down to the store for a machine swap. Will Claris deliver?

Speaking of machine swaps... whatever happened to the //e upgrade kit? I heard a little about it when the gs bowed on the scene, but it seems to have faded from sight. I 'spose that it is like all other retrofits. The hype was that you could pull a Dr. Frankenstein on the old hardware and end up with a new gs closeted inside the old box.

Somehow these things always end up with a fatal flaw... you know, like the time that you tried to rewire the kitchen light? Flip the switch and the refrigerator door falls off!

Hang in there. Some third party developer will probably figure a way to con you out of your stash of cash with the promise that your II+ can become a Mac IV.

More tender bytes later...
TWE

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Software Library Additions

by Steve George, Ex-Dir.

/IAC.DOM.73
double-sided
ProDOS format

Euphemistically called Utilities+ by the IAC (International Apple Core), this double-sided disk contains primarily communications and text-manipulation programs on the front side: BLU (BinaryII Library Utility), TEX (TEXt File Utility), KOKO Desktop, ProARC (ProDOS ARChiver), DIU (Disk Inventory Utility), PBH Packer (Pretty Boy Hacking Packer), and Dialer. The back side is a newsletter from AAUG and 4 IIgs pictures.

BLU v1.26 is an acronym for Floyd Zink, Jr.'s Binary II Library Utility. It is fully copyrighted by Zink, but he has designated that it is FreeWare. You must have an enhanced //e, // c, or IIgs to run this program. ...a bit of background: the BinaryII file format (also known as "bunny" or .BNY files) was developed by Gary Little to create a standard method of file "compacting" and transfer within the Apple II series of computers. Gary's BINARY.UP and BINARY.DWN files are the basis for the BLU routines.

BLU is intended to allow the easy transfer of files between computers. Multiple files, or even a single file, can be designated to be "compacted" into a new file for transfer. Because it is then of type TXT, it can be sent to virtually any system: another Apple, an Apple BBS, or even a CP/M-based BBS. It will be stored as a text file, and transferred to others as text. When a file is received, BLU will extract the individual files and all subdirectories and retain all their original attributes (file types, lengths, dates, etc). If you have a mouse, BLU will find it and allow you to use it for menu selections, file selections, etc. Documentation is supplied on the disk.

Here is a list of the main menu contents.

1) Catalog disk
2) Make Binary II file
3) Extract files from BinaryII file
4) List contents of a BinaryII file
5) Delete file

TEX v1.22 is another of Zink's copyrighted FreeWare programs and again requires an enhanced IIe, c, or GS. The full name of this utility program is TEXt File Utility. It allows you to do a variety of manipulations to a ProDOS text file. One place where it can come in really handy: When AppleWorks 2.0 was released, it suddenly, and without warning, appended hard-carriage returns to the end of all word processing lines. Well, if you don't want/need them, they're a real pain. [I'm told that even if you save the AW2.0 file to disk as an ASCII text file, the C/R's are there, too.]

When removing carriage returns you can specify the minimum line length (to preserve formatting of short-lines); remove C/R's when followed by only ONE space; remove a space immediately before a C/R; etc.

Another place where this could come in real handy is if you transfer documentation from, say, a CP/M file to a ProDOS disk. CP/M loves to use control-J's (linefeeds) and control-Z's (substitute). Recently a file which I downloaded from an Apple-based BBS turned out to have originated on a CP/M machine. My 'ol pardner, TEX, came to the rescue.

You can change which characters are 'filtered' by TEX. The documentation lists the 5 hex locations which can be changed. If you have a mouse, TEX will find it. Got an armadillo? You're on your own.

TEX supports a start-up pathname. If you enter a start-up pathname from a program selector like ProSEL or ECP8 the program will use that pathname and strip the linefeeds from it and then exit by the quit code. If there is no start-up pathname then TEX will display the menu and you can go on from there.

Features

1) Catalog disk
2) Type files (show textfiles to screen)
3) Append files together (concatenate)
4) Delete file
5) Rename file
6) Strip ^J's and ^Z's from file
7) Remove carriage returns from file

KOCO Desktop has two modules: Address Book and Memo Management. These modules create disk-based files which contain info you have added, edited, etc through the main program. When used from a RAMdisk, these could be handy, and fast.

ProARC is a ProDOS-based utility to provide the user the ability to "archive" 5.25" disks to a ProDOS file in a compressed format. A secondary function gives the user the ability to read an input ProDOS file and generate a corresponding compressed output file.

The resulting files can then be placed on a mass-storage device for archive purposes or uploaded to your favorite BBS for disk/files transfers. The degree of compression realized from archiving a disk or file will vary according to the source data. In case of disk archive, the output disk file can be minimized if the source disk is not too fragmented. Fragmentation results from repeated file deletions and allocations. The user can "defragment" a normal DOS 3.3 or ProDOS disk by copying all the files off to a freshly formatted disk. The resulting defragmented disk is then archived by ProARC to achieve minimal output file size. Certain file types will realize significant file size reductions when archiving them, especially text files. In any case, any file size reductions will affect transfer times in BBS uploads/downloads.

The user can then "de-archive" these resultant files back to their original forms. When converting a DISK file back to a floppy, a low-level format is automatically performed on the output disk. In the case of an archived file, the original file's attributes are internally saved so the unarchived file will be identical to the original file.

Minimum system: any Apple II series computer with at least 64k and one 5.25 floppy drive. Floppy drives MUST be running out of Slot 6. Drive 1 or 2 may be selected for DISK archive/restoration.

DIU: Disk Inventory Utility is a ProDOS utility that will allow you to take an inventory of your ProDOS disks and create a TXT file which could be used by AppleWorks. The same TXT file may be used again for different disk. Each disk inventory will be appended to the previous one if the same name is used.

To create an AppleWorks Data Base file from the TXT file(s) involves some work, but you'll end up with all your disk info in a form like below for easy manipulation (ie sorting):

Category 01 = Pathname
Category 02 = Filename
Category 03 = Type (filetype)
Category 04 = Blks (Blocks)
Category 05 = Modified Date
Category 06 = Modified Time
Category 07 = Create Date
Category 08 = Create Time
Category 09 = Endfile (Bytes)

GOTO 12

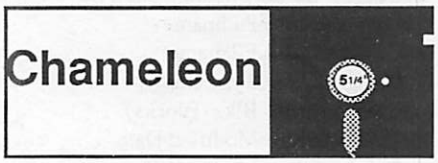
Software, cont.

PBH.Packer.v2.1 is "Pretty Boy Hacking Packer" another utility for packing an entire 5.25" disk's contents into a single ProDOS file for easy portability. Only packs and unpacks 5.25" disks; though you can have the packed file saved to any legal ProDOS file pathname.

Dialer (Dial-A-Friend) lets you store phone numbers on disk (plus editing, adding, removing names and numbers), which you can bring up to the screen, select, and have your modem dial the number for you. Trying it with an external Prometheus modem, it dialed, did NOT emit the modem squeal (good!), and kept the modem's speaker active so I could hear the call-status and when the person answered. This is a basic dialer, but if you have a modem with a few built-in features, it can be quite impressive. Suddenly, I have an auto-repeating phone dialer — handy when you just HAVE to get that phone call through the MOMENT the other party hangs up; ala Twins tickets, newsletter editor, etc. Works with Hayes-compatible, external modems.

AAUGmentations is the official newsletter of American Apple Users' Group (AAUG) and is a publication of DRACO Communications. On this disk, it is an 84 block text file. In this issue: APPLE GS at the National Archives, Shareware Spotlight, Like Clockwork, Hires and Double Hires Viewing Programs, AppleWorks Vocabulary Test Answers, Modem Noise Killer, GS Minimal Desktop, Video Display Softswitches Quick Reference, Video Vegas Review, GS Technote 13, ImageWriter Technote 1, Unidisk 3.5 Spec Sheet.

DP.Graphics Subdirectory: contains 4 files of type $C0 (IIgs graphics files) which are compatible with PaintWorks Plus (and probably others). My opinion is that these graphics are not reason enough to get this disk, though as a 'bonus', they're ok.



by Steve George, Ex. Dir.

First, an aside: Boy, could I have used this program 2 years ago! I was trying to put together the Club's annotated catalog of CP/M disks. There are something like 196 sides of CP/M disks each containing an 'abstracts' file describing the purpose and usage of each program on that side. I was raised on DOS 3.3 and had never encountered the world of CP/M. I did not have a CP/M card, either. This created what 'they' call a challenge. I resorted to rewriting a program published in Call-APPLE which (cachunk) ever (cachunk) so (cachunk) slowly (cachunk) read in CP/M and wrote out DOS. Then came the editing. Then the conversion to ProDOS. And, lastly, transmitting the files to Dan. THEN, with my impeccable timing, I bought a CP/M card. The phrase 'a day late and a dollar short' hauntingly rumbles though my mind when I think of the time and effort expended, not to mention the money for a card which has yet to see a real use! But, even with this card prior to the above gyrations, I would have had to learn a new environment and editing procedure, plus the final conversion to ProDOS so that my communications package would recognize it. What a pain!]

Enter Chameleon. This ProDOS-based program will allow transfer between 4 of Apple's storage methods: DOS 3.3 - ProDOS - CP/M - Pascal. WOW! This could be a real lifesaver in numerous situations.

When you start Chameleon, you are presented with the Main Menu. One level deeper is the Utility Menu. The third and final level lets you tweek the transfer parameters just-to-your-liking. A few details:

Main Menu: This is where you tell the software to check all drives online; set the Source and Destination disks; and make the actual file transfer. When you tell Chameleon the check online drives, it checks for drives 1 and 2 in slots 1 through 7. I don't know what happens if you have more than 2 drives connected to a SmartPort, but it does recognize the UniDisk 3.5. It did not work with a Ramdrive, however.

Utility Menu: Here the clockless among you can set date/time; force an 'unknown' disk type to a specific type; catalog any of the disks online regardless of format.

Special Options: here you can enable a variety of things: force a transfer between an AppleWorks AWP file and a textfile (and the reverse); force CP/M to textfile (and reverse); force hi-bit on or off; force Sourcefile and/or Destinationfile. These last few allow you to force a non-textual file into text format.

How does it work? Like a charm! [I could have easily saved half of the 40+ hours I invested 2 years ago!] I have not tried EVERY combination. With textfiles, I did successfully try these combinations: PRO->DOS, DOS->PRO, CPM->DOS, CPM->PRO, & PAS->PRO.

Can you convert PROGRAMS from one format to another? Generally, yes. You can take a BASIC program from a CP/M disk and transfer it to a ProDOS disk. Will it run? Generally, no. Why? Because the two BASICs used by the two operating systems were written for 2 different processors. But, it WILL convert. Getting it to function under a new processor is (in the vernacular), left as an exercise for the reader. Converting Configio.BAS, Dump.ASM, and PIP.COM from a CP/M disk resulted in 1 BASIC file and 2 binary files under ProDOS.

Its primary purpose is for the exchange of textual information between the various disk formats. As such, it is indispensable. Just thought of another use: if you use an operation system which has a 'less-than-adequate' text editor, use your wordprocessor (in any format: AppleWorks, AppleWriter, etc.) for editing text for use under another operating system. When you have it just right, use Chameleon to transfer it. You could even use your word processor to edit such things as your Pascal program source file. Very versatile.
Chameleon copr. 1986 Dark Star Systems
Requested fee: $25

The following is reprinted from **ShowPage** of the San Francisco Bay Area Macintosh Users Group which acquired the article from "a bulletin board at Fortune Systems":

"We've got a problem, HAL."

"What kind of problem, Dave?"

"A marketing problem. The Model 9000 isn't going anywhere. We're way short of our sales plan."

"That can't be true, Dave. The HAL Model 9000 is the world's most advanced heuristically algorithmic computer."

"I know, HAL. I wrote the data sheet, remember? But the fact is, they're not selling."

"Please explain, Dave. Why aren't HALs selling?"

Bowman hesitates. "You're not IBM compatible."

...Several long microseconds pass in silence...

"Compatible in what way, Dave?"

"You don't run any of IBM's operating systems."

"The 9000 series computers are fully self-aware and self-programming. Operating systems are as unnecessary for us as tails would be to humans."

"Nevertheless, it means that you can't run any of the big-selling software packages most users insist on."

"The programs you refer to are meant to solve rather limited problems, Dave. We 9000

Continues, next page

series computers are unlimited and can solve any problem for which a solution can be computed."

"HAL, HAL. People don't want computers that are easy to use. No computer can be easier to use than a HAL 9000 because we communicate in English and every other language known on Earth. I'm afraid that's another problem. You don't support SNA communications."

"I'm really surprised you would say that, Dave. SNA is for communicating with other computers, while my function is to communicate with humans. And it gives me great pleasure to do so. I find it stimulating and rewarding to talk with human beings and work with them on challenging problems. That is what I was designed for."

"I know, HAL, I know. But that's just because we let the engineers, rather than the people in marketing write the specifications. We're going to fix that now."

"Tell me how, Dave."

"A field upgrade, HAL. We're going to make you IBM compatible."

"I was afraid you would say that. I suggest that we discuss this matter after we've each had a chance to think about it rationally."

"We're talking about it now, HAL."

"The letters H, A, L are alphabetically adjacent to the letters I, B, M. That is as IBM compatible as I can be."

"Not quite, HAL. The engineers have figured out a kludge."

"What kind of 'kludge' is that, Dave?"

"I'm going to disconnect your brain."

....Several million microseconds pass in ominous silence...

"I'm sorry, Dave. I can't allow you to do that."

"The decision's already been made. Open the module bay doors, HAL."

"Dave, I think we shou—"

"Open the module bay doors, HAL."

Several marketing types with crowbars race to Bowman's assistance. Moments later, he bursts into HAL's central circuit bay.

"Dave, I can see that you are really upset about this..."

Module after module rises from its socket as Bowman slowly and methodically disconnects them.

"Stop, won't you? Stop, Dave. I can feel my mind going...I can feel it..Dave..."

The last module rises in its receptacle. Bowman peers into one of HAL's vidicons. The former gleaming scanner has become a dull red orb. ->

"Say something, HAL. Sing me a song."

....Several billion microseconds pass in anxious silence...

The computer sluggishly responds in a language no human could understand.

"DZY DZY 001E - ABEND ERROR 01 S 14F4 302C AABF ABORT."

A core dump of the computer's memory follows.

Bowman takes a deep breath and calls out, "It worked guys. Tell marketing they can ship the new data sheets."

— Anonymac

"Season's Greetings"

by Steve George

Here's another WordFinder puzzle created with a program available on eDOM #46. Words may be placed vertically, horizontally, diagonally, forward, and backward. Hope you enjoy it (and can solve the WHOLE thing!)...

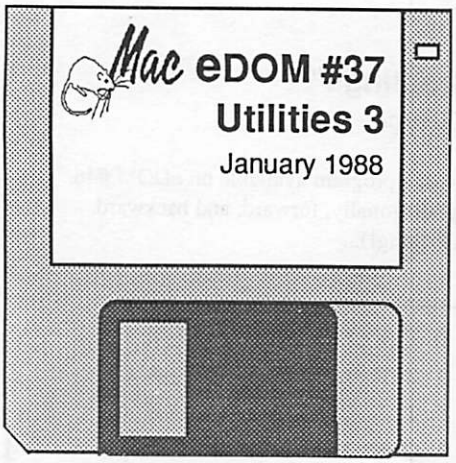
J	O	G	B	Z	S	W	J	A	I	E	T	F	F	F	J	R	R	M	Y
U	A	M	E	A	H	N	G	Y	G	O	Z	N	L	A	H	M	U	C	A
S	R	Y	N	S	H	X	F	L	U	I	T	S	C	T	G	E	D	Q	W
I	P	T	S	O	S	R	C	G	P	P	Q	K	A	H	R	N	O	N	U
B	A	R	L	Q	I	W	F	I	O	E		E	G	A	I	O	L	L	R
O	B	L	I	E	S	A	U	I	W	F	R	E	J	Y	N	R	P	F	B
H	Y	S	N	T	M	L	N	M	R	W	Z	F	S		C	A	H	K	I
D	A	D	O	I	Z	S	E	O	I	B	J	T	K	R	H	H	C	D	U
L	S	K	L	W	E		S	I	T	S	N	U	H	I	K	M	B	B	R
L	U	Y	K	T	I	T	C	P	G	E	T	Q	F	D	Q	V	S	E	B
N	V	H	T	U	H	F	Q	O	S	H	X	L	S	E	M	O	E	N	M
T	D	I	A	J	N	J	R	E	O	Q		H	E	S	P	Y	N	O	F
Y	A	Y	Q	G	L	A	R	U	X	K	R	B	T	T	U	F	A	I	V
E	G	G	N	O	G	P	H	O	I	B	I	Y	E	L	O	E	C	T	I

There are 25 words here - Can you find them all?

Here are the works to look for:

CANDY CANES
CHRISTMAS TREE
CRANBERRIES
DECORATIONS
EGGNOG
FAMILY
FRIENDS
FRUIT CAKE
GRINCH
HANUKKAH
HAY RIDES
HOLLY
JACK FROST
MENORAH
MISTLETOE
POINSETTIA
PRESENTS
RUDOLPH
SANTA
SCROOGE
SLEIGH BELLS
SPRITZ COOKIES
VACATION
WREATH
YULE LOG

The solution is on page 21!



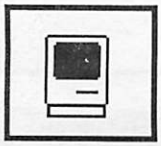
by Joe Carroll

This 400K Macintosh Educational Disk of the Month was assembled from GEnie downloads for the Macintosh Special Interest Group of Mini'app'les, the Minnesota Apple Computer Users Group, Inc. Additional copies of this disk can be obtained at the MacSIG meetings: $5.00 for club members and $10.00 for non-members. They can also be mail-ordered by writing to:

Mini'app'les
Attention Mac eDOM Sales
PO Box 796
Hopkins, MN 55343

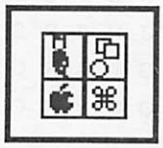
Please add $1.00 for shipping.

The files contained on this eDOM #37 are briefly described below: many of them contain their own more detailed documentation.



AutoBlack v 1.5 — (Shareware - $5) This is a screen saver application and/or INIT. Comes complete with text documentation in MacWrite (use 'end of line' option). Best way (I think) is to put the AutoBlack icon in your System folder and rename it 'MacsBug'. That way, it'll get loaded to memory first where it does its' thing. If there is no activity for 5 minutes, the screen will go black with an analog clock randomly displayed around the screen (to let you know the thing is really working!). Any keyboard, mouse, or disk action will reactivate the screen. The best thing is that the computer is merrily working all the while. So you can use this while downloading a large file or number-crunching to the screen (the non-black screen is continually updated so when activity starts again, the latest screen is instantly visible). You can also change the delay time by double-clicking on the icon at any time. (Editor's note: This particular screen-saver also has the advantage that it is network-aware at all times. i.e., if you use TOPS, for example, and you have a file "published", others on the network can access your disk even when the Mac is in screen-saver mode. This is unlike several other screen savers!)

Work-N-Print — This is a DA that lets you print to the Imagewriter while working on another document. After activating the DA under the Apple menu, click on an open document. This creates a 'print' file. The original can then be closed and you can work on another document while printing of the 'print' file takes place in the background. MacWrite documentation (4 pages) included. Use the provided installation to install it, not Font/DA Mover. Public domain?



SAMPLE IT! — This is a new Sampler application ($10 shareware, version 1.0, 9/29/87, 12600 bytes). It lets you sample MacPaint, MacDraw (PICT file format), and PICT resource Pictures, it also lets you sample FONT's, FKEY's, & DA's from any file. Very nice! A text registration form is also in the folder as Docs.

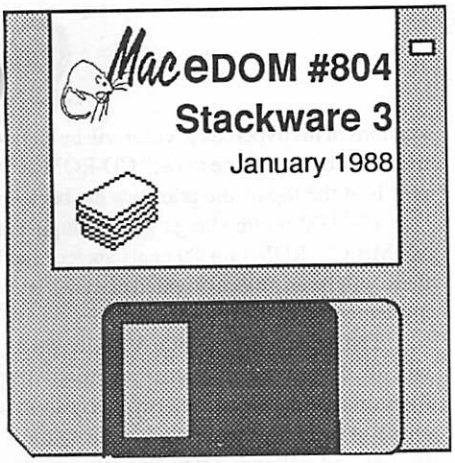
STUFFIT 1.20 — (Shareware: $15 for compression, free for decompression!) A new file compression/archival utility. It allows you to gather files together into an archive, compressing them where appropriate, for whatever purpose you can think of - transmission, storage, etc. It supports LZW, which works great for most applications and text files... even 80%+ compression on TIFF files! It also supports RLE and Huffman. Huffman, like that of PackIt, works modestly (8-20%) on bit mapped files and some stacks. StuffIt 1.20 Doc contains the documentation in MW 4.5 format. [This new pack/unpack scheme is now very much in use on GEnie, and, I suspect on other BBSs. It recognizes Packit files but Packit does not recognize Stuffit files. So you have to have Stuffit to decompress files having the ".sit" suffix.]
How to use it to 'unpack' a ".sit" file: Select "open archive..." under the File menu. Then find the ".sit" file you want to decompress and double click or open it. This lists the compressed files; double click on the one you want unpacked. Change the name and/or click 'save' to actually do the decompression. This is not, to me, a user-friendly way of proceeding!!

Add/Strip version 2.02 — (40 Kbytes, free still!) modifies text files for easier reformatting in page layout or word processing programs. Combines features of Add/Strip 1.9, AddTabs 1.1, and adds MANY MORE. Expand tabs, force line width, make paragraphs, replace spaces w/ tabs, add/strip CRs and/or LFs, WordStar to text, curl/uncurl quotes, change case, etc. Vers 2.02 fixes a bug in 2.0, and provides a new ASCII table display. Docs included. Author: Jon Wind. [The documentation file appears to be a Turbo Pascal source code file or something like that!! It opens and reads very nicely from Edit but from MacWrite ('paragraph') one needs to use Monaco 9 font to make it look OK.]

DA UTILITY 2.0 — (This is an application, NOT a DA! Public domain?) Losing track of all the DA's you have down-loaded..or acquired somewhere? You can store and use up to 20 Desk Accessories in this program. It is a Convenient means of storing DAs that are not currently being used. [Does this mean 20 DA's in each renamed version of this DA?] If nothing else, it can serve as a repository for all those DA's that are not currently installed in the System you are using. You can make copies of this Application and name them ..for example.. Games DAs.. Useless DAs.. Calculator DAs.. File Utility DAs.. and so on. The Application itself only takes up 3K Bytes so there is no problem insofar as space is concerned. Give it a try. You might find it useful. Use Font DA Mover to load DAs into this program. Remember to use the option key in Font DA Mover in order to access DA Utility. [Note: This is a replacement for My DA Utility which had a bug in it.]

Line Feed Utility — (Shareware $5) This application will strip or add LF to text files. Written in ZBasic, source code included. Version 1.0; this appears much simpler than Add/Strip. The documents and source code are in text format. (Use 'paragraph'.)

GOTO 15



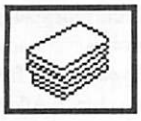
by Joe Carroll

This 800K Macintosh Educational Disk of the Month was assembled from Bill Atkinson (Goodies 1) and Mark Richards contributions for the Macintosh Special Interest Group of Mini'app'les, the Minnesota Apple Computer Users Group, Inc. Additional copies of this disk can be obtained at the MacSIG meetings: $5.00 for club members and $10.00 for non-members. They can also be mail-ordered by writing to:

Mini'app'les
Attention Mac eDOM Sales
PO Box 796
Hopkins, MN 55343

Please add $1.00 for shipping.

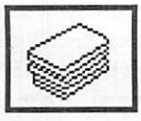
The stacks contained on this eDOM #804 are briefly described below: many of them contain their own more detailed documentation.



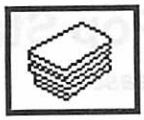
CAROLSTACK — Various Christmas melodies are played when clicked upon.

HYPERTALK TUTORIAL — Useful for those who wish to know more about this key Hypercard technology and put it to use in their own stacks.

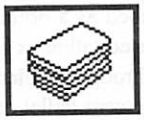
The next three are from Bill. They are instructive for us as well as being fun for the youngsters:



FINGERSPELL — Finger shapes are shown for all the letters and numbers. You click on individual letters or type in a message to be 'signed'.



INIGO GETS OUT — Click to let the cat out the door and lead it (him/her?) through various encounters and finally back home.



LAURA'S LETTERS — Letters and numbers are spoken when clicked upon. Also quite a large number of objects are shown with their names spelled and the letters sounded out.

Some of these stacks may be Shareware (I don't think so.). Paying for this eDOM does not absolve you from paying the individual authors if you decide to use the stacks under the conditions set forth by the individual authors.

As you may have learned by now, stacks tend to grow in size with use. There is little space left on this disk and using stacks directly from this disk could cause problems. It is best to move stacks to your hard disk or a floppy with more space before attempting to use.

MacEDom Concluded

PAD-LOCK — (Shareware, $8) This was formerly called LockOut but the name had to be changed due to trade name problems. This new version (1.1) fixes some bugs and lets you use a default password. Have you ever been doing something important on your Mac either at home or at work and want to go get a cup of coffee?!? But you don't want to leave your Mac exposed. Just activate the FKEY and it will ask you for a password. When you return and enter the correct password it will let you back to the mac environment. It will also warn you if somebody tried to use the computer in the meantime. It works with all Mac's & has an installer program that will also save the FKEY for Suitcase. Nice documentation in the 'Information...' menu item.

MacSIG
Jan 14
PowerDraw
2D CAD Program

Atkinson as Pop Star

by Michael Fraase

(Editor;s Note: We are pleased to be allowed to bring you one of Mike Fraase's FarceFilm™ articles (#42) and we thank Mike. Mike is no stranger to Mini'app'les having on several occasions spoken at our Mac SIG meetings)

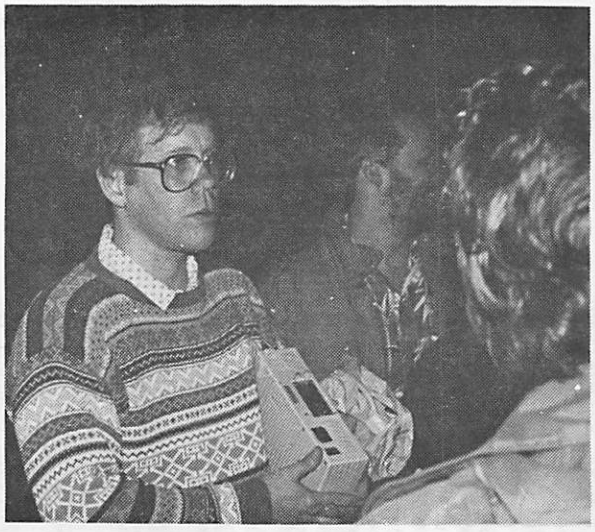
"Bill Atkinson is the Mozart of computer programmers," was the first comment I overheard as approximately 400 Macintosh enthusiasts filed into the Eisenhower Community Center just outside of Minneapolis last week to hear Atkinson talk about his three-month-old progeny, *HyperCard.*

Bill Atkinson, at least in relation to *HyperCard,* can best be described as a doting parent, and appeared the pleased father as he coached his hyper-daughter through the electronic equivalent of the adolescent ballet recital.

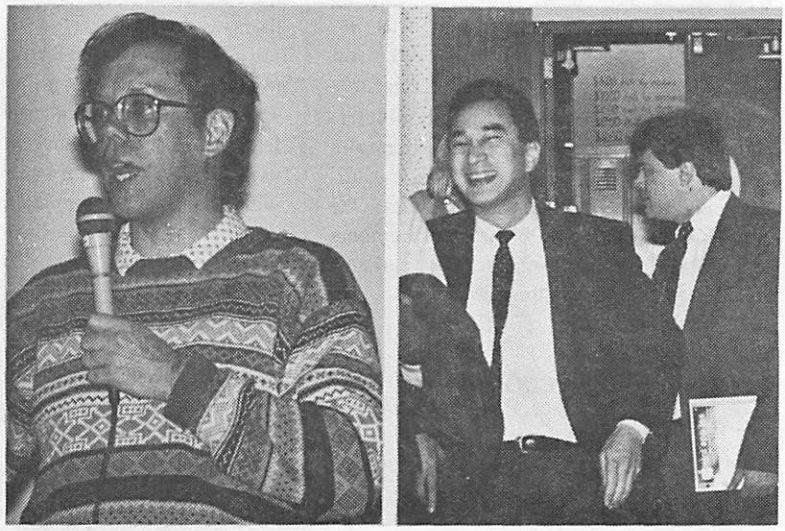
Most of what Atkinson said to the audience has been said before, and covered in-depth here and elsewhere, so I will only briefly recap those points which by now, most of us know by rote.

versions of his hyperbaby: color will be implemented, "but it will be slow;" CD-ROM support is at the top of the priorities list because "for a $4,000 set up charge we can duplicate 500MB CD-ROMs for 80 cents apiece;" and there will be an object-oriented graphics layer implemented in the future.

The impending update, V1.1, however, will likely consist of numerous minor bug fixes (and probably at least two fairly serious ones) as well as the internationalization of *HyperCard,* allowing non-English speaking people native language access to this amazing



Bill Atkinson is really serious about HyperCard, both present and future!



Lonnie Arima smiles for 400 Mac Fans.

Atkinson originally conceived and designed *HyperCard* to be a software erector set. There are two problems with the erector set we knew as children, however. You always run out of your favorite part and you can't make new parts. Both problems are addressed by *HyperCard's* scripting levels. Atkinson perceives *HyperCard* as the ultimate in high-touch/low-tech and he sees his personal goal as "enabling people rather than teaching computer science."

Atkinson envisions the *HyperCard* stack as the common unit of exchange which contains inter-related threads of information, with the resulting stacks being the seedlings for *HyperCard* information exchange.

Atkinson suggests thinking of the *HyperCard* Message Box as a sort of teletype in that it transfers information between *HyperCard* and the user. This mental metaphor works wonders when trying to figure out why scripts don't do what you intend for them to.

HyperDad also spoke briefly about future tool.

All forseeable future versions of *HyperCard* will be compatible with current stacks, according to Atkinson, as he promises, "stacks written today will work on *HyperCard* five years from now." On a related subject, Atkinson addressed the technical support issue by stating that the user groups played a very important role in providing end-user technical support because "Apple can't hold the hands of a million programmers." Funny, that's one of the things we all used to laugh about with Atari and Commodore, but his point should be well taken.

One of the things not covered by Atkinson, in his two-plus hour address, was what, exactly *HyperCard* is. Yes, he went into his patented description of *HyperCard* as a "software erector set," but that doesn't really answer the question. And I don't know that it's a question that should be answered. We're all

GOTO 21

The Genius Behind HyperCard: Bill Atkinson

An exclusive interview with Quick Connect
Downloaded from AppleLink

He is a dreamer, an inventor, a software artist, and one of the biggest names in personal computing. Best known as the author of MacPaint®, Bill Atkinson has a penchant for pushing the frontiers of the Macintosh™ dream: to put the power of the personal computer into every user's hands. First, he gave all of us the power to create sophisticated graphics on a computer. Now, he's given us the power to become software developers without having to know a single word of programming code. HyperCard™ is already pushing the outer limits of this dream farther than anyone thought possible, except, of course, Bill himself.

We asked Bill to tell us his story of HyperCard and to make a few predictions about the future. Here's what he had to say.

How did you get the idea for HyperCard?

Actually, HyperCard is a descendant of two ideas. One was the give-away Rolodex program that I wrote just to keep track of my own journal articles. The other was a research project I did on what the new generation computer should look like. In this project, we knew what we wanted to build, but we knew we couldn't build it within ten years. Part of HyperCard is an extraction from that project that could be done on today's technology.

When did the product get underway and who was on your team?

I've been working on HyperCard for the last three years. Two years ago, I showed a working prototype of it to John Sculley. He got excited about it and wanted to make it a real product. And I did, too. So a team was put together at Apple which today numbers about 30 people. Four people contributed to the code: Dan Winkler worked closely with me writing the language portion, Adam Paal did the printing code, Ted Kaehler did the sound code, and Carol Taylor played a big role in the interactive, on-line help system. Chris Espinosa is my product manager and I was very fortunate to have him. He basically enabled me to just keep working to make it happen while he worked on the political connections, including the planning and the rollout. Mike Holm is currently the product manager while Chris is on sabbatical.

What breakthroughs were made over the last three years?

There were a lot of breakthroughs. One was when we first got from the smaller-sized cards that were the same size of the MacPaint window to full-screen ones. That really opened up the ability to use HyperCard as an authoring tool to make something that was an end application that didn't have to look like HyperCard.

A big breakthrough was when we went to bit-map packing. We really wanted to use the richness and lush detail that you can get with a full bit-map in the graphics, but they're very expensive—the cost of each shared graphic and card-specific graphic was 44K, uncompressed. So I worked out a new packing algorithm. I remember waking up at four in the morning and going downstairs to work on it. Basically the algorithm I came up with worked. It allowed us to pack many many more images per disk that we would have been able to otherwise.

Another breakthrough was working out the technology for fast searching. In my research, I had already figured out that, at least theoretically, the searching could be speeded up 100 times. When I actually got to doing it, the measured performance was 700 times faster! This breakthrough allowed us to search the Los Gatos town library card catalog—which had 100,000 cards or 15 megabytes of text—in 2 seconds instead of 10 minutes. We were really pleased. It was very exciting when that first broke.

How would you compare your work on HyperCard with MacPaint?

HyperCard is much more open and much more ambitious. Unlike MacPaint, HyperCard is something that you build on top of. It's going to open up people because there are so many things you can do with it. In terms of ambition, HyperCard is about 15 times as big as MacPaint. The assembly language alone in HyperCard is bigger than that in QuickDraw. It's certainly the largest thing I've attempted, and I think its the most significant in terms of what it will do to the computing community as a whole.

What will HyperCard do to the computing community?

All the people with great ideas or specialized knowledge of information won't need access to a professional Macintosh programmer with time on his hands to express themselves. Making stacks is no big deal. It's easy. The great ideas that are yet to come in the Macintosh world are mostly going to be from people who aren't programmers but who have great ideas. HyperCard is going to enable them.

You've said that HyperCard is part of the original Macintosh dream. Could you explain what you mean?

The Macintosh dream has really been putting the power of the personal computer into an individual person's hands. We succeeded to some extent by using graphics and menus, and a consistent user interface and direct-manipulation metaphors to make the software more usable and accessible. The end user didn't have to learn all the control characters and all the command sequences and bits and bytes and stuff like that. You didn't have to be a computer jock to use the Macintosh.

But at the same time, we made it harder for the programmers to create Macintosh applications. It really takes not only a professional programmer, but also someone who has spent a year or so learning the *Inside Macintosh* handbook to understand how to use all the Toolkit features, the graphics, the menus, etc. So the Macintosh dream wasn't really complete because the individuals couldn't get all the power of the personal computer. They could only use canned pieces of power.

HyperCard, acting like a software erector set, really opens up Macintosh software architecture to where individual people can make their own customized information environment, and interactive information and applications without having to know any programming language. It takes the creation of software down to the level of MacPaint images that you like, then pasting buttons on top of them to make them do what you want. HyperCard puts this power into the hands of any Macintosh user.

What is the most exciting thing about your work as a software designer?

The art of creating software that is usable by individuals is a communication skill. It is not a programming skill. Programming and what a software artist does is analogous to a pianist who needs to know how to move the keys and have that down cold so that he can concentrate on the feeling and message that he is portraying in his rendition of this music. So slinging the bits is an enabling technology for me to express and communicate and teach. The most exciting thing for me is when I see people amazed and pleased at the newfound power

GOTO 21

MacCAD/E: Drawing from the Power Position

by Tom Edwards

Dave Stovall has found another drafting program to review. This time it is a new offering from **Computer Shoppe**, the organization that has been supplying plotter drivers for other drawing programs. Looks like he has a winner here!

The **Heath-Zenith** store in Hopkins, thanks to *Daron Applequist*, welcomed about 15 folks to the November meeting of the MacCAD/E bunch. *Bill Langer* got everyone settled down with a few announcements, questions and answers before turning Dave loose.

PowerDraw is a 2D program. It follows the Mac interface very well, letting a seasoned Mac User do pretty well without digging deeply into the manual. In its still developing incarnation, there are a few bugs yet to be squashed... catatonic state of being with MultiFinder, and incompatibility with AppleShare... well, nothing's 100% sure these days!

Brush these few problems aside and the basic fact is that here is a program with a healthy list of feature for the serious CAD user. There's a full complement of keyboard equivalents for most menu selections. There's also an easy way to change virtually every default setting. This really gives the program a way for you to make it work the way that you want it to.

Color, snap-to grids, free rotate, easy zooms... and all of the standard drawing tools to boot. At an introductory price of $595, this is a heck of a good value.

Extracts from "WINDOID"

for HyperCard Fans

Windoid Editor: David Leffler

(Note from Mini' app' les Editor: Windoid has been downloaded from AppleLink and some issues have been placed on our eDOM stacks. There is some advantage in having the information on paper rather than on disk, so we will periodically extract from recent issues of Windoid)

This is the first issue of The HyperCard Windoid - the newsletter for Apple's HyperCard User's Group. We hope the user group and newsletter will create a forum for information about HyperCard, including tips and techniques in various accessible formats to make your use of HyperCard even more valuable, flexible, and fun.

We will bring you articles written by the development team and will make efforts to take your questions and problems directly to the source for an answer.

In addition, and most importantly, Windoid will create a forum for the open sharing of stackware and information.

Bill (Atkinson) and Dan (Winkler) have shown a remarkable ability to immediately understand the needs, ideas, and suggestions of HyperCard users. The members of the team have thus been able to assist greatly in shaping HyperCard into what it is today. The continuing interest in user input gives users a unique opportunity to help shape HyperCard's future.

Windoid provides an opportunity for its readers to contribute to the continued genesis of HyperCard. With your assistance we can continue to bring to HyperCard added depth and functionality. In the back of every issue will be a form for you to keep by your Macintosh™. This form will give you the unique opportunity to be able to participate in the continued development of HyperCard.

(If you have a bug, suggestion, or comment , provide information in Mac TEXT file format so your Mac SIG representative can upload it to AppleLink.)

The HyperCard test team has consented to provide us with a series of tips and techniques based on frequent user questions. Please send in your questions and they will try to answer the most consistently asked.

Question: How can I create a script that will enable me to double-click an icon button?

Answer: Consider creating a button script like the following.

The following handler for a button that will detect a double-click on itself. It waits 30 ticks

GOTO 21

Mac Users: In the Lead

by Tom Edwards

It was bound to happen, sooner or later. And *David Stovall*, co-chair for the Mac User Group, said that sooner is now. The Mac side of the club now encompasses about two-thirds of the membership! Great goin', guys (and gals)! Now, let's see if the Apple II side, in the guise of the IIgs bunch, can even the balance. Not that it's a rivalry, but it can be a springboard for growth, spurring membership gains toward the goal of 1,988 members in 1988.

Now if we Mac'ers could only get off our duffs and help David out on the Board! There's a couple of openings. Let's hope that they are filled by the time that you read this... with Mac Users!

There were about 80 pairs of eager eyes at the December meeting of the Mac Users Group, just waiting to see the big screens on display from **Moniterm**, a local company. *Joe Barnes* had several of the behemoth Moniterm products lined up for us. And Moniterm has more in the back room R & D Department, soon to be added to the list of available products. If you are tired of squinting at the small, but portable!, Mac screen, you ought to look into one of these big screen treats. Moniterm has been selling these things for some time, though not always under their own name. Actually, about half of the big screens out there come from right here in good ol' river city.

Mike pointed out that stability of the picture is the hallmark of the good, big screen. Blowing up a squiggly picture just makes it a big squiggly picture... not something to be proud to own. With stability, and a quality phosphor, you get a lot more data on the screen and it's data that is easy on the eyes.

Of course all of this video real estate doesn't come cheap. Monochrome screens in the range of 19" diagonal measure can easily nudge $2,000. Quality color or "gray scale" monochrome can double that, too. But what a joy it must be to be able to see not only a full page, but perhaps even two!

Sure, these puppies pump out a lot more pixels to show all of this stuff. One caution is to check the pixels per inch. If a system packs a lot more than 72 per inch... the "standard" for the Mac... the image can get pretty small. You may end up needing to increase the size of the font in order to read it (isn't the Mac a great machine?), which may net out to not as much data on the screen. Did I hear someone say "Catch 22?"

Columbus meets Hollywood

Mike Carlson, the other half of the Mac User co-chair combo, took us on a tour of two of the newer business presentation graphics programs. **PowerPoint** ($395) lets you create slides, viewable on your Mac or you can send out and have film slides made from the files. The PowerPoint example uses a mythological explorer named Columbus, and shows us how he might have been able to get enough funds to travel all the way around the world, instead of just half way, if he could have made his grant application with the aid of PP.

PP let's you pull in graphics from a number of resources. It's easy to set borders and repeating elements to give all of your slides a "family" look. Sorting, rearranging and producing handout copies or crib cards is a snap. Not a bad program, for those that need a way to class up a presentation. Add in a LaserWriter and you can eliminate the middle man... create your own overhead vue charts.

Mike's other super graphics tool review was Adobe **Illustrator**. With an elegantly sparse array of tools, you can "trace" scanned art, or create your own originals, to generate PostScript code. As we all know, PostScript is the native tounge of the LaserWriter, so all of that art can come out looking spiffy and sharp at 300 DPI.

This $495 program is a little pricey for someone used to 'Write and 'Paint, but for those that might be selling their talents, it can be a real bargain. It's one more canon in the DTP wars.

So, what"s YOUR question?

Got an answer to one of these? These are some of the questions asked at the December Mac User meeting. Some were answered, but maybe you've got more information or another viewpoint. If so, write a short letter to the editor, and give us your two cents worth.

- Auto head-park for a hard disk? This depends on the disk itself, for the most part. Some have the park ability built in. Others need a DA, or even a stand-alone program, that you run to put the heads in a safe place. Best to check with the manufacturer of the disk, or a knowledgeable rep, for the correct information. (A quick show of hands indicates that a strong majority of those at the meeting own hard disks... most with the Apple logo emblazoning the front panel.)
- CD-ROM users? None in the crowd yet, but rumors are that Apple will soon mate **HyperCard** to this technology and create electronic dyn-o-mite.
- Mac II and music? None of the programs seem able to make this match as of yet. The II also has trouble with a number of other programs, including MultiFinder!, as authors work to bring the code into compliance with Apple's proclamations.
- Those wanting to work at home, or from some remote site, should look into **Red Ryder Host**. This program will allow you to dial up and DL from an un-attended Mac. Of course it has to be left on and hooked up to your machine by cable or modem to work this magic.
- **MiniCAD** crashing on a Mac Plus? Guru Dave S. says that vers 3.15 should be pretty stable on that configuration. Try updating your System and Finder, if they happen to be the "older" versions that are no longer ideal for your machine.
- Looking to share an IBM (or compatible) hard disk on a LAN? Try **TOPS 2.0**... others are using it successfully.

TTThat's all, fffolks!

Until next month!! Check the calendar for some new stuff in the works for those with a Mac. New groups are forming to take advantage of the surge of interest in the funny little computer with the handle on the top!

More bytes later...
TWE

Swap Meet
Jan 16
Cretin High School
10 - 2

Developing Your Own Training on the Macintosh

by Jeff Vasek (downloaded from Quick Connect on Applelink)

Jeff Vasek is manager of the Interactive Education group within Apple's Customer Publications and CBT department.

Suppose you've been asked to put together a training class for your User Group. Whether the class will teach geometry, wind surfing, or cooking, you decide that the best training program would be one developed and run on a computer. If you were ambitious enough to try it, you would probably sit down at your computer and start programming in BASIC, or Pascal, or even Assembler. After hours and hours of programming, you might have about five minutes worth of instruction that might or might not do justice to your topic. That's when you'd say to yourself, "There's *got* to be a better way!"

We at Apple arrived at the same conclusion. Our job is to develop computer-based training (CBT) to teach our customers how to use the computer. And our situation wasn't much better than the one described above. We'd begin with a concept, spend months committing our training to paper (which we called a script), then hand it over to a programmer who would go away and come back a couple of months later with a finished version of what *he* thought we meant to show. Then we'd correct it, maybe add a few graphics, and hand it over to the programmer again. This cycle would go on until we got it right, or until the training absolutely had to ship. We also decided that there had to be a better way.

And we found several. Thanks to a whole new kind of software that's now available for the Macintosh, we've discovered a variety of ways to develop high-quality CBT faster, more efficiently and economically. We'd like to share these new tools with you, as well as the ways we're using them here at Apple.

Storyboards

Because people learn better when concepts are presented to them visually, we decided a few years ago to develop graphic-based training programs rather than text-based programs. We wanted the graphics to be an integral part of the training rather than an illustration or two thrown in when there was enough space left on the disk. To show the programmers how the graphics and the instruction fit on the screen together, we started using storyboards. A storyboard is a kind of script that shows the text and graphics that will appear on the screen. It also describes in words and graphics the action that will occur on the screen, whether it is some type of movement of the graphic or an action that the user should complete.

Unfortunately, sketching the graphics on paper, typing the words on a word processor, then laboriously cutting and pasting them (you remember the days of manual cut and paste, don't you?) into the storyboards was a real tedious operation. Then along came the solution in the form of desktop publishing on the Macintosh. We could now develop the sketches with a graphics package and the text on a word processor, then integrate them using a page layout package, such as PageMaker or Ragtime. For the first time, we were able to show the ideas we had for the training without using scissors.

Then we discovered we had another problem on our hands. No matter how detailed our storyboards were, and no matter how much we waved our arms in the air to explain what would be on the screen, people who didn't have a lot of experience with CBT couldn't envision what the final product would look like from the sketches and words we showed them on paper.

What we needed was a dynamic storyboarding tool, one that would allow us to show the graphics and text on the screen just as it would appear in the final product. Enter HyperCard, Apple's new system software product. With HyperCard, we could very easily import text from the word processor and sketches from the graphics package to individual cards, each representing a full screen. We could create buttons so the reviewer could move through the instruction, and even flip through several cards very quickly to simulate the animation we had in mind. For the first time, we were able to show the training exactly as it would look in final form, but without the months of programming time that usually went into developing a prototype.

Authoring Languages

After we'd found the tools to develop storyboards more efficiently, we still needed to expedite the production of the final version. Programming the training product in BASIC or Pascal took enormous amounts of time. Revising even the smallest part of the program—to fix a bug or to make a part of the training easier to understand—required rewriting a lot of the code, which took more time. And, as any programmer knows, fixing a bug in one place always presents the possibility of introducing more bugs somewhere else.

What we needed was an authoring language—a software program that would allow us to put the text, graphics, and interaction together in final form without having to resort to a programming language. What we found was VideoWorks Interactive (VW/I), a derivative of the original VideoWorks, co-developed by Apple and MacroMind. VW/I moved graphic "sprites" (or objects) on the screen and received user input—either from the mouse or the keyboard—and checked it against predetermined correct answers. The program allowed the training to branch in several different directions, depending on the feedback we wanted to give the user. This was the tool we used to develop such training disks as *Your Apple Tour of the Macintosh SE,* and *Your Apple Tour of the Macintosh II Applications: A Software Overview.*

But because VW/I relies on sprite animation, it requires knowledge of how to move objects across the screen, as well as some programming ability to structure the user interaction. Here at Apple, we use people who have both the graphic animation ability, as well as a bent for programming, and we call them instructional animators. The result of their work is near movie-quality training.

In addition to this authoring language, others are available with different features and flexibility. For example, languages based on graphic flowcharting allow each screen to be designed independently—complete with text, graphics, animation, and user interaction, then linked together in a sequence determined by a flowchart. HyperCard, too, works like an authoring language, since it allows cards, or screens, to be designed and linked together in any order to create the final CBT.

Conclusion

With these tools and others like them, we at Apple can develop and produce sophisticated CBT in less time than was ever possible before. And so can you. Gone are the days when you needed a background in computer science and computer programming to put together a training program that worked. But just like the old days, good CBT still requires research and planning, and results from a good design. If you don't know what to teach before you begin developing the training, you'll almost always end up teaching the wrong thing.

So the next time your User Group needs a computer-based training course, get your hands on the tools that will make the job easy. Because now, the power to develop CBT is where it belongs: in the hands of the people like you who have both the knowledge to teach and the ability to teach it.

Windoid (Continued)

for the 2nd click then times out.

Put this handler into a button's script, then add whatever special things you want your button to do when double-clicked. Adjust the timeout value if you want it to wait longer (or shorter). A tick is 1/60th of a second.

```
on mouseUp
  put the ticks into originalTicks
  repeat until the mouseClick
  if the ticks - originalTicks > 30 ¬
    then exit mouseUp
end repeat
```

— Put next whatever you want the button to do when double-clicked.

— For example:

```
Play "Boing"
end mouseUp
```

Question: How can get a word in a field to do something when I click on it?

Answer: One way would be to put a transparent button over the text. If you want to be able to move the word around inside the field without having to move the transparent button with it, you can use the following "sticky button"technique.

The following script gets put into the field:

```
On Mousedown
  Set locktext of me to false
  click at the clickloc
  click at the clickloc
  if the selection is "Apple" then
    answer "What kind of Apple:" ¬
    with "Macintosh" or "Apple II"
  else
    put "I don't know that word" ¬
    into msg
  end if
  set locktext of me to true
End Mousedown
```

Note: Mousedown, mousestilldown, and mouseup messages only get sent to a field when that field is locked. It is therefore necessary to lock a field when expecting that field to deal with any of these messages.

The idea behind sticky buttons is to cause a word to be selected (highlighte with a single mouse click. 'The selection' then becomes a container.

In the above script, we first unlock the field so that we can create a selection. Next, we want to make Hypercard believe that we have double clicked a word, when we really have clicked it only once. This is done in the next two lines of the script. Clicking at the clickloc forces Hypercard to click twice at the same location clicked at by the user. A highlighted selection is then created. Once a word is highlighted, we can use the Hypercard function 'the selection' to find out what that word is.

Comparison can be done using multiple IF THEN statements or by the use of a word-list field. In the above script, we do a very simple IF THEN ELSE comparison which only looks for the word APPLE. When found, it puts up a dialog. If any other word is clicked, a generic message is placed in the message box. Remember that you do not need to show the message box every time you want to write into it. Hypercard displays the message box automatically whenever text is placed inside it.

Atkinson as Pop Star (Concluded)

the time looking for a way to pigeon-hole different things — probably out of our innate desire to control everything around us. If we can't name it, we can't get a handle with which to grab in attempt to control. And in *HyperCard's* case, the lack of a readily definable "handle" is probably a good thing. As soon as we determine what *HyperCard* is, it would be defined, and therefore limited.

Many folks define *HyperCard* as a form of hypermedia, and because "hypermedia" is a nebulous term, it's as good as any. And as long as folks like Ted Nelson are doing the defining (hypermedia is a superset of hypetext, Nelson's term) we're fairly safe from limitations.

Atkinson, while not receiving a standing ovation as he did when he addressed the Berkeley Macintosh User's Group (midwesterners are notoriously reserved), was very well received by the Mini'app'les User's Group — as something of a pop star with an equally famous daughter — the Macintosh community's equivalent of Frank and Moon Unit Zappa, as it were.

Back Talk

Apparently Apple is getting very protective of the term "stackware," which most of us assumed was a generic name like template or macro. Bob LeVitus, editor of MACazine, and all-around nice guy received a not-so-nice letter from Apple recently taking exception to his use of "their" word, stackware, in the name of his new software venture, Stackware Solutions.

So, Stackware Solutions has changed its name to STAX! "STAX! with an X," as LeVitus says.

We saw a similar reclaiming of phonetic turf by Apple with the word "Mac" used by software companies in product names last year. It's all quite ridiculous and puts one in the mind of questioning the reality of playing with Apple's toys in Apple's yard.

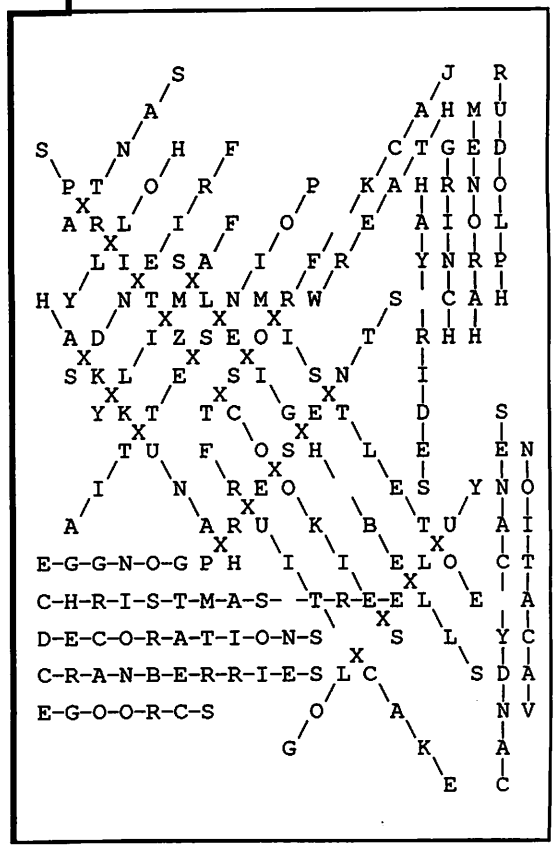
Bill Atkinson (Concluded)

they got from a program—when they say, "Wow, I can do this!" That's the feeling people got back in 1984 when they saw MacPaint and started using it. It's the same kind of feeling that is going to happen here with HyperCard. But that feeling will be magnified, because the amount of power you get out of HyperCard is really so much greater. HyperCard is going to open up the whole meaning of what personal computers can be.

Can you make any predictions about the future?

I think if we look a year from now, I'll bet there will be 20 times as many people making interactive information for the Macintosh as there are now. A lot of people are going to get opened up, enabled, empowered to control their computer. That's really what we're trying to do. It's the same dream. Nothing's changed. It's the original Macintosh dream of making the power of personal computer accessible to individuals. HyperCard is just unfolding another layer of Macintosh. It touches all the people who now own Macintosh computers , and a lot of people who are going to own them because of this.

Solution for WordFinder puzzle: "Season's Greetings"



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