



mini' app'les



Apple Computer user group newsletter

Volume XI No.8 August 1988

Calendar of Meetings and Events

WHO	WHEN	WHERE	WHAT
Mac Users	Thur. Aug. 4 (6:30) 7:00 pm	Hennepin County Library, Southdale Branch, 70th and Xerxes, Edina, MN	Genealogy, M. Magree Notes 13 & 4
Mac Computer Art & Design Group	Mon. Aug. 8 6:45 pm	Mpls. College of Art and Design 133 East 25th Street, Room 325	Easy Slider™ Mac-to-Matrix Film Recorder Interface, Note 7
Microsoft® Works™ S.I.G.	Tues. Aug. 9	Edina Library—50th and Hwy 100	Note 12
Languages/Technical S.I.G.	Wed. Aug. 10 7:30 pm	Hopkins Public Library 22 11th Avenue N., Hopkins, MN	Note 5
The Smalltalk Group	Wed. Aug. 10 7:00 pm	250 S. Milton St. St. Paul, MN	Programming in Smalltalk Note 10
Board Meeting	Thur. Aug. 11 7:00 pm	Brookdale Hennepin Area Library 6125 Shingle Creek Pkwy., Brooklyn Ctr.	Members welcome, Note 1.
Fourth Dimension™ Group	Mon. Aug. 15 7:00pm	Hennepin County Library, Southdale Branch, 70th & Xerxes, Edina, MN	Note 2 Small Meeting Room, 2nd Floor
HyperCard™ Group	Mon. Aug. 15 7:00 pm	Hagen Office Equipment 801 W. 77-1/2 St., Richfield, MN	Apple CD-ROM Demo Note 4
MacCAD/E User Group	Tues. Aug. 16 7:00 pm.	Heath/Zenith Computers Shady Oak Road, Hopkins, MN	Note 8
Beginning Macintosh™ Programmer	Tues. Aug. 16 7:00 pm.	Hennepin County Library, Southdale Branch, 70th & Xerxes, Edina, MN	Note 14 Small Conf. Room, 2nd Floor
Apple II Users	Wed. Aug. 17 7:30 pm	St. Louis Park Sr. High School	Games Demos, Note 1
Mac Novice User Group	Mon. Aug. 22 7:00 pm	Highland Branch Library 1974 Ford Parkway, St. Paul, MN	Note 9
Northwest Branch	Tues. Aug. 23 7:00 pm.	Rockford Road Library 6401 42nd Av. N., Crystal, MN	Note 6
Apple IIGS S.I.G.	Wed. Aug. 24 7:30 pm	1st Minnesota Bank 31-9th Ave. S., Hopkins, MN	Note 11
Mac Desktop Publishing S.I.G. (New Group)	Wed. Aug. 24	First Tech Computer 2640 Hennepin Ave., Minneapolis, MN	Note 3
AppleWorks® S.I.G.	Thur. Aug. 25 7:00 pm	St. Louis Park Sr. High School, Rm 152 33rd & Dakota, St. Louis Park, MN	AppleWorks® Templates Note 1
Mac Users	Thur. Sep. 1	Hennepin County Library, Southdale Br.	Notes 4 & 13
Board Meeting	Thur. Sep. 8	Brookdale Hennepin Area Library	Members welcome, Note 1
Mac Computer Art & Design	Mon. Sep. 12	Mpls College of Art and Design	Note 7 or call 870-3268.
Microsoft® Works™ S.I.G.	Tues. Sep. 13	Edina Library—50th and Hwy 100	Note 12
Languages/Technical S.I.G.	Wed. Sep. 14	Hopkins Public Library, Hopkins	Note 5
The Smalltalk Group	Wed. Sep. 14	250 S. Milton, St. Paul	Note 10
Fourth Dimension™ Group	Mon. Sep. 19	Hennepin County Library, Southdale Br.	Note 2
HyperCard™ Group	Mon. Sep. 19	Summer Recess—No Meeting	Note 4
MacCAD/E User Group	Tues. Sep. 20	Heath/Zenith Computers, Hopkins	Note 8
Beg. Macintosh™ Programmer	Tues. Sep. 20	Hennepin County Library, Southdale Br.	Note 14
Apple II Users	Wed. Sep. 21	St. Louis Park Sr. High School	Educational Software, Note 15
AppleWorks® S.I.G.	Thur. Sep. 22	St. Louis Park Sr. High School, Rm 154	ProDOS™, Note 1
Mac Novice User Group	Mon. Sep. 26	St. Paul Highland Branch Library	Note 9
Northwest Branch	Tues. Sep. 27	Rockford Road Library, Crystal	Note 6
Apple IIGS S.I.G.	Wed. Sep. 28	1st Minnesota Bank, Hopkins	Note 11
Mac Desktop Publishing S.I.G.	Wed. Sep. 28	First Tech Computer, 2640 Hennepin Ave.	Note 3
Mac Users	Thur. Oct 6	Hennepin County Library, Southdale Br	Guy Kawasaki Returns! Note 13

- | | | |
|--|-----------------------------------|----------------------------------|
| 1. Dick Marchiafava, Pres. 572-9305 | 6. Jere Kauffman 535-6745 | 11. Dick Peterson 473-5846 |
| 2. Ian Abel 824-8602 | 7. Joy Kopp 440-5436 | 12. Ed Spitzer 432-0103 |
| 3. Charles Bjorgen 633-8850 | 8. Bill Langer 937-9240 | 13. David Stovall 474-8015 |
| 4. Mike Carlson 866-3441 | 9. Tom Lufkin 698-6523 | 14. Tom Vind 473-0455 |
| 5. Wesley Johnson 636-1826 | 10. Martin McClure 227-9348 | 15. Tom Ostertag 488-9979 |

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

Board Members:
Officers

President	<i>Dick Marchiafava</i>	572-9305
	7099 N. E. Hickory Drive Fridley, MN 55432	
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	8325 39th Avenue N., New Hope, MN 55427	
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	14160 Green View Court Eden Prairie, MN 55344	
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	P.O. Box 796 Hopkins, MN 55343	

Directors

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Software	Tom Gates	789-1713
Technical	John Hook	435-6281
SIG: Macs	David Stovall	474-8015
SIG: Apples	Tom Ostertag	488-9979
Membership	Ann Charity	935-4845

Coordinators

Beginners' Consultant	Earl Benser	884-2148
Shows & Conventions	<i>(Your Name Here?)</i>	
Northwest Branch	Jere Kauffman	535-6745

🍏 Apple II Users	Tom Ostertag	488-9979
🍏 Apple IIGS	Dick Peterson	473-5846
🍏 AppleWorks	Dick Marchiafava	572-9305
🍏 Beginner's Basic	Tom Alexander	698-8633
🍏 Languages/Tech	Wesley Johnson	636-1826
🍏 Tech. Adviser (hdwre)	Roger Flint	771-2868

📁 Mac Users	David Stovall Mike Carlson	474-8015 866-3441
📁 Excel	M. Nightingale	545-9380
📁 Beginning Prog.	Tom Vind	473-0455
📁 HyperCard	Mike Carlson	866-3441
📁 CAD & Engineering	Bill Langer	937-9240
📁 4th Dimension Prog.	Ian Able	824-8602
📁 Novice	Tom Lufkin	698-6523
📁 Smalltalk	Martin McClure	227-9348
📁 DeskTop Publishing	Charles Bjorgen	633-8850
📁 MicroSoft Works	Ed Spitzer	432-0103

Software Director's Staff

Apple // DOM Editor	Tom Gates	789-1713
Eamon	Dave Nordvall	724-9174
MaceDOM Editor/Prod	Joe Carroll	938-4028
CP/M	<i>Open</i>	

Liaison Contacts (Contact with non-Mini'app'les SIGs)

- Genealogy	Jules Goldstein	690-4447
- Medical	Stewart Haight	644-1838
- CP/M	Jim Rosenow	(414) 261-2536

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Questions – Please direct questions to an appropriate board member. Technical questions should be directed to the Technical Director.

Membership – Send applications for membership directly to the Membership Coordinator: Ann Charity 935-4845
PO Box 796
Hopkins, MN, 55343

Current membership dues are \$20 for the first year and \$15 thereafter. All members receive a subscription to the newsletter and all club benefits. New members receive a special package of member lists and software catalogs.

eDOMs	At Meetings	Mail Order
Members:	5 1/4" eDOMs	\$3.00
	3 1/2" Apple/Mac eDOMs	\$5.00
Non-Members:	5 1/4" eDOMs	\$7.50
	3 1/2" Apple/Mac eDOMs	\$10.00

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

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

Newsletter Contributions – Please send contributions on Mac 3 1/2" disks, or via telecommunications, 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: Telephone No. 831-6235

Advertising – Direct all advertising inquiries to the club's Advertising Coordinator: Eric Holterman 612-822-8528
3608 Blaisdell Ave. S.
Minneapolis, MN 55409

E-mail

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
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The Fine Print

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**HyperCard
1.2.1
is now
available!**

✓ **System Updates for Macintosh**
 ✓ **ProDOS and DOS 3.3 systems for Apple II/IIGS**

**Apple II
Users
Aug 17**

St Louis Park High

Games!

**MacUsers
Aug 4**

**Genealogy:
Programs &
Techniques**

**MacUsers
Oct 6**

Guy Kawasaki Returns!

Mini'app'les BBS — 831-6235 (New Software)

September Mini'app'les Newsletter goes to press Aug. 13.
Please observe minimum one week leadtime.

**Membership Application
and Renewal Form 08/88**

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 II/or II+or IIe () //GS() //c()

Other ()

Special Interests - Check all that apply.

Programming () Spreadsheets ()

Business () DT Publishing ()

Education () Novice ()

Send to: Membership Coord

Ann Charity
PO Box 796
Hopkins, MN 55343

Club Dues: \$15/yr + \$5 application fee.

Mini'app'les 1988 Membership Drive

The Club is looking for: New members
Cooperative Dealers and Schools
Renewals and Referrals

With your help and enthusiasm, we are embarking on a concentrated effort to build and strengthen member resources within Mini'app'les to GROW IN 1988!

Add YOUR helping hand!

Sponsoring Members:

Your name will be listed here, each time that you are listed as the sponsor of a new member. Here's the latest honored folks... Congrats!

First Tech

Charles Lindeen.

Ed Wheeler

Tom Gates

Computer Pavilion

New Members this month:

First Last	Zip	Phone
Mary J. Ahrens	55318	
David C. Allen	55057	507-645-8378
Susan Anton-johnson	55431	612-888-7712
Marybeth L. Basten	55447	612-475-1852
Pat Bohn	55412	612-521-9705
Jeff Burton	55330	612-441-1422
Audrey W. Evans	55343	612-935-9632
Steve Hoag	55414	612-331-3186
Eric F. Johnson	55407	612-729-6555
Jim Kaiser	55423	612-866-5687
Gordon Lee	55437	612-831-6979
Lloyd W. Nestrud, Jr.	55432	612-784-2875
Lynn Ogren	55411	612-588-7939
Scott Olejnicak G4	55420	612-724-7068
Elaine Olson	55420	612-884-3321
Dr. Gregory L. Peters	55126	612-483-9015
Schmitt Renee	55407	612-827-4479
Robert C. Ryan, Jr.	55391	612-476-0748
Richard Schletty	55107	612-224-6037
Steven C. Vetter	55112	612-631-3682
Richard Walsh	55104	612-228-1744
Harry Wise	55120	612-454-3393
James J. Yares	55117	612-487-2389
Peter Zambino	55105	612-690-0536

Cooperating Schools:

Brooklyn Park VoTech

900 Brooklyn Boulevard
Brooklyn Park, MN 55445

Hennepin Technical Institute

South Campus
9200 Flying Cloud Rd.
Eden Prairie, MN 55344

Anoka Technical Institute

1355 West Main
Anoka, MN 55303

Dakota County Technical Institute

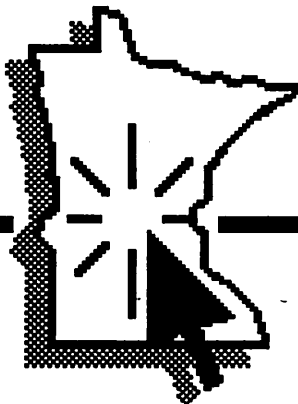
145th Street East
Rosemont, MN 55068

Bloomington Comm. Ed. Service

8900 Portland Ave.
Bloomington, MN 55420

Kennedy High School

9201 Nicollet Ave. So.
Bloomington, MN 55420



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

Cooperating Businesses:

Hagen Office Equipment

801 West 77-1/2 Street
Richfield, MN 55423 866-3441

First Tech

2640 Hennepin Ave. South
Minneapolis, MN 55408 377-9300

Computerland-Hopkins

11319 Highway 7
Hopkins, MN 55343 933-8822

Heath-Zenith - Hopkins

101 Shady Oak Road
Hopkins, MN 55343 938-6371

Computer Pavilion

Pavillon Place - 1655 West County Rd B2
Roseville, MN 55113 631-2766

Computerland

2471 Fairview Avenue North
Roseville, MN 55113 636-2366

IND Corp

1620 County Road C
Roseville, MN 55113

Hutch Computer Industries (H.C.I.)

8017 Glen Lane
Eden Prairie, MN 55344 944-1356

Businessland

7400 France Avenue
Edina, MN 55435 893-1343

Computer Applications

7101 France Avenue
Edina, MN 55435 920-1154

Computerland

7025 France Avenue
Edina, MN 55435 920-6100

Moore Business Forms

3650 Hazelton Road
Edina, MN 55435 929-4334

Twin Cities Computer Network

75 South 5th Street — Suite M-100
Minneapolis, MN 55402 (modem) 349-6200

The GIZMODE Data Bank

3519 West 50th St.
Mpls, MN 55410 (modem) 929-6879

Announcements

The President's Notes

by Dick Marchiafava

The club by-laws say that I am supposed to define goals for the current year. My primary goal for the club is to improve financial reporting. Financial reports that are more comprehensive will make it easier for the board to make decisions and plan activities.

A second goal is to promote the concept of Community Based Interest groups to increase service to members (and prospective members). I notice a different group of people attending meetings when the meetings move to different communities.

By placing meetings members want close to them in their communities, access will be improved and we should see a greater involvement and benefit to the members and the communities.

One community based organization I will approach are school districts. All districts run Community Education programs. These organizations have the locations and resources to support computer meetings and are close to their district residents. The notice of these community activities go out to every household in the community. This could increase the exposure of our group activities to members and other computer users in a district.

AppleWorks SIG Meeting Schedule & Announcements

by Dick Marchiafava

AppleWorks users got a close look at creating macro commands at the May meeting. Most of those attending the meeting have macro programs and would probably be characterized as intermediate to advanced users.

As expected, the nice weather enticed people into outdoor activities. Meeting attendance was lighter than usual, although not in comparison to past attendance at summer meetings.

June's meeting gave members a close look at the concept and use of Desk Tools, using Beagle Bros TimeOut products.

I forgot a necessary piece of hardware and had to return home to get it. This delayed the start of the meeting program, but not the start of the meeting. I apologize if this caused anyone an inconvenience.

August 25th: TimeOut SuperFonts St. Louis Park Senior High. Room 152 at 7 PM.

Fall Meeting Location

Expect the AppleWorks SIG to return to a St. Paul location for the Fall meetings. Details have not been settled at press time, watch your September newsletter for specifics.

If a St. Paul meeting location is not achieved, I will try to settle on St. Louis Park Senior High.

September 22: ProDOS

October 27: Word Processing

November 17: Trouble Shooting A'Works

December 22: Data Base

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

Meetings are held monthly on the 4th Thursday **unless there is a conflict with a major holiday**. In the event of a holiday, the meeting will be the 3rd Thursday of the month. Call 572-9305 if you need information about these meetings. Dick

Apple II Users Group

by Lee Reynolds

The Apple II users group meetings are held the third Wednesday of the month at 7:30 p.m. in the St. Louis Park Senior High School. The August meeting will feature demonstrations of games and the September meeting will be devoted to educational software. For further information call Lee Reynolds at 874-7820.



Macintosh Computer Art and Design User Group

by Joy Kopp

August 8, 1988 6:45 PM
Room 325A Computer Lab
Minneapolis College of Art and Design
133 East 25th Street
Minneapolis, MN

The August 8th meeting of the Mac Computer Art & Design group will focus on a new technology: a Macintosh to high resolution film recorder software interface called Easy Slider™. Representatives from Martin Bastian, a local computer graphics service center employing hardware and software from Management Graphics, will be on hand to demonstrate the process and the product.

Easy Slider™ is a utility program for the Mac which allows you to take PICT files created with standard Mac programs (such as MacDraw, MORE, Superpaint, MiniCad, MacDraft, Cricket Graph and Microsoft Excel, Chart and Word) and create files to be

GOTO 8

A SPECIAL INVITATION TO MINI' APP'LES



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The AppleWorks Advisor

A Column For Users Of AppleWorks

by Dick Marchiafava

August 1988

New TimeOut Products

Beagle Bros has released 4 new products in the TimeOut series of desk accessories and applications for AppleWorks. These items should be shipping by the time this is printed.

A new application, **Thesaurus**, is one of the new products. Two utility packages, **MacroTools** and **PowerPack** plus **DeskTools II**, a desk accessory package, are part of this group.

When I heard about these packages, I knew what they were all about, except I needed details about PowerPack. This 10 utility package will triple the size of the Clipboard, and provide for 3 Desktops! I have not had a comprehensive description of any of these products, but I have heard enough to order them.

An additional 5 TimeOut products should be available between July and end of the year. **FontEditor** and **MoreFonts** will extend the capability of **SuperFonts**. A communication program is in the works and will be released when Mark de Jong runs out of ideas for features to add to it.

I cannot imagine how it will work, but TimeOut Paint is another product in work. A new TimeOut application package that is also in work is **Accountant**. I'm eager to see this.

When all these new products are released, Beagle Bros will have 16 enhancement products for AppleWorks, in about the span of 1 year. This will be 3 to 4 times the number of products than **PinPoint** released in about twice the time. In my opinion, the TimeOut products are easier to install and use than the PinPoint products, too.

Beagle Buddy

A support program for TimeOut products is being offered to users. This program, operated by volunteers called Beagle Buddys, is intended to make information available about Beagle Bros software, primarily TimeOut products and provide Beagle Bros with user feedback and suggestions. A Beagle Buddy is furnished with the latest versions of the TimeOut products and will update these products for owners of legal copies of the programs.

I have been invited to become a Beagle Buddy (I don't know if I will ever get used to that cute title. Sounds like something that is covered in plush and comes in a box with the tail sticking out.) and have agreed to join the program. More about this support program when I have details.

TO.Dialer

I have a memory dial telephone for frequently used numbers. I need a screen dialer to use the power of the AppleWorks data base to find and dial less frequently used numbers.

Published reviews describing the Dialer detailed a desk accessory that is just what I want. However, the early version I had did not match the published descriptions.

I got an update to version 1.1 and examined the Dialer again. It comes closer to matching the list of features I have read, but one feature, the on screen dialer which will dial a highlighted phone number on screen, in a document or data base, was not apparent.

The only function of the Dialer which would make it useful to me was elusive. Close examination of this desk accessory gave no hint about its whereabouts. An attentive reading of the manual finally revealed a clue to how the screen dial feature works.

Instead of highlighting a number on screen, as write ups of this accessory indicate, the cursor is just placed on the desired number. When the Dialer is accessed from the TimeOut window, the selected number appears on the Dialer Menu as "1. Current number:<xxxx>." Pressing Return dials the number from screen.

The difficulty in finding this function was that it was vaguely documented and the write ups all mentioned "highlighting" a number on screen to have it dialed. Placing the cursor on a number on screen is not the same as highlighting it. One wonders if the persons who did those write ups ever tried the program.

I found a number selected on screen for dialing must have nothing after it except a carriage return. Otherwise, the following characters would also be picked up as part of the number.

Beyond that, my tests of Dialer turned up a time delay. Now, my computer system has plenty of memory with TimeOut installed in RAM disk and a Transwarp board to make things run up to 3.5 times faster.

When I access Dialer it takes 7 seconds to initialize my internal Prometheus modem. It takes another 7 seconds to hang up the modem. Each time I access the Dialer, it initializes the modem regardless of whether I hung up the modem earlier or not. I had hoped the Dialer initialization delay could be eliminated by not hanging up. This accessory would be very useful to me, if it were without the initialize delay for every access.

Rather than endure such a dial up time delay, I can dial a number with a phone faster. If I use the phone on my desk instead of the one at the computer, I can "fast pulse" dial (20 pps) a number almost as fast tone dialing.

I often award roses to Beagle's TO accessories or applications. This time, the award is (conditionally) a lemon. If I find out how to avoid the delay in getting to the Dialer, I will put roses on the table, and enjoy lemonade.

AppleWorks GS

Users have been watching to see if the software subsidiary, **Claris**, which Apple Computer spun off was going to recognize the cash cow they received in AppleWorks and behave like an Apple software company and not just a Macintosh software firm.

Though the emphasis has been on getting updated versions of Macintosh software to market, Claris has been actively supporting AppleWorks... feeding the cash cow, instead of ignoring it as Apple did. Claris is said to have at least 3 people working with AppleWorks. Apple had < 1 person for a long time.

The next Claris question; are they going to do anything about bringing out more software packages for the Apple // line of computers? The answer is yes. By acquisition.

The 1st week of July issue of Computer Reseller News carried a story that said Claris was expected to announce the acquisition of an Apple // software developer. The announcement came on schedule. Claris purchased all stock of privately held **StyleWare**, publisher of **MultiScribe**, etc. This does not necessarily include rights to all StyleWare products.

StyleWare's GS Works is part of the deal. This package for the Apple IIGs will be renamed AppleWorks GS. It is expected this move will delay the shipment of this software about a month. Claris label AppleWorks GS packages will be shipping in last quarter. Upgrade plans will be announced in the fall.

This gives Claris an AppleWorks like package specific to the Apple IIGs now, while eliminating what could have been a serious competitor that they were not ready to meet. In addition, Claris has gained an Apple IIGs software development team. StyleWare operations will move to California after the completion of AppleWorks GS.

Now there is an AppleWorks specially for the Apple IIGs. It was not by means of work by Rupert Lissner or MicroSoft, but by acquisition.

Merge & Purge For DB?

Mary Carol Smith of Abracadata in Oregon wrote to ask if I knew of a merge and purge program that would work with the AppleWorks data base. Such a program would merge data bases and purge duplicate records. This question has been the cause of much interesting discussion. At this time, I do not know of a ready-made solution.

I had to match and delete records for a customer when the records were imported into AppleWorks. I found data in any specific field may have been entered in a slightly different manner than in the same field in another record; actually a duplicate record. For instance, 'state' was entered in various ways, such as: MN MN. Mn Mn. Minn Minn. MINN Minnesota MINNESOTA, and misspelled. This situation was compounded because the data base had records from many states.

The AppleWorks data base allows a free form of data entry. It is likely that duplicate records in a merged data base will have categories with data in slightly different form. Other data base software requires defining the format of fields when setting up the record entry screen. This could make it somewhat easier to purge duplicate records.


Using human intelligence, it is possible to decide if a record is a duplicate at a glance, even if there is variable data present. This works, but it is not much fun to do. A program or macro command might not be able to consider all the possible variables.

If all data in certain key categories is in a standardized format, it may be possible to program a macro which will do the purge. UltraMacros from Beagle Bros would be the program which I would suggest. If telephone numbers and full names are in a standard format, a macro which would check for a match on a name if there was a match on a phone number, may be possible.

Any deviation from the standard entry format would defeat this matching macro. The success of a match and purge macro or program would depend on the nature and source of the data bases being merged.

Depending on the nature of the data in the records, it may be advantageous to load the records as an ASCII text file to the word processor to edit it. This permits more than 1 full record to be on screen simultaneously.

If anyone can shed light on how to do a merge and purge, please let me know.

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

Magazine Subscriber's Woes by Dick Marchiava

Most subscribers to magazines have become familiar with various schemes and tactics by publishers to keep the renewals rolling in. The publishers main battle tactic is frequent renewal notices, which begin arriving 6 to 9 months before the subscription expires. Sometimes the notices start before the first magazine arrives.

Another tactic is the "accelerated subscription". This technique involves sending the subscriber back issues of the magazine, typically for the past 3 months. This burns off 1/4 of the publisher's obligation to the subscriber and promptly makes the subscriber the target of the renewal barrages.

Last year, I ordered a subscription with the request to be billed, as I was not sure what the charge would be. When the billing arrived, I wrote a check the same day and posted the following morning. A few days later I received a dunning notice! That publisher seems to have determined in advance that I was going to pay the invoice late. There was no provision to delay mailing of the dunning notice for 5 to 10 days after mailing the invoice to allow for response time.

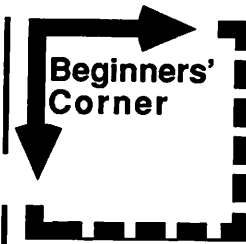
All of this is part of the continuous high pressure marketing by magazine publishers, which I call subscriber abuse. The following letter describes a particularly obnoxious renewal tactic which I was subjected to.

Letters, inCider
EIM STREET
PETERBOROUGH NH 03458

Dear sir:

One thing I dislike about subscribing to magazines is the continuing barrage of notices to renew my subscription. Unless I subscribe for a period of 2 years or more, renewal solicitations begin arriving shortly after the subscription begins. Often, these are followed by renewal notices while the subscription has half a year to run!

For the most recent renewal of my subscription to inCider, I sent you a check on May 5th. Since that time I have received 3 or 4 more urgent renewal notices. I resent having to go back to my records to verify



by Tom Alexander

ASCII

Pronounced Askee, ASCII is the acronym for American Standard Code for Information Interchange. You'll find it used often in computer magazines, manuals, documentation and general talk. It is most often used in talk about TEXT FILES. Text files are those files that contain information. A text file is like a closet. You can put stuff in it and you can't change the information in it by using the Text File alone. Another program like an Applesoft Basic or Binary file has to be used to READ the information or change (WRITE) the contents of the Text File in some way. A word processing program like AppleWriter II can also be used to read text files.

A lot of word processing programs use Text Files to store the information you type in. APPLEWORKS is an exception. Appleworks uses an AWP file to store the information. An AWP file can, however, be converted to a Text File within Appleworks.

Ok. What's the big deal about ASCII? Well, many communications programs can transmit and receive ASCII files. It being a standard code, different systems can use the same information. Many program documentations will refer to ASCII FILES. They are, in effect, referring to Text Files. ASCII Files and Text Files mean the same thing.

The ASCII code has 256 characters. Each character is something that most Americans are familiar with: The capital letter A, the number 6, the question mark, etc. Some of the ASCII characters act as CONTROL CHARACTERS which are used for certain DOS and ProDOS commands (Disk Operating System - Professional Disk Operating System).

Programmers learn that they can use many of the ASCII codes within the Basic programs they write. For example, PRINT CHR\$(4) will execute the Control Character D - A requirement for using DOS and ProDOS commands within a Basic program.

The ASCII code is published in some of the Apple manuals. Beagle Bros includes a Peeks and Pokes Chart with an ASCII Values chart in most of the programs they sell. A word of

The two articles, "More than one way" and "Say what?", offer two views of the same problem. Thanks to Steve George for re-keying in the text from exchange newsletters.

More than one way... (or, pity the poor expert)

by Cleland Early, January 1988
Apple Barrel
Houston Area Apple Users Group

"I'm told you're an expert," the fellow said. A sucker for flattery, I paused my thoughts to listen to the man's questions.

"I'm writing a book," my interrogator explained. "What's the best program for me to use? I suppose I need to get PageMaker?"

"PageMaker's a good program all right," I answered, "but there are other ones that'll do the job. What kind of book are you writing? Does it involve a lot of graphics and complicated layouts?"

"No, mostly text with a few pictures."
"You probably don't need PageMaker. Word processing programs handle long documents with relatively static layouts nicely."

"Which one? Word 3.0?"
I don't much care for Word. I used MacWrite to put a 280-page manuscript together, but I had to break it into sections. But my requirements were pretty simple. If you're doing a scholarly book with footnotes and an index, you're probably stuck with Word.

"I've heard WriteNow is pretty good — faster than MacWrite not as clumsy as Word, but I haven't used it. The one I'm waiting for is FullWrite Professional. If they ever get it finished, FullWrite promises to be better than all of them. It'll have a lot of desktop publishing features built in."

"What about Ragtime — have you used it?"
"Yeah, I like it; you could use it. Ragtime has a good word processor built in. Ragtime's particularly good for documents with tables, and the integral spreadsheet's real handy."

My buddy scratched his cheek and looked more puzzled than ever. "What about graphics?" he asked.

What about graphics...

"What kind of graphics will you be doing?"
"Diagrams, maybe some line drawings."
"MacDraw and SuperPaint are good for diagrams. SuperPaint can handle line drawings, too, but my favorite paint-type program is ComicWorks, oops, — GraphicWorks 1.1. GraphicWorks lets you build complex drawings from multiple layers. If you mess up one part of the drawing you can isolate and fix the

part you screwed up. I've heard good things about Canvas, but I've only had a brief look at it. It works a little bit like a cross between SuperPaint and GraphicWorks."

"Which one do you use to make the pictures in the Apple Barrel?"

"All of them, and none."

"What do you mean?"

"Well, the art in the Barrel is almost entirely produced with Adobe Illustrator. Sometimes we'll draw a template document in one of the other programs and trace it with Illustrator. More and more, we find that we skip the template step and go directly to Illustrator."

"Then I should get Illustrator."

"Maybe not. Illustrator is kind of hard to use. I can do recognizable two-dimensional stuff, but decent 3-D drawings are beyond me. And Illustrator costs a lot. If you want to spend that much, you might wait until Aldus comes out with Freehand. It's supposed to do Illustrator-like stuff, but should be easier to learn."

The fellow nodded, but looked unconvinced. "Come on," he insisted. "There has to be a best program for what I'm doing. I don't want to buy all of these programs."

You had to ask...

I shrugged. "If by best, you mean lacking flaws, you're likely to be disappointed whatever program you eventually choose. Even the best programs have quirks and bad 'features.'"

"For example," I continued, "The program I use the most is Ready,Set,Go! I like it. Even so, there are times when I think Ready,Set,Go! is the dorkiest piece of junk I've ever messed with. It's not as stable as I'd like it to be, freezing at inopportune moments. And the program can't seem to handle letter-spacing right."

"You can still do useful things with RSG and it has a basically decent design, so I recommend it. RSG is an example of Early's law of program selection."

The man glanced around the room as he spoke. "What's that?"

"Actually, Early's Law is a group of related rules. The first rule is that there's almost always something that's better, at least in some areas, than what you already have. A corollary to the first rule says that a program you know how to use is almost always better than one you don't know how to use."

"Lusting for a new program is foolish?"

"You got it. Of course, there are times when changing programs is a good idea, when what you own sucks."

"How do you know when that is?"

I shrugged again. "You know."

"That's not much help."

I ignored his objections. "Early's second

Concludes on page 9

Say what? (or, pity the poor novice)

by John W. Daut, January 1988

Apple Barrel

Houston Area Apple Users Group

Once upon a time, before Johnny Carson, a fellow named Jack Paar hosted the Tonight Show. One of my favorite Paar quotes referred to his sidekick on the show, Hugh Downs.

"If you ask him what time it is, he tells you how to build a watch" Jack informed viewers...

For some reason, many knowledgeable computer users also seem to display the "Hugh Downs Syndrome (HDS)." HDS is particularly noticeable when a novice user asks a specific computer-related question. I am sure HDS results from the desire to be helpful rather than from a perverse hunger to flaunt their knowledge. But, in either case the result's the same; the novice often walks away thinking "What did he say?", missing the vital part of the answer because it was hidden in a mound of unrequested techno-information.

During a past HAAUG meeting, I approached one of the "Computer Specialists" as he was talking to one of the lady members. After standing and listening about fifteen minutes, during a lull in their conversation, I asked him if he could explain how to interconnect pages of information in the commercial database program that is his particular specialty. That question was the beginning of an extended lecture to the lady and myself about his applications of the program and his expertise with the program.

After an honest one hour and fifteen minutes into the conversation, he accidentally stated my nine word answer while making a point to the lady. Now! If I could only remember all of the conversation, I would know just about every thing I need to know about that program. And, even though it was a very interesting conversation, I could have had the requested information in less than one minute. The answer was, "Type the XXXXX's name before you type their XXXXX's." Please do not misunderstand my intent, as he is very knowledgeable about the program, a very personable man, and I respect his expertise. The fact is, thought, that politely waiting almost one and a half hours for a ten second answer seems a little excessive.

Another example is a recent post I made on a local BBS. I had downloaded Squeeze and Unsqueeze and since they were both "system files," I asked the question, "How can you change a system file so that it can be chosen from a menu?" I think I still have answers somewhere on a text file, but it doesn't matter.

If I could program in machine language and was proficient in nibble editing, the answers would have been very helpful, but of course if I was proficient, I probably would have known the answer.

Later, however, on my own I finally solved the problem by putting Squeeze on one side of the disk and Unsqueeze on the other side. Renaming the files "SQUEEZE.SYSTEM" and "UNSQUEEZE.SYSTEM", ProDOS made them self-booting and the problem was semi-solved. A little later while studying a STARTUP program I noticed one line that stated PRINT CHR\$(4);"-filename". I had never noticed a statement before with the dash instead of RUN or BRUN. Since the file named in the program line was a SYSTEM file, a light lit up in my head. I quickly booted up the ProDOS master, inserted the disk containing Squeeze and typed, PRINT CHR\$(4);"-SQUEEZE"

And, to my amazement, the Squeeze menu appeared on the screen.

Later, when I posted my great new discov-

ery on a board to help others, I was informed by another user that "-" is the universal command that will RUN, BRUN, or EXECute any ProDOS program. I also received an answer from one of the very knowledgeable persons that had previously given me the answer about nibble editing: "I thought everyone knew that." Once, again I do not mean to say anything bad about the person. He is one of the most computer knowledgeable people I know, but he unthinkingly combined my answer with his knowledge, and I only had the first half of the combination.

Overkill and lack of understanding can be easily avoided if the specialists and advanced users will only remember one thing. We novices ask you the questions because we do not have the technical background. We already look up to you as the authorities on computer subjects, so simple answers that we can easily understand will make us respect your knowledge more. When the correct answer is hidden in an over abundance of technical information, it also hides your knowledge.



More than one way... concluded

rule says that you can get practically identical results from many different programs in the same category. I created a couple of documents for work a few months ago. Their content is different, but they look a lot alike. I did one with RSG, the other with Ragtime. Results are what matter, so don't sweat the choice of tools too much."

He glanced at his watch. I looked at my own. I'd been talking for almost 20 minutes.

"Thanks a lot," he said, "I've got to go." We shook hands. He turned and started to walk away. I could hear him mumbling.

"Wait!" I shouted. "You haven't heard the last rule! Nothing is worth paying list for. If you can't get a discount, don't buy it."

By this time, my erstwhile advice seeker had reached the door of the hall. He waved at me, but I couldn't quite tell whether the wave was one of parting or dismissal.

No easy answers...

It happens a lot. People ask my advice and expect simple answers. There aren't any. Computers are complex beasts. The more you know them, the harder it is to cut through the complexity. It's often thought that beginners find computers more complicated than so-called experts, but I think the opposite's true.

Beginners need to understand that what seems a simple question to the beginner is a symphony of intricacy to the expert.

Yeah. And don't pay list price for anything.



Announcements, concluded

imaged as high resolution (that is - 4000 lines) 35MM color slides. The converted BGL files are imaged on a film recorder, developed, mounted and returned to you - usually within 24 hours.

Special note:

Anyone interested in attending a meeting can simply call 870-3268 to hear a recorded message about the subject of the coming MCAD program.

Beginning Macintosh Programmers (BMP)

by Tom Vind

The next meeting of the BMP SIG will be Tuesday August 16 in the Ethel Berry room at the Southdale Hennepin library at 7:00 p. m. Ian Able and Arvid Jedlicka will continue preparing to develop a relatively simple painting program. The emphasis in this group is to learn the toolbox well enough to write programs which use the Mac interface and other unique Mac features. All experienced programmers who want to learn to program the Mac are invited.



Subscriber's Woes, concluded

time after time that I have already renewed the subscription.

Your latest strategy in the high pressure campaign to get me to renew my subscription (which I have already done) was stealing the cover of the July issue!

Instead of a glossy cover with printing on 4 sides, you sent me the July issue with the cover replaced with a giant renewal notice! I find this action to be exceedingly obnoxious.

Am I some sort of 2nd class person because I do not choose to renew my subscriptions 6 to 9 months before they are due? This is a shabby ploy. I paid for 12 issues, with 12 covers.

My waste basket bulges with subscription renewal notices. I guess I will have to bear that. But, leave the magazine covers on the magazines, even on the last issue!

I value the information your magazine supplies. That is why I buy it. However, I may consider choosing not to continue buying it in the future.

Yours truly,

Richard A. Marchiafava



Beginner's Corner, concluded

caution: Most charts only show you the first 127 characters. This is really all that is necessary.

No discussion of ASCII would be complete without mentioning the AppleSoft Basic statement CHR\$. This statement, when used in an immediate or deferred statement, will yield the ASCII character corresponding to the ASCII code given as the argument enclosed in parentheses following the statement. For example, the statement PRINT CHR\$(65) yields the capital letter A.

Gimme a call. Tell me what programs you've got - 698-8633.



A Survey of Mini'app'les MacEDOMs for Mac II Compatibility

by Frank Van Alstine

Gee, what a dumb thing to do! What dumb thing? This dumb thing – to volunteer to try out all of the club's EDOMs on a Macintosh II computer to determine which will run, and which will not. What did I learn? Mainly how to reset my computer! I also learned that this was a lot more work than I had suspected it was going to be.

The Mac that kept crashing, by the way, is a recent (October, 1987) Macintosh II (running System 4.2 and Finder 6.0 – with MultiFinder turned off for all tests) with 5 megabytes of RAM, a 40 meg Apple internal hard disk, the standard Apple color monitor driven by the extended color board, and a LaserWriter Plus with the standard Apple postscript fonts. The only non-Apple accessory is a ProViz video digitizer located externally and attached to a SCSI port. Programs were tried first with the computer set for the standard 256 color mode. If a game or paint program crashed in this mode, it was tried again in the bit black and white mode. In general, this did not help except as noted later herein.

Most programs are not compatible with MultiFinder, so there was no point reiterating that obvious observation. The problem is that most programs are hardware dependent and are written to grab specific memory locations in order to run efficiently. When you launch two of these at the same time, they have a little fight over who gets the memory and every-thing crashes and dies. At this point in time MultiFinder is only useful in keeping open a few professional work programs at the same time, and only if you have gobs of memory, so I did not try the MacEDOMs under MultiFinder. I crashed the system often enough as it was. But, I have finished the project now and think it was worth the effort. So without further ado (whatever ado is), here are the results of my "Crash the Mac" survey.

MacEDOMs 1, 2, and 3 (Fonts 1, 2, 3) are OK, except all are dot matrix fonts that won't print very well on a laser printer. One caution in trying Public Domain fonts: use an information program such as ResEdit to determine the D number of the font you intend to load, and make sure you don't already have a font with that number loaded in your system. If you do, you can destroy your system file attempting to load the new font and have a real mess on your hands. Amateur fonts are not prepared with care nor with good checking to determine if the D number assigned has already been used.

MacEDOM 4 (MacPaint Pictures) is OK, the only time I get to say this.

MacEDOM 5 (Utilities) is bad news. Only PackIt3 is current and of real value. Disk Librarian 1.7 is obsolete (1.82 is available) and nearly everything else bombs. MacClone bombs, DES doesn't work, Fast Formatter bombs, Disk First Aid is obsolete, Password bombs, HFSDir bombs, Security bombs, MassCopies bombs. The other utilities are for older machines or are demos.

MacEDOM 6 (Games) is a mixed bag. Adventure Writer, Asteroids, and Bricks bomb. LAZLife does not run, The Towers of Hanoi runs too quickly, and Banzai is jerky and runs only with color turned off. Animals, Ashes, Backgammon, BlackJack, Brickles, Canfield, Connect Four, Daleks, and Galaxy appear to work just fine. Brickles 4.0 is obsolete, 7.0 is available now.

MacEDOM 7 is not as good. Captain Magneto runs erratically, Life makes a mess of the screen, Core Wars has a chance of working, but it is not my cup of tea, and Crypto seems to work, but again is a game for those with nothing better to do.

MacEDOM 8 gives a 50% yield. Dungeon of Doom bombs, as do MacEroids and Enigma. Eliza, Iago, and MacConcentration run OK.

MacEDOM 9 yields less than 50%. Hangman bombs, MacLuff bombs, MazeWars bombs, and Megaroids bombs. Reversi works poorly. MacYahtzee, Missile, On-the-Contra, and Wheel work OK, but Wheel is a bad version of the Wheel of Fortune game. Phase Craze is a much better version of this game.

MacEDOM 10 has one good adventure game, Radical Castle. This is a World Builder game and it runs fine on a Mac II. Solitaire runs OK too, but it is an ugly looking version of solitaire – Klondike is much nicer and it runs in color. Amazing bombs.

MacEDOM 11 is back to 50%. Two programs bomb – Smartask and Space War. Space Invaders and Space Bubble don't like the faster timing of the Mac II and run too fast to be useful. Rascal Billiards, Star Trek Trivia, StuntCopter, and Special Tao will run OK on the Mac II.

MacEDOM 12 has a .333 batting average. Two programs run on the Mac II: Wizard's Fire (a good Missile Command type game) and Webster's Revenge Demo (a word search). The remaining four programs bomb – Snake, VaxRunner, Bugs, and Think Ahead.

To test Desk Accessories, I used the program FFDA which is a clever utility that allows one to look at and run a DA before loading it into the system file. The idea is that it is a lot nicer to bomb out the DA outside your system file and take the system with it – get out the backup floppies, Martha! You do have a current complete disk backup, don't you? Anyway...

MacEDOM 13 is full of Desk Accessories. There are a few good ones, such as New Scrapbook, Phone Book, and Message DA, but I also got the worst bomb so far with FractionCalc which (because I wanted to keep it and thus used DA/Font Mover to dump it into my system) activated Virus Detective and completely trashed my DA folder under Suitcase – filling the screen with strange colors and weird messages and boxes. There are so many DAs here, I will just tell you of the ones that bombed, namely – CScan, Calendar, Counter, CrashFix (ironic), DeskZap – it did, Eject and Reset (I had to), Extra 1.5, LifeSaver (it died), Nominal (it wasn't), ReadMacWrite (illiterate), Stars, Utilities, Maxwell (which also activated Virus Detective), and the dreaded FractionCalc.

MacEDOM 14 has more Desk Accessories, and more bombs for Mac II owners. Camera bombs, MockPackage bombs, Screen Dump doesn't with your color turned on, Telegraph bombs – it won't stop, WordCount bombs, and Wrap won't turn off until you reset the system. There really was not much useful here.

MacEDOM 15 is a lost cause for Mac II owners – nothing will run. The old version of MacInTalk on this disk is not compatible with the Mac II (a new version of MacInTalk is available for the Mac II that will allow speech with more modern Hypercard talking stacks). And, the programs on this disk are old and are tied to the old version of MacInTalk – they won't run from the new version of MacInTalk. **The whole disk is a dead loss for the Mac II.**

MacEDOM 16 contains paint and paint helper

programs. Some are good and seem to work just fine with the Mac II (color turned off) such as MacBillboard, Paint Mover, Grey Pattern, and 3DEdit. I did not try Fast Print. However, ViewPaint, PaintScroll, Tesseract, JoyPaint, and ThrowPaint bomb and don't work at all, while Overlay thinks that MacPaint 2.0 is defective.

MacEDOM 17 is bad news for the Mac II. It contains only one program, a 3D drawing demo, and it bombed so bad at closing that it diddled my PRAM, losing my hard disk. Fortunately, I remembered a note in the February, 1988 issue of MacWorld telling how to "Zap the PRAM" - starting the system with a spare floppy-based system and then opening the Control Panel while holding down Shift, Command, and Option. A dialog box then asks you if you want to re-set the PRAM. Say yes, and the PRAM is reset to its default values, and when you re-start again your hard disk should be back in business. You will have to go back into the control panel to set up any special commands you may have used, such as RAM cache size, mouse speed, etc. But, it is a lot better than re-initializing the hard disk and rebuilding the operating system from your back-up floppies.

MacEDOM 18 has some Excel and Multiplan templates that I did not run because I don't have those programs up and running on my system. The rest of the disk contains icon-editing tools for hackers. Of these, Icon Collector, and Icon Bounce bombed out. The others seemed to work, but I did not get far into them.

MacEDOM 19 is not much help to a Mac II user. Function Key Manager bombs, as does FKEY Installer. Among the function keys provided, Big Cursor bombs and Fade works only if the color is turned off and only over the area of the small Mac screen. Note that there is an alternate shareware program, Function Key Mover 1.1c, that does successfully transfer and re-number function keys. The stars programs on this disk nearly struck out. Star Chart, Star Flight, and Earthplot all died, while Orion worked, but with a pretty terrible looking screen.

MacEDOM 20 has some text preparation programs and most ran OK on the Mac II, but most were pretty boring. However, Ink did not recognize my laser printer and Quick Reader bombed reading a Word document (screen froze). Mail Labeler and Label Printer were not much help with a laser printer. MiniWriter installs as a DA and was sort of cute, but it

would not open Word documents, just MacWrite stuff.

MacEDOM 21 contains print utilities that work with a dot matrix printer and old versions of MacWrite. Since old versions of MacWrite won't run on a Mac II and I don't have a dot matrix printer, I could not do much useful with this disk, but nothing I opened bombed immediately.

MacEDOM 22 contains an obsolete version of Switcher 5.0.1 (5.1 is now available) that MultiFinder makes redundant. Browse and Shazam are old finder replacement/supplements that predate the HFS and I did not risk trying them. MacID ran OK but did little. I did not try REdit or FEedit but they appear to predate ResEdit by a couple of years. There is a more modern version of FEedit on MacEDOM 29. Memory Test bombed. Scavenger Mac did not bomb, but I am not happy

trying undocumented old disk utilities. VERSINFO bombed and Set Startup asked for impossible information.

MacEDOM 23 contains a bunch of old utilities that are more appropriate to smaller and older Macs. There seem to be lots of little programs written to overcome old system limitations that simply are not of value to those using the bigger and more modern machines. Kind of like buying an inner tube for the tires on a modern car.

MacEDOMs 24 and 25 contain educational programs and, for once, nothing bombed my Mac II. Although most programs here are useful primarily for a mathematician or a teacher, nothing instantly killed the computer.

MacEDOM 26 contains several obsolete utilities.

GOTO 14



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Survey for Mac II Contd.

review is an obsolete version. Disk Librarian is an obsolete version. I tried neither but the current versions of both do run on a Mac II and are useful. Amiga does not run. Font Display 1.0 bombs, Fontsie is for old systems. Font Librarian is supposed to replace Font Mover, but not in my system! I did not try the hacker programs on this disk.

MacEDOM 27 is chock full of trouble for a Mac II owner. Snow bombs. Mort bombs really bad and diddles the PRAM - I had to re-boot from a spare system disk and reset the PRAM to get my hard disk back. Talking Alarm wants the old version of MacInTalk that won't run on a II. Journal Maker bombs. Reverse Screen does not work. Hello bombs. Inventory bombs bad. New Typist won't open. All and all, there is nothing useful to a Mac II owner on this disk.

MacEDOM 28 contains a couple of cute programs that do seem to work on the Mac II, namely Calendar Maker and Fortune Cookie. Help, however, bombed so badly it contaminated the PRAM. I am getting tired of resetting it. The other programs did not bomb, but I didn't get very far into them.

MacEDOM 29 did not bomb at all, although I did not actually use the programs therein, but it is surprising how many programs bomb when opening or, even more likely, when closing them. Closing bombs seem to be the most severe, too, usually locking up every-

Attention, Programmers!!

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Don't delay, call 427-4789 and ask Lee for your MacPRO membership application today!!

thing and leaving debris in their wakes. Anyway, PRAM v. 4.0 does show what your PRAM is doing, FEdit is a more modern version of the disk editing program also on MacEDOM 22, FileFixer may work, but I don't have any files to fix (I hope). Roots opened and has lots of support files that Word can read, but I did not use it.

MacEDOM 30 contains some really useful stuff, and a few bombs. First, the good stuff: SuperRuler is an excellent DA and ran just fine. Safari 1.0 is a cute little game that ran fine, too. Overlay ran, but I am not sure what it is supposed to do. SuperPaintHelp and Word DA (help) are useful DAs that run on the II. µPaint is a simple little draw DA that ran even with color turned on. Artisto 1.42 worked as documented. Now the bad stuff. MegaCalculator bombs. RamStart 1.32 bombs. DiscDup+ and PDCopy seem to be out of date and limited compared to Copy II Mac. AirBrush bombed. Time Logger bombed. Measles3.0 bombed. TermWorks 1.3 opened and closed, but I didn't try it.

MacEDOM 31 is pretty useful and nothing bombs. TakeALetter is a good program for preparing messages for others when you don't know what test program they have. ZeroGravity is a neat little action game. Bullets and Boxes font is a demo laserprinter font set and Beverly Hills font is a useful dot matrix font set (I only looked at them with FFDA - I did not install them in my system). Only the game Iggy Iggopolis did not run, but it did not bomb either.

MacEDOM 32 contains Red Ryder 9.4, a communications program. Since I don't have my Mac tied to the outside world, I did not try this disk.

MacEDOM 33 had one program, GO, that bombed out my hard disk (had to zap the PRAM again). In addition Wall Street and The Venice Project bomb on a Mac II. But this disk has several useful programs. Road Atlas is fun, AirTrafficController seems to work, Poker Game DA is OK, and the DynamicFolder Icon is a nice touch. I am not sure what UnPack is supposed to do, and there are a couple more dot matrix fonts.

MacEDOM 34 had a very good DA, UnitConversions. In addition, ChemIntosh, StackSniffer, CalcPlot, and meyers ProgCalc seemed to run OK on the Mac II. DCAD and Stars 1.8 bombed. FixPic was not applicable to my system, and Unicalc 1.3 and Sector 1.3 had so many things disabled in these demo versions

that I cannot tell if they will work or not. I did not want to try ProFont as I saw no way to undo its changes easily if I did not like the results. PrintSTR#s and Planets did not seem to work as documented, but did not bomb.

MacEDOM 35 has upgraded versions of FontDisplay 5.0 and Fontsie that still do not work in my system. Fontsie is not Suitcase compatible and FontDisplay didn't, but this version did not bomb either. The Palencia font program appears to be OK if you need another dot matrix font; I did not load it.

MacEDOM 36 was good news as everything works on a Mac II (almost). Artisto 2.01 works fine and replaces the earlier 1.5 version. Patterns runs full screen on the II as does ViewPaint 1.5. MortCalc calculates, Show Version shows, and IChing, well, it works too. Let's Get Tanked bombed once but it plays pretty well anyway. Smallview is a nice little calendar generator. I did not try DiskTop or New SafeLaunch, but there is good documentation on this disk for them.

MacEDOM 37 contains more utilities. Stuffit 1.2 runs OK, but version 1.40 is now available. AutoBlack did not open properly, nor did MacsBug. DA Utility 2.0 opens, but with Suitcase, who needs it? Sample It seems to work. Work•n•Print seems to be redundant with the background printing now available under MultiFinder and I did not try it. I did not try Pad-Lock, LineFeed or Add/Strip although all opened and closed without bombing.

MacEDOM 38 contains games, but most won't run on a Mac II. MacGolf bombs, MacMissiles bombs, and Mac Bugs bombs. Only Cairo ShootOut runs properly on my computer.

MacEDOM 39 is better for the Mac II. Only MacLanding bombs. Ballistics, CrossMaster, and Scarab of RA all ran just fine.

MacEDOM 40 contains virus detection programs that run OK on the Mac II. I hope you don't need them, but there is good documentation on this disk if you do.

The club's Stackware EDOMS 801, 802, and 804 are all OK on the Mac II with one exception. The MacInTalk *stuff* will bomb unless you get the updated version of MacInTalk for your system folder. The original will not run on a II. Note that many older talking programs, *such as Talking Moose, won't run with the new version of MacInTalk, making it impossible to use these older programs on a Mac II.*

Did you know... ??

Info encountered on the BBS scene, filtered with irreverence by Tom Edwards

Apple Computer has added something that many users have pleaded for: a Customer Satisfaction Group. This is designed to put Apple "close to its customers" in the years ahead. It includes something called "customer support", a term that somehow has eluded corporate Apple for more than 10 years.

Check with someone who has access to the AppleLink service if you need more details.

Remember PFS: File and PFS: Write? These were two of several early Apple II programs that pioneered ease of use with productive output. The publisher of these programs, Software Publishing Corporation, went on to support another line of computers, somehow streaked with blue.

SPC will soon enter the Macintosh market with an offering in the desktop presentation category. Let's hope that SPC remembers one of the things that made their programs well accepted on the Apple II: consistency of interface. If they don't give it a Mac-ish look, it ain't gonna fly!

SuperMac Software has released version 2.0 of their program SuperLaserSpool, a print utility for those well-heeled enough to pack a LaserWriter next to the Mac in the computer room. For a mild \$150 or so, you can avoid watching the watch. Be sure to check with SuperMac (295 N. Bernardo Ave., Mountain View, CA 94043) if you have an older version of the program. Upgrades are pretty reasonable, and can be obtained in multiuser capability for a few dollars more.

ibm (I Bought Macintosh) has instigated a trade-in program for owners of older ibm products who want to try something that is a bit closer to a Mac... the PC/2. An old PCjr may be worth a hundred bucks, an AT a grand.

Pretty soon, you might expect to see a fast-talking guy on TV, flashing phone numbers in your face and saying "... Give us a call, right heeereeee!"

Not exactly a fortune, but the thought is nice. Are you listening, Apple?

Eat dust, Mac II owners! Think you got a fast computer? How about 20 times faster than a DEC VAX 11/780? Or five times faster than Intel's 80386? Maybe 55,283 times faster than a 128K Mac?

An outfit called Cypress Semiconductor Corp. has developed a 32 bit, 33 MHz RISC

processor (all this jargon just means that it's super-state-of-the-art, crunching 20 million instructions per second). For all of you REAL hackers out there, you can buy one of these puppies for a mere \$650... in quantities of 100... and add your own keyboard. Well, maybe it ain't quite that easy. Who can find any RAM chips laying around these days?

First it was "less is more", now it's "smaller is bigger." 3M Magnetic Media Division confirms that the 5.25" disk has been the Disk of Champions for several years now. A lot of us remember the really floppy floppy that might have packed all of 100K bytes on some of its first incarnations.

Now we have the 3.5" incher, inching up in capacity from 400K, to 760K, to 800K, and now even 2,000K in some versions. Soon, this little pocket-pal may be nudging 10,000K (10 megabytes!), double the capacity of Apple's first hard disk drive that was about the size and weight of two sets of the Minneapolis Yellow and White pages phone books.

Within about four years, the world market for these things will total 3.7 billion disks!... a claim that rings like something that you'd see on a sign with golden arches.

Now where can I put the groceries? The house is full of these little, flat, square things!

California, home of the computer industry, recently had a chance to be known for a computer first: constitutional computer privacy.

Unfortunately, the legislature failed to ratify a bill designed to protect the electronic property of computer owners and users; their bits and bytes. The bill would have required a search warrant in order for the fuzz to glom onto your computer and search your database.

I can see it now: the arresting officer reads the computer its rights by scanning in those famous words; "You have the right to remain silent..."

Beep!

They're heere!!! We'd all expect to hear that a computer magazine is produced on a Mac. But how about Aviation Week? If it works, why not?

Heard about Apple's "look and feel" lawsuits against Microsoft and Hewlett-Packard? Of course you have.

Now the other sides are starting to fight back. The sue'ees (now there's a psuedo-technolegal term for you... right off LA Law) are now slapping Apple with countersuits.

Pretty soon, there will be more legal eagles at these companies than programmers or chip stuffers.

What a great scenario for a new computer simulation: ZAPSUIT, overload your friend's computer circuits with testimony about the design and use of a garbage can. First one to blow a chip in the other computer wins! Only \$39.95 at your local computer dealer or storefront lawyer office.

I don't know which would be worse, the virus or the bureaucracy.

NASA somehow had an epidemic of the "Scores" virus a few months back. Though it didn't do any serious damage, it was perceived as a great enough threat that the FBI has been called in to investigate.

About the only thing for sure, is that this virus thing proves that disks sure do get around. Maybe there's more truth than fiction to some of those claims about how many "unofficial" copies of programs might be out there.

More bytes later...TWE



Survey continued

Finally, MacEDOM 803A and 803B, the 4th Dimension Demo set, will run on a Mac II.

That's it folks. Sixty-eight system bombs and re-starts later, zapping my PRAM about 15 times and with several curses and bad thoughts about inept programmers, you now know what will run on a Mac II. Note that my observations don't mean the program is really solid on the II. It just means it did not bomb for me in the short while I opened and closed it and messed around with it a little. Note also that in general, paint type programs won't run unless your monitor is set to 2 grey level black and white because most paint type programs don't like 8-bit color at all. Their bomb mode is to put little scrunched up boxes at the top of your screen.

If the "batting average" on these EDOM programs seems pretty poor, don't despair. It is not much worse than with available commercial programs, many of which are only now being revised to run well or really take advantage of the Mac II's capabilities. It is going to get better. For questions and comments, I can be reached at (612) 890-3517. Frank.



Dimensionally 4 You

by Tom Edwards

June, 1988, 4th Dimension Programmer's Meeting

Weather sure has an affect on turn-outs at the Mini'app'les meetings. June 20, like so many other days so far this year, was one of those "hot ones" again. As I walked up to the meeting room at the Southdale Library, I had to double check that I had the right day and time, for the room appeared empty. Sticking my nose inside the door, I saw the friendly face of *Ian Abel*, chairperson for the 4th Dimension programmers group, busy setting up a Mac and rummaging through his disks.

Even with just two or three die-hards present, the conversations quickly centered on things Mac-ish. And as the few stuck to it, a new face would straggle in every few minutes until there were about 8 or 10 gathered 'round the Mac, glad to be in where it was cool.

Ian tried to brush away the thoughts of the wavy, oppressive weather with a few swooshes through "Downhill Racer," an arcade simulation of a ski racer, complete with sounds of crisp snow under the skis and grunts and groans when a wipeout occurs.

Acius plus one

It was just about a year ago that 4D came out of the closet. Known as "Silver Surfer" during the early part of its development, it was touted to be the "killer" database... sure to put all other comers far into the "also ran" column. Well, it is a great program, according to Ian and other users, but somehow, there's still room for other players in the game. 4D can do almost everything that you would ever want from a database program... some things extremely well... some things not so well. Ian filled us in on some of the basics:

- Manuals are pretty good, providing that you can come up with a good index. Acius has addressed this by putting out a separate index in Word 3.0 format. An independent source has created an index in HyperCard (!)... (kind of like Cadillac providing Lincoln loaners!) CompuServe also has Acius' index available on one of their user forums. Ian said that he wouldn't be surprised to see a book about 4D out on the shelves one of these days.
- Speed is one thing that gets 4D a lot of comment... often negative. Actually, Ian said that most operations are fairly mid-performance, compared to databases of similar power. The one operation that is SLOW, is import/export... time for a long coffee

break while moving things in or out. Speed is one of the things slated for improvement with the next release, currently unscheduled.

- 4D is usable in a multiuser environment, although this is also a trip to the slow-motion theater. Even if slow, this would seem to be an important ability to me, if I had a business that needed up-to-the-minute access to the data from several locations within the office.
- Acius publishes 4D Tech Notes, which used to be available for the cost of a phone call to a data service. This material is now guarded a bit more carefully by Acius, released as part of their developer's program.
- As application examples, Acius has released 4D databases **Top Guys** and **Mini-Fans**. The former is Guy Kawasaki's list of major business contacts - places where a developer might find need of his efforts or promotional help. The MiniFans database is a list of contacts such as vendors, publishers and user group representatives. (Important historical note: Search for the name "Buchler", and Dan's name pops up as the local contact for Mini'app'les!)

Ian covered the structure of Acius' revamped "developer" program, being a certified developer himself, from almost day one in 4D history. Acius' original plan still costs \$695 to be a player. For this, you get monthly mailings of goodies such as the 4D Tech Notes (paper copy) and external functions. This program also allows you to purchase five copies of the program at a 50% discount, and receive discounts on training and selected co-op hardware. You can also purchase "runtime" versions of the program... the usual form that a developer puts in the hands of his client to work with their database. The tech support for developers seems to be the same as that which any owner of the program receives... and Ian feels that the support is good at the user level. Unfortunately, the "deeper" questions that a developer encounters seem to be over the head of some of those at the other end of the phone line.

Acius has also added an "apprentice developer" category. For the slim sum of \$195, you can get the monthly 4D Tech Notes. No frills, no extras.

What does it take to run 4D? A Plus or SE is fine. Beyond that, a good, fast hard disk drive would be one of the first system im-

provements. Memory seems to help any program, but with the current situation, it's kind of hard to find or afford. An accelerator helps with the automatic syntax checking that 4D does... a little too often... but it doesn't do much to speed up day to day operations.

And what dimension from here?

Like any good program, there's talk of things to come. Version 2.0 had originally been rumored for an end-of-1988 release. Now, there is no date given. The current version, 1.0.6, just makes 4D compatible with the latest Mac System release. Some rumors pop up about a "VAX connection", but that, too, is rather nebulous. Though not often used, 4D does have the ability to access dBase II files... adding to its value in the "big" business community.

Realistically, Ian thinks that it will be some time before much is added to the program... and it's pretty complete in its current form. Acius relies on only two programmers... the original author and one other. Being French citizens, they can each spend only 173 days a year in the states, a decidedly limiting factor in bringing out new stuff. Yet, even at the current version level, 4D is a powerful program. One strength is the Mac-ish look to the operation of the program, at both user and developer level. Some ability to work with more than one window, and to handle the Mac's font capabilities better, would be most welcome. Although Joe Average can assemble some database applications, the best of the program comes out when you can write "procedures" to act on the fields. This takes someone familiar with programming - ideally, Pascal.

Ian has 20 years of experience to help him make the most of this legendary, killer database.

More bytes later...

TWE



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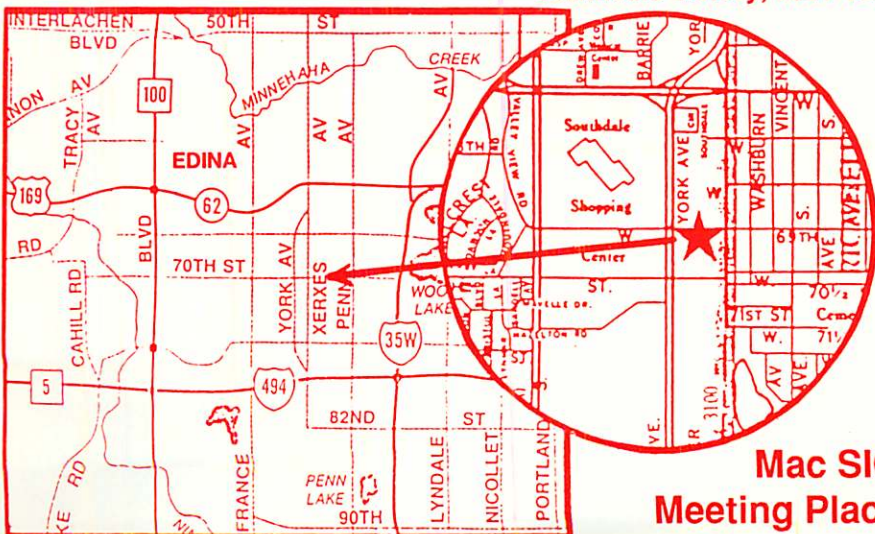
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