

# mini'app'les

newsletter


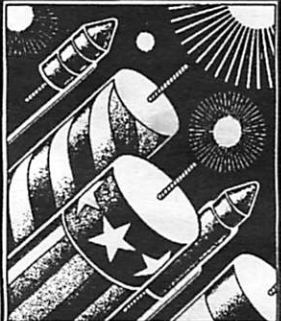
\$2

Vol. 13  
No. 7

The Minnesota Apple Computer User's Group, Inc.

## JULY 90

Calendar  
of  
Events

M	T	W	T	F
2	<b>Northwest Branch CIG</b> 3 NO MEETING DISCONTINUED Jerry Kaufman 535-6745	 <b>Apple // Main Meeting</b> NO MEETING HAPPY HOLIDAY Tom Ostertag 488-9979	<b>Mac Main Meeting</b> 5 Hennepin Southdale Library 6:30 / 7:00 pm - Mike Carlson 866-3441, David Stovall 474-8015  <b>Apple II DTP SIG -Note 11</b> Murray Jr. High School, St. Paul 7:00 PM	6
<b>Mac Computer Art &amp; Design SIG</b> 9 Mpls. College of Art and Design 133 E. 25th St., Rm. 325 Subject: File Formats Joy Kopp 440-5436	10	<b>JOINT MEETING</b> <b>Microsoft® Works™ SIG</b> 11 Ken Edd 631-3679 <b>Dakota County SIG</b> <b>Mac, Apple II, Apple IIGS</b> Metcalf Junior High Intersection Cedar Ave & County Rd. 30, Burnsville - 7:00 pm Tom Michals 452-5667	<b>Apple mini'app'les Board Meeting</b> 12 Lexington Branch Library University & Lexington Aves. St. Paul, MN - 7:00 pm David Laden 488-6774	13
<b>Fourth Dimension™ SIG</b> 16 Hennepin Southdale Library Ian Abel 824-8602	<b>Mac Programmer SIG</b> 17 -Note 2 Hennepin Southdale Library -7:00 pm  <b>MacCAD/E SIG -Note 8</b> Heath/Zenith Computer Hopkins - 7:00 pm	<b>Apple IIGS SIG -N. 12</b> 18 First Tech 2640 Hennepin, Mpls. -7:00 pm  <b>New Richmond Mac CIG</b> Wisc. Indianhead Technical Coll. John Hackbarth 715-246-6561	<b>North Shore Mac CIG</b> 19 - Note 15 Bethlehem Lutheran Church -7:00 pm Grand Marais	20
<b>HyperCard™ SIG</b> 23 -Note 4 NO MEETING  <b>Mac Novice User SIG</b> -Note 9 Highland Branch Library, St. Paul	24	<b>Mac Desktop Publishing SIG</b> 25 First Tech 2640 Hennepin, Mpls. - 7:00 pm Bob Grant - 228-9637	<b>AppleWorks® SIG</b> 26 Murray Jr. High, 2200 Buford St. Paul - 7:00 pm Subject: Using RAM Disks Dick Marchiafava - 572-9305	27
30	31			
<h1>HAPPY JULY 4TH</h1>				

**Notes:**

- |                                 |                                   |                                      |
|---------------------------------|-----------------------------------|--------------------------------------|
| 1. Dave Laden .....488-6774     | 7. Joy Kopp .....440-5436         | 13. Ken Edd .....631-3679            |
| 2. Ian Abel .....824-8602       | 8. Bill Langer .....937-9240      | 14. David Stovall .....474-8015      |
| 3. Bob Grant .....228-9637      | 9. Tom Lufkin .....698-6523       | 15. Jim Ringquist ....(218) 387-2234 |
| 4. Mike Carlson .....866-3441   | 10. Dick Marchiafava.....572-9305 | 16. Tom Michals .....452-5667        |
| 5. Wesley Johnson .....636-1826 | 11. Tom Ostertag .....488-9979    |                                      |
| 6. Jere Kauffman .....535-6745  | 12. Mark Evans .....377-9300      |                                      |

**CIG - Community Interest Group**  
**SIG - Special Interest Group**

**THE CALENDAR  
FOR AUGUST IS  
ON PAGE 4**

**Coordinators - Please Call Dick Aura (941-1198) by the 1st Friday in order to have your meeting listed correctly.**

**Board Members:**
**Officers**

President	<i>David E. Laden</i>	488-6774
	675 West Wheelock Pkwy, St. Paul, MN 55117	
Past-President	<i>Dick Marchiafava</i>	572-9305
	7099 N. E. Hickory Drive Fridley, MN 55432	
Vice-President	<i>Tom Lufkin</i>	698-6523
	2078 Highland Parkway St. Paul, MN 55116	
Secretary	<i>Randy Dop</i>	452-0425
	4128 Meadowlark Lane Eagan, MN 55122	
Treasurer	<i>J. Edward Wheeler</i>	881-5928
	P.O. Box 796 Hopkins, MN 55343	

**Directors**

Publications	Dave Undlin	432-0913
Software	Tom Gates	789-1713
Operations & Resource	Dick Peterson	473-5846
SIG: Macs	Jim Horswill	379-7624
SIG: Apples	Tom Michals	452-5667
Membership	Jason Mooney	627-0956

**Coordinators**

Beginners' Consultant	Earl Benser	884-2148
Shows & Conventions	<i>Open</i>	
Dakota County	Tom Michals	452-5667
Northwest Branch	Jere Kauffman	535-6745

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

📁 Mac Users	David Stovall (eves)	474-8015
	Mike Carlson (days)	866-3441
📁 Excel SIG	M. Nightingale	545-9380
📁 Mac Programming SIG	Ian Abel	824-8602
📁 HyperCard SIG	Mike Carlson	866-3441
📁 CAD & Engin. SIG	Bill Langer	937-9240
📁 4th Dimension SIG	Ian Abel	824-8602
📁 Mac Novice SIG	Tom Lufkin	698-6523
📁 Smalltalk SIG	Martin McClure	227-9348
📁 DeskTop Pub. SIG	Bob Grant	228-9637
📁 MicroSoft Works SIG	Ken Edd	631-3679
📁 North Shore Mac Users	Jim Ringquist	(218) 387-2234
📁 New Richmond Mac U.	John Hackbarth	(715) 246-6561

**Software Director's Staff**

Apple // DOM Editor	Tom Gates	789-1713
MaceDOM Editor/Prod	Bob Fellows	
CP/M	<i>Open</i>	

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

Genealogy	Melvyn Magree	559-1108
Medical	Stewart Haight	644-1838
CP/M	Jim Rosenow	(414) 261-2536
PACER Center	Dan Berks	827-2966

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

**Membership** – Mini'app'les  
 attn: Membership Coordinator  
 PO Box 796  
 Hopkins MN 55343

All members receive a subscription to the newsletter and all club benefits. New members receive a package of member lists and software catalogs.

eDOMs	At Meetings	Mail Order
Members: 5 1/4" eDOMs	\$3.00	Add
5 1/4" System	\$1.00	\$1
3 1/2" Apple/Mac eDOMs	\$5.00	per
3 1/2" System	\$3.00	disk,
Non-Members: 5 1/4" eDOMs	\$6.00	Max
3 1/2" Apple/Mac eDOMs	\$10.00	\$4.00

Make checks payable to: Mini'app'les

Mail to Mini'app'les: Attn: eDOM Sales  
 PO Box 796, Hopkins, MN 55343

**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 directly to the Newsletter Editor, Linda Bryan, 1752 Gulden Place, Maplewood, MN 55109. You can also reach Linda at 777-7037 after 4:00 pm.

Deadline for publication for August newsletter only is July 7th. An article will be printed when space permits and if, in the opinion of the Newsletter Editor, it constitutes suitable material for publication.

**Meeting Dates** – Please phone calendar announcements to:  
 Dick Aura 941-1198.  
**Many thanks to John Hansen for all his help in the past.**

**Mini'app'les BBS** – 892-3317 8 data 1 stop 0 parity

**Mini'app'les Voice Mail** – 627-0956 (Receive info on upcoming meetings and leave messages). Thanks to Tom Gates.

**Advertising** – Direct inquiries to:  
 Sharon Gondek  
 Mini'app'les Advertising Coordinator  
 PO Box 796  
 Hopkins, MN 55343

**Newsletter Publication Staff**

Publications Director	Dave Undlin	432-0913
Editor	Linda Bryan	777-7037
Graphics Consultant	Nancy McClure	227-9348
Calendar	Dick Aura	941-1198
Assistant Editor	Tom Lufkin	698-6523
Contributing Editor	Tom Gates	789-1713
Contributing Editor	Steve George	935-5775
Contributing Editor	Jim Horswill	379-7624
Contributing Editor	Chris Gibson	591-0032
Production Manager	Cindy Reeve	934-7500
Business Manager	J. Edward Wheeler	881-5928

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JULY 1990

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### The Fine Print

The Mini'app'les newsletter is an independent publication not affiliated, sponsored, or sanctioned by Apple Computer, Inc. or any other computer manufacturer. The opinions, statements, positions, and views herein are those of the author(s) or editor and are not intended to be the opinions, statements, positions or views of Apple Computer Inc., or any other computer manufacturer. Apple®, the Apple® logo, Apple IIGS®, AppleTalk®, AppleWorks®, Macintosh®, ImageWriter®, LaserWriter®, are registered trademarks of Apple Computer, Inc. LaserShare™, Finder™, MultiFinder™ and HyperCard™ are trademarks of Apple Computer, Inc. PostScript® is a registered trademark of Adobe Inc. Times® and Helvetica® are registered trademarks of Linotype Co.

*Yes . . .  
I'd like to join!*

Please accept my –

mini'app'les MEMBERSHIP APPLICATION.

Please Print or Type:

1. Name \_\_\_\_\_  
\_\_\_\_\_  
Address \_\_\_\_\_  
City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_  
Res. phone \_\_\_\_\_ Bus. \_\_\_\_\_  
Renew ID# \_\_\_\_\_ Exp. Date \_\_\_\_\_

2. Please enroll me as a mini'app'les member.

- |                                                     |                                                                |
|-----------------------------------------------------|----------------------------------------------------------------|
| <input type="checkbox"/> Regular [1st year] \$20.00 | <input type="checkbox"/> Educational \$50.00                   |
| <input type="checkbox"/> Renew [one year] \$15.00   | <input type="checkbox"/> Corporate \$100.00                    |
| <input type="checkbox"/> Foreign \$30.00            | <input type="checkbox"/> Donation \$ _____<br>(tax deductible) |
| <input type="checkbox"/> Sustaining \$25.00         |                                                                |

3. Please tell us your special interests:

Which personal computer do you use?	Area of Interest?
<input type="checkbox"/> Apple II	<input type="checkbox"/> Business Application
<input type="checkbox"/> Apple II +	<input type="checkbox"/> Home Application
<input type="checkbox"/> Apple IIe	<input type="checkbox"/> Educational Application
<input type="checkbox"/> Apple IIc	<input type="checkbox"/> Desktop Publishing
<input type="checkbox"/> Apple IIGS	<input type="checkbox"/> Other _____

Do you own or use?	
<input type="checkbox"/> Macintosh Plus	<input type="checkbox"/> Printer
<input type="checkbox"/> Macintosh SE	<input type="checkbox"/> Laser Printer
<input type="checkbox"/> Macintosh II	<input type="checkbox"/> Modem
<input type="checkbox"/> Macintosh SE/30	<input type="checkbox"/> Other _____
<input type="checkbox"/> Macintosh IIcx/IIci	
<input type="checkbox"/> Laser - Other	

- Sponsored by: \_\_\_\_\_
- Check if interested in volunteer opportunities.  
Special Area \_\_\_\_\_
- Check if you do not wish to receive non-club promotional mailings.

You'll receive your new member's kit in 3 to 6 weeks.

Make checks payable & mail to:

mini'app'les  
PO Box 796  
Hopkins, MN 55343

# AUGUST 1990

Apple // Main Meeting	Wed. August 1	Washburn Community Library	Note 11
Mac Main Meeting	Thur. August 2	Hennepin County Library, Southdale	Notes 4 & 14
Apple II DTP SIG	Thur. August 2	Murray Jr. High School, St. Paul	Note 11
Northwest Branch CIG		<b>DISCONTINUED</b>	Note 6
Dakota County SIG	Wed. August 8	Metcalf Jr. High, Cedar Ave. & County Rd. 30 Burnsville	Note 16
Board Meeting	Thur. August 9	Lexington Branch Library, St. Paul	Members welcome - Note 1
Mac Computer Art & Design SIG	Mon. August 13	Minneapolis College of Art and Design	Note 7
Microsoft® Works™ SIG	Wed. August 14	Washburn Community Library	Note 13
Apple IIGS SIG	Wed. August 15	First Tech Computer, 2640 Hennepin	Note 12
New Richmond CIG	Wed. August 15	Wisconsin Indianhead Technical College	Note 17
North Shore CIG	Thur. August 16	Bethlehem Lutheran Church, Grand Marais	Note 15
Fourth Dimension™ SIG	Mon. August 20	Hennepin Southdale Library	Note 2
MacCAD/E SIG	Tues. August 21	Heath/Zenith Computers, Hopkins	Note 8
Macintosh Programmer SIG	Tues. August 21	Hennepin Southdale Library	Note 2
Mac Desktop Publishing SIG	Wed. August 22	First Tech Computer, 2640 Hennepin	Note 3
AppleWorks® SIG	Thur. August 23	Murray Jr. High, 2200 Buford, St. Paul	Note 10
HyperCard™ SIG	Mon. August 27	Hagen Office Equipment	Note 4
Mac Novice SIG	Mon. August 27	Highland Branch Library, St. Paul	Note 9

1. Dave Laden	488-6774	5. Wesley Johnson	636-1826	9. Tom Lufkin	698-6523	13. Ken Edd	631-3679
2. Ian Abel	824-8602	6. Jere Kauffman	535-6745	10. Dick Marchiafava	572-9305	14. David Stovall	474-8015
3. Bob Grant	228-9637	7. Joy Kopp	440-5436	11. Tom Ostertag	488-9979	15. Jim Ringquist	(218) 387-2234
4. Mike Carlson	866-3441	8. Bill Langer	937-9240	12. Mark Evans	377-9000	16. Tom Michals	452-5667
						17. John Hackbarth	(715) 246-6561

**Coordinators - Please Call Dick Aura (941-1198) by the 1st Friday of the month preceding the issue month in order to have your meeting listed correctly. Many thanks to John Hansen for all his help in the past.**

## Members Helping Members

Need Help? Have a question the manual doesn't answer? Members Helping Members is a group of volunteers who have generously agreed to help. They are just a phone call away. Please: only call if you are a Member, own the software in question, and only within the specified days/hours listed at the bottom.

Apple II	Key	TO SideSpread	1	PaintWorks Plus/Gold	15	Microsoft Excel	5,6,17,18
Applewriter	2	TO QuickSpell	1	Prosel	2	Microsoft Word	4,5,6,14,17
AppleWorks	1,2,9	TO SpreadTools	1	TML Basic	3	Microsoft Works	11,17
Ascii Express	3	TO Thesaurus	1	TML Pascal	3	Networking	5,6,13,19
BASIC	5	WordPerfect		Writer's Choice	15	OverVue	
Beagle Buddy	9					PageMaker	4,6,17
BPI Programs		<b>Apple IIGS</b>	<b>Key</b>	<b>Macintosh</b>	<b>Key</b>	PostScript	8
Datalink 1200	1	816 Paint		4th Dimension		Power Point	5
Dollars & Sense	1	AppleWorksGS	15	Adobe Illustrator		QuickBasic	5,6
DB Master	7	APW		Beginners	13,14	ReadySetGo	
Epson LX80	1	DeluxePaint II		Canvas	5	Telecommunications	19
Hard & software	9	General	3,10	FileMaker II	17	WordPerfect	
Home Acc'n't		Graphic Writer II/III	15	General	14,17,18		
Laser 3.5 drives	1	Graphics Studio		Helix	16		
MPublishIt!		GS/OS	3	HyperCard	6,19		
ProTERM	1	Merlin 16+	15	MacDraft	5		
Talk Is Cheap	3	Mousetalk	15	MacDraw	5		
TimeOut	9,2	MultiScribe		MacPaint	5		
TO Graph	2	Music Studio		Mac OS	4		

Many thanks to Lloyd Nelson for all his help. Please post any future correspondence to Dave Undlin on the BBS or call the voice mail number - 627-0956.

1. Lloyd Nelson	423-3112	E	6. Dan Buchler	435-3075	E	12. Timothy Shea	739-3764	E
2. Tom Ostertag	488-9979	E	7. Ann Bell	544-4505	E	13. John Hackbarth	715-246-6561	D
3. Tom Gates	789-1713	EW	8. Fritz Lott	377-3032	E	14. Jim Horswill	379-7624	DEW
4. Tom Edwards	478-2300	D	9. Dick Marchiafava	572-9305	DE	15. Tom Michals	452-5667	
	927-6790	E	10. Randy Dop	452-0425	EW	16. Arnie Kroll	433-3577	E
5. Earl Benser	884-2148	EW	11. Ed Spittler	432-0103	D	17. Michael Foote	507-645-6710	
						18. Richard Becker	870-0659	
						19. Timothy Kunau	737-4957	D

D-days (generally 9a-5p), E-evenings (gen. 5p-9p), W-weekends (gen. 1p-9p).  
In any case, call at reasonable hours and ask if this is a convenient time for them. We appreciate your cooperation.



# Minutes of the Board Meeting

May 10, 1990

St. Paul Public Library - Lexington Branch

**B**oard Members in attendance:  
 David Laden, Tom Lufkin, Randy Dop, J.E. Wheeler, Tom Gates, Dave Undlin, Tom Edwards, Tom Ostertag, Dick Marchiafava. Excused: Ian Abel.

**Members in attendance:**  
 Dick Peterson, Steve George, David Kloempken, Jason Mooney, James Horswill, Tom Michals.

The meeting was called to order by President Laden at 7:05 P.M. The meeting agenda was distributed and reviewed. Motion by Lufkin to accept agenda. Second by Wheeler. Carried.

The minutes of the April 12 Board Meeting were submitted by Dop.

Motion by Lufkin to approve April 12 minutes. Second by Marchiafava. Carried.

**Agenda Item 2.1 - President's Report**  
 David asked that any current or future board member that did not fill out a Goal/Accomplishment sheet for 1990/1991 to please complete one by the end of the meeting.

**Agenda Item 2.2 - Vice President's Report**  
 Tom reported that the local Apple office did not return any of the calls he placed concerning a space for Mini'app'les at the Strictly Business Computer Show. Apple was only interested in vendors that would provide them with financial support towards the booth rental.

**Agenda Item 2.3 - Secretary's Report**  
 No report this month.

**Agenda Item 2.4 - Treasurer's Report**  
 Report for March 1990 submitted by Wheeler.

INCOME			
Membership Dues	1295.00		
Savings Account Interest	16.11		
eDOM Sales	70.00		
Newsletter Advertising	133.00	1514.11	
EXPENSES			
eDOM Cost of Goods Sold	180.00		
Telephone	22.50		
Postage, shipping	550.00		
Printing, publications	669.30		
Conference, Convention	140.00		
Bank Service Charges	4.00		
Petty Cash, miscellaneous	15.00	1580.80	
		66.69	
MONTH LOSS			
Check transfer to C.D.	1000.00		
TCF Inv Mgt Acct	3104.54		
Checking Account Balance		3236.40	

Report for First Quarter submitted by Wheeler.

INCOME			
Membership Dues	4152.00		
Savings Account Interest	51.50		
eDOM Sales	632.00		
Newsletter Advertising	517.30		
Donations	1200.00	6556.80	
EXPENSES			
eDOM Cost of Goods Sold	289.05		
Office Supplies	6.93		
Telephone	115.62		
Postage, shipping	879.00		
Printing, publications	2222.85		
Conference, Convention	140.00		
Bank Service Charges	30.38		
Petty Cash, miscellaneous	15.00	3698.83	
		2857.97	
FIRST QUARTER GAIN			

**Agenda Item 2.5 - Membership Director's Report**  
 Tabled.

**Agenda Item 2.6 - Executive Committee Report**  
 Randy Dop provided minutes from the Executive Committee Meeting held May 8.

**Agenda Item 2.7 - Publications Committee Report**  
 David Undlin reported that there was a Publications Committee meeting held to square away some of the issues concerning the newsletter production. Linda Bryan and Tom Lufkin will be responsible for the layout and Nancy McClure will be design consultant.

**Agenda Item 2.8 - Software Director Report**  
 No report this month.

**Agenda Item 2.9 - Resource Director Report**  
 David Undlin reported that there have been some telephone problems with the BBS. It seems to be working fine now.

**Agenda Item 2.10 - Interest Group Directors Reports**  
 Tom Edwards reported that all Mac groups are alive and healthy with the exception of the CAD/E group. Attendance is down in the CAD/E group and slipping.

Tom Ostertag reported that the Apple II SIG had a presentation of DB Master Professional and also the new shareware version by Tom Gates. The DTP group and Dakota County group continue to meet. The Appleworks SIG meeting has a Claris representative to field questions.

Motion by Lufkin to accept the Directors' reports. Second by Wheeler. Carried.

*Board Minutes GOTO next page*



**OLD BUSINESS**

**Agenda Item 3.1 - Status of IRS Penalties**  
No new information this month.

**Agenda Item 3.2 - National Apple User Group Conference '90**  
Tom Gates and Tom Lufkin gave a report on the Users Group conference. Tom Lufkin will publish an article in the newsletter concerning the conference.

**Agenda Item 3.3 - Purchase of CD ROM Drive**  
Tom Gates reported that the CD ROM drive paperwork is submitted and are waiting for delivery.

**Agenda Item 3.4 - Status on New Member Kits**  
No status available.

**Agenda Item 3.5 - Report of the Election Committee**  
The report of the Election Committee is as follows:

President	David Laden	54 votes	Elected
Vice-President	Tom Lufkin	49 votes	Elected
	Other	6 votes	
Secretary	Randy Dop	55 votes	Elected
Treasurer	J.E. Wheeler	51 votes	Elected
	Dan Buchler	2 votes	
Publications	David Undlin	53 votes	Elected
Software	Tom Gates	55 votes	Elected
Operations/Resources	Dick Peterson	52 votes	Elected
SIG: Mac	Jim Horswill	53 votes	Elected
SIG: Apple	Tom Ostertag	27 votes	Elected
	Tom Michals	20 votes	
Membership	Jason Mooney	54 votes	Elected

Motion by Dop to accept the Election Committee report. Second by Lufkin. Carried.

**Agenda Item 3.6 - Adjourn to the new Board of Directors**  
Motion by Dop to adjourn 1989/1990 Board of Directors meeting. Second by Gates. Carried.

**Board Members in attendance:**  
David Laden, Tom Lufkin, Randy Dop, J.E. Wheeler, Tom Gates, Dave Undlin, Tom Ostertag, Jim Horswill, Dick Peterson, Jason Mooney, Dick Marchiafava.

The first meeting of the 1990/1991 Mini'app'les Board of Directors meeting was called to order by President Laden at 8:18 P.M. The meeting agenda was reviewed. Motion by Gates to accept agenda. Second by Wheeler. Carried.

**Agenda Item 2.1 - President's Report**  
David Laden provided and reviewed a General Policies/ Procedures Memo concerning the Mini'app'les Board of Directors.  
Motion by Horswill to accept President's Report. Second by Lufkin. Carried.

**NEW BUSINESS**

**Agenda Item 4.1 - Resignation of Tom Ostertag as Apple SIG Director**  
Motion by Lufkin to accept the resignation of Tom Ostertag as Apple II SIG Director. Second by Marchiafava. Carried.

**Agenda Item 4.2 - Appointment of Tom Michals as Apple SIG Director**  
David Laden appointed Tom Michals to replace Tom Ostertag as Apple II SIG Director. Motion by Lufkin to approve appointment of Tom Michals as Apple II SIG Director. Second by Marchiafava. Carried.

**Agenda Item 4.3 - Thanks to Retiring Board Members**  
Motion by Undlin to recognize the retiring board members for a job well done. Second by Lufkin. Carried. A large round of applause was given to the retiring board members.

**Agenda Item 4.4 - Name Tags**  
Randy Dop circulated a sign-up sheet for name tags.

**Agenda Item 4.5 - Business Cards**  
Randy Dop circulated a sign-up sheet for business cards.

**Agenda Item 4.6 - Board of Directors Directory**  
David Laden circulated a sign-up sheet for all board members address, home phone number and work phone number.

**Agenda Item 4.7 - Committee Assignments and Appointment of Staff**  
David Laden reviewed the Mini'app'les By-Laws with the board members. Each director should bring a list of staff recommendations to the next board meeting for approval.

**Agenda Item 4.8 - General Membership Meeting**  
Recommendation for board approval from Executive Committee:  
RESOLVED that Mini'app'les hold a general membership meeting in February 1991. Further, this meeting be scheduled as close to the middle of the month as possible and that all



# ANNOUNCEMENTS

## Swap Meet in August

IT'S BACK! Mini'app'les Swap Meet!

Start digging out all of that hardware and software that you don't need any more, and plan on bringing it to the Mini'app'les Swap Meet that will be held in August. Everyone is invited but only Mini'app'les members may sell their wares, so bring your membership card or a Newsletter that shows you are a member in good standing.

For news about the swap meet, watch for the August Newsletter, jump on Mini'Info'Net, or call Mini'Info'Line (627-0956) for date and location information.

## New Member Packets Mailed

New member packets were mailed in June to a number of members who had never received them. If you believe that you should have received one, contact Membership Director Jason Mooney via the club's voice mail line (627-0956). Jason has dealt with a number of membership issues recently and would like to complete the task of mailing overdue new member packets.

## Apple II June Meeting

by Tom Ostertag

The Apple II meeting was last Wednesday evening at Washburn Community Library and started roughly (very roughly...) at 7:00. First things on the agenda were introductions and announcements. Introductions were short, but extended as Board members wandered in all evening.

Announcements mainly consisted of discussing where the Apple II meeting should be held, since the Washburn Library will be closed for nine months or so for renovation. The Mpls Library on Lowery and Emerson was suggested as was the Brooklyn Center Library (along with several others). The suggestion of having the meeting in a church was turned down (I don't know why though, 'cuz Apple Corporate keeps talking about their evangelization efforts...) and so the matter is still open, but has to be settled fast if the announcements are to be included in the Newsletter. (*Update: Tom tells me that the July meeting is cancelled for the Fourth of July celebration, and that the August meeting will be at Washburn, but plan to meet at North Regional Library, 1315 Lowry Avenue N. in Minneapolis beginning in September.—Editor*)

Back to the meeting, next was Questions and Answers: Most of this time was used to discuss the use of ProDOS on an Apple II+ with 64K of memory and also several suggestions for a hands-on beginners night.

When Ray arrived, everyone was ready. I finally found out what the modem cable was for, the one with the telephone jack on one end and the phone plug on the other.

Ray gave a very interesting talk about history of computer talk shows and some of the things that were tried several years ago. He also talked about TCCN and some of the things that are happening at present. His son, Chris, passed out information/instruction manuals and was an avid participant. After the meeting about fifteen people headed for Perkins for dinners and desserts.

The real night owls stayed long after I left.

That's about it...Tom

## Apple II Upcoming Meetings

by Tom Ostertag

Just thought that I should list the Apple II SIG schedule for the rest of the year again. Now, on with the show...er, schedule.

July: No meeting. The regular meeting date was cancelled because of the holiday. One perturbation, the social meeting scheduled for July 11 has been postponed because of a conflict with the Dakota County SIG, which is meeting with the Microsoft Works group to explore file transfers from AppleWorks to MSWorks and back. But what the heck, why not hit the Dakota County SIG meeting instead?

August 1: **Hypercard for the Apple IIGS** (We hope!) This is only a rumor, so if the program is still vaporware, *Tom Ostertag* will do a presentation on **ProSEL**. At this point, it looks like you may have the pleasure of hearing from Tom Ostertag instead of Apple. But stay in touch...

September 5: The second annual Beginner's Night Out with *Earl Benser*. Earl has volunteered to do this again. Anyone who has heard Earl talk before will want to come and hear what is happening in the Apple world again.

October 3: *John Hyde* will gather some of the best educational software together and bring it to this meeting. We've seen lots of great stuff in years past and this year should prove no exception!

November 7: *Lee Reynolds* will talk about the "Art and Magic of Word Processing" and will show several word processors. Come and watch her put that truculent text through its paces.

December 5: *Fred Evens* will present the perennial favorite at this time of the year: Games, Games, Games....Come and see what great games have been developed for the Apple II platform this year.

Well...That's the schedule for the rest of the year. If there are any changes, they will be listed in the club calendar and will be posted on the Club Bulletin Board.

All for now...remember, an Apple a day is about what some repair shops get done. Happy computing.

*Tom Ostertag*

*Announcements GOTO page 8*



*Announcements continued from previous page*

### **Appleworks SIG**

*by Dick Marchiafava*

Schedule for future meetings:

July 26: Using RAM Disks

August 23: Macro Development

September 27: AppleWorks and Printers

October 25: **TeleComm, TimeOut Dialer, Working with ASCII Files**

November 29: (5th Thursday) Using Mail Merge

December 20: (3rd Thursday) Spreadsheet Template Development

January 24: **ReportWriter**; Using AppleWorks relationally

AppleWorks SIG meetings are the fourth Thursday of each month (exceptions noted) starting at 7:00 pm. Meetings are at Murray Jr. High School, 2200 Buford, St. Paul. Enter the school on the west side which is on Grantham Avenue.

Call me if you need information on meetings (612) 572-9305.—Dick

### **MCAD SIG (Mac Computer Art and Design)**

July 9—A discussion of file formats.

Meetings start promptly at 6:45. Most meetings are held at the Computer Lab, Room 326, Minneapolis College of Art and Design, 26th and Stevens, Minneapolis.

Phone 440-5436 for a recorded message about MCAD SIG.

### **Mac HyperCard SIG**

July—no Hypercard meeting!

### **Mac DTP SIG**

July 14—No announced topic yet. Contact Bob Grant for update.

August 22—*Phil Oenning* from Adobe.

The DTP SIG meets on the fourth Wednesday at First Tech, 2640 Hennepin, 7:00 pm.

### **Mac Microsoft Works SIG**

July 11—Joint meeting with the Dakota County SIG: "AppleWorks to MSWorks."

### **Northwest Branch CIG**

No meetings July or August. Contact Jere Kaufman 535-6745 for information.



## **Letters to the Editor**

Dear Editor:

I enjoyed Linda Bryan's piece on MultiFinder ("Mac Beginners: What is MultiFinder," June '90, page 25). I would like to provide some additional information.

1. It isn't necessary to restart your Mac in order to run under MultiFinder. If you double click on the MultiFinder icon while holding down the command and option keys, Multi-finder will open. Be aware that it will close any open application, however.

Unfortunately, this trick doesn't work the other way. To get back to the Finder, you must restart.

2. MultiFinder needn't be in your System Folder—you can keep it on the desktop, (I like to keep it just above the trashcan). This facilitates the switch from the Finder, as you needn't go searching through the System Folder to find it.

3. If you hold down the option key while choosing the Apple menu, you will only see the applications that you have open in MultiFinder. This saves scrolling through a long list of DAs in order to get to the list of applications. I have a lot of DAs and I have to pack a lunch before scrolling through them.

Via con carne

Jim Horswill

*On behalf of the author and our readers, "Thanks, Jim!"*



### *Board Minutes continued from previous page*

other seven county metro area Mini'app'les meetings be suspended for the month.

Motion by Marchiafava to amend the motion by striking the words "and that all other seven county metro area Mini'app'les meetings be suspended for the month (i.e. no SIG meetings)." Second by Horswill. Carried.

The motion as amended: RESOLVED that Mini'app'les hold a general membership meeting in February 1991. Further, this meeting be scheduled as close to the middle of the month as possible. Carried.

The meeting adjourned at 8:55 P.M.

Respectfully submitted by Randy L. Dop

May 10, 1990







## July eDOM: IIGS.24

by Tom Gates

**T**his month we will bring you the Disk Of the Month (DOM) from the America OnLine User Group forum. The programs, and sometimes entire disks, are provided by members of Apple User Groups from around the country. I hope you enjoy the contents.

### America Online—Apple IIGS Disk of the Month—May 1990

**Lottery Num Gen GS** version 3.0—has great new futuristic graphics, universal printer compatibility and improved user input routines. Lotto GS can be customized for the Lotteries in your area; these settings will appear to be 'built in' to the program once the program has been configured. The program is *shareware*, and a \$6.00 donation is requested.

**Four Play GS**—the play action is similar to Tetris, but with a different type of scenario. The object is to arrange falling multi-colored blocks so that they match-up. Different levels of play are available, from 'Novice' to 'Supreme Being'! It is *not* designed for Transwarp speed. Sound is included.

**WriteIt NDA** version 2.0—the latest version of C.K. Haun's very popular mini word processor in an NDA. This version now has fonts and a desktop pulldown menu interface. Chris has taken a very good NDA and made it a lot better. Shareware.

**First Start** version 4.2—a program that on computer start up loads system disk files from a disk drive to the ram drive. Then boots the ram drive. The previous version looked for any ram drive. This version looks for a ram drive mapped to slot 5. And the list was fixed in the installer program.

**Resurrect** version 1.4—helps restore AppleWorks AWP and ADB files that cannot be repaired by CHANGE-A-FILE because of a damaged disk directory. Improved bad block scanner function. Read docs. Contains AUTO-RESTORE which usually can rapidly restore damaged files even when the volume directory is damaged. Requires the CHGFIL password to access the AUTO-RESTORE function but not the other functions. Use CHGFIL v. 2.98.

**Change-A-File** version 2.84—batch file utility and docs for: Read AWP and TXT files; convert AWP to TXT, TXT to AWP, and AWP 3.0 to 2.x; REPAIR AWP and ADB files; change file type, auxiliary type, and access code; strip/insert line feeds.

**Wheel of Fortune GS**—Welcome to Wheel of Fortune GS! Spin the wheel, buy a vowel! This is the updated version of Wheel of Fortune designed specifically for the IIGs' speed.

No more switching from FAST to NORMAL and back again! New and improved game, plus all programs are run by menu program.

**PowerPLAY GS**—contains four games:

- \* **FourPlay**--Somewhat modified from a previous solo upload, a Tetris-like game with falling squares that you arrange;

- \* **Tron**—A two-player race/strategy game, based on a classic game;

- \* **PigNbull**—A Master-Mind style logic game, pretty addicting!

- \* **GridLock**—Perplexing puzzles with pieces to arrange in an orderly pattern with increasing levels of difficulty.

This is Freeware.

**Sider Park Heads Utility**—will park the heads on *any* Sider hard drive including Sider II, Trustors, Xebecs of any size.

This is *shareware*—please support the author.

**FileTools version 1.0**—a new CDA that works under GS/OS and provides the ability to catalog, copy files (including those with resource forks), delete, rename, set prefix, display text files, create new directories and to format disks.

This is the shareware version of FileTools v1.0. It is fully functional, but has some shareware notices in it. Please read the included documentation for information on how to receive a copy of the commercial version without such notices.

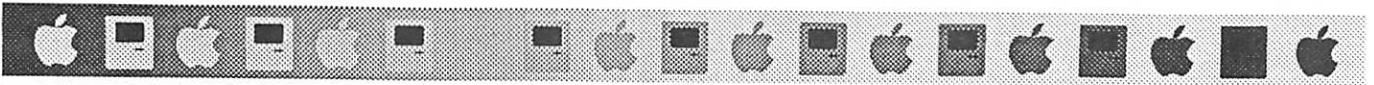
**Envelope CDA version 1.0**—a simple desk accessory that will let you enter three lines of text, then print the text to an envelope inserted into your printer. It will currently handle letter and legal size envelopes. There are still a few minor bugs.

**D.T. Color version 2.0**—a freeware Apple IIGs NDA that lets you edit the desktop colors in either 320 or 640 SHR modes. This new version fixes a couple of bugs in the original (the original version does not have a version number in the title bar). One bug was in the Undo function (only in 640 mode), the scroll bars were set incorrectly when one of the lower three pure colors were selected. Another was the NDA did not check and adjust for programs that use a color palette other than #0 for its desktop and the last simply sets all palettes blacks and whites to the same as the palette that you are editing (the menu bar uses several different palettes).

**ImageWriter II Color CDA**—a simple CDA for setting the colors for an ImageWriter II. Place in your /SYSTEM/DESK.ACDS folder of your boot disk.

**Rockin Icons version 2.0**—a masterpiece. There are over 100 in the collection and they all follow a certain 'standard desktop interface.' Icons for every filetype you can imag-

*eDOM AmOnline GOTO next page*



## Ask mini'app'les: How to Convert Graphics

**M**

ay 19, 1990  
ask mini'app'les  
P.O. Box 796  
Hopkins, MN 55343  
Dear Whomever,

I noticed in the latest issue of mini'app'les *Newsletter* that you now have a question and answer column. My question for you is:

I recently purchased a Macintosh IIcx to replace my antiquated Apple II+. I have a number of data files of **AppleWriter**, **PFS File** and **THE Spreadsheet** as well as graphics for **The Print Shop** that I would like to put on the IIcx. Can these files be transferred to the IIcx and, if so, how would I go about doing it? Are there local companies who would do this and approximately what do they charge for this service?

I do enjoy your publication and keep up the good work. Thank you for your help.

Sincerely, Steve Litton #1379

Dear Steve:

Without knowing a little more about the files (whether your AppleWriter files are DOS 3.2, 3.3 or ProDOS; PFS files are CP/M, DOS 3.3, etc.; and whether or not whether you still have access to your old machine) we can make a few generalized suggestions.

The idea behind all of this is to find a "common ground" for the two machines. For the AppleWriter files convert them if necessary to a ProDOS-formatted disk of a size that will fit in your IIcx. Use the utilities from the **ProDOS System Master** disk or something like **Copy II Plus** (version 6.0 or higher). Then use **Apple File Exchange (AFE)** from your IIcx's System folder to copy the files to the IIcx. If the original file has embedded dot commands, you might want to print the file to disk first by changing AppleWriter's default printer loca-

tion (pd1) so that it will print to disk (pd8 in the Print Menu) and then convert the resultant file instead.

For converting PFS files to ProDOS disks there is a shareware program that runs in the ProDOS environment. Or, you could export the data using the DIF (Data Interchange Format) "standard." Then use AFE as is necessary.

A handy trick for getting at some old information: #1 Retain access to the old machine! or know where you can get access to one. #2 Get hold of a Super Serial Card (SSC). #3 Put the SSC in slot 1 (normally where a printer would go) with the jumper block set to Modem. #4 Use a null-modem cable to tie the two machines together. #5 On the "From" machine, just print the document and on the "To" machine, receive it with your telecomm package into its capture buffer and save it to disk.

Most graphics, including Print Shop graphics, are machine-specific. Here, a machine-independent file structure such as GIF (CompuServe's Graphic Interchange Format) is invaluable. To our knowledge, programs that will create GIF pictures from a DOS 3.3 or ProDOS format only work on the Apple IIGS computer. If necessary, borrow a IIGS or possibly visit your local, friendly retailer with help on this one. Convert the originals to ProDOS (if necessary) and then run them through a program like **SHR Convert** (shareware), which will read about two dozen picture formats (including Print Shop) and will export four or five formats, one of which is the GIF format. Save the files with names in the format of: filename.GIF. Then use AFE. Use **Giffer** (or an equivalent) on the IIcx to extract the information and recreate the pictures.

Finally, we would like to hear from you again. A note (*or article, hint hint*) explaining what worked would be appreciated, as we're sure there are other members who could benefit from your first-hand experience.

Signed, Al DeCrew



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### *eDOM AmOnline continued from previous page*

ine, and many of them have launchers tagged to them that you can see in icon editors that really put the power into your desktop.

**Multimedia Product List**—a list of Apple II multimedia products that I composed for a seminar. Included on this list is everything Apple Education does not tell you about multimedia and the Apple II. Included on the list are short descriptions, addresses, and list prices for products including sound and graphic digitizers, MIDI.

**Calvin & Hobbes Card Set**—a new card set for Solitaire GS, Monte GS, Pyramid GS card games featuring your favorite

characters from Calvin and Hobbes. Freehand artwork by Andy Francis. Featuring a guest appearance by Calvin's arch enemy, MOE.

**User NDA Package**—load DAs, and lock them (or rather disable/enable) them from an Apple menu. Also included—**SysInfo**: shows memory usage, prefix assignment and tool status. Shareware registration includes offer for GS/OS (5.0 or later) needed to make these work. Copyrighted by FreeByrd Development.





# The AppleWorks Advisor

A Column for Users of AppleWorks

by Dick Marchiafava Copyright 1990. Publication by permission only.



## W 3.0 Temp File Bug

A report from user *Stowe Keller* (via GEnie) of a really nasty bug in AppleWorks 3.0, came to my attention recently. It explains the cause of an unusual file name and faulty files which I have been questioned about in recent weeks.

In the words of Stowe Keller, this nasty bug, "in my experience always leads to either hanging the system, or crashing it into the monitor, so be sure to backup your hard disk, or disconnect it and remove any important disks before trying to duplicate this problem."

The following are the steps that will result in this destructive Temp File bug. Using AppleWorks 3:

- Load a file from a 3.5" disk.
- Eject the disk, leave drive empty.
- Go to Main Menu.
- Choose "Save desktop file to disk."
- Select the file.
- Choose "First change to a different disk or directory."
- Press Return (NOT OA-Return).

AppleWorks will access the drive the file was loaded from, discover it is empty, and give the following error message: Getting errors trying to read directory at Disk 1 (Slot 7)

1. Try again
2. Try a different location.
  - Pick "Try a different location."
  - Select "ProDOS directory."
  - Press OA-Return this time.
  - Type in a pathname.
  - Choose "Save file on current disk."

AppleWorks will execute the motions of a successful save. The user will have no clue that something is wrong.

The result of these steps is that the name of file on the desktop and other information associated with it have been trashed during the save process. The file saved to disk has the name "AWTEMP.000000" (ie., it never got renamed) and the file on the desktop is corrupted. Any attempt to access it or remove it, will either hang or crash the system.

OA-Q shows the name of the file is gone (usually replaced with blanks). Selecting this faulty file will hang the system, risking the loss of all desktop files. Quitting will not work, since AppleWorks will want this file removed from the desktop first.

I want to thank Stowe for the warning us about protecting drives and data. Before I attempted to duplicate the problem, I turned off my hard disk and removed diskettes or protected other drives.

My test produces results similar to what Stowe reported when I followed the exact steps described. On my system, the

program hung immediately and irretrievably. The printer was given a kick in the pants and printed a line of monitor code, too. There was something wrong with the filename displayed at the top of the screen. A solid block appeared in the upper left corner of the screen and a little + symbol would toggle in this block when some keys were pressed.

After rebooting my computer, I examined the data disk that was involved in this faulty save attempt. I found the file listed as AWTEMP.000000, File Type \$18 and the size was 1 block.

If I made a change to the file that had been loaded from the 3.5" drive before changing to a different location to save, there was no problem encountered. It appears this problem needs a very specific set of conditions to reveal itself.

I find the reason I never encountered this AWTEMP.000000 bug is that I do not use the steps shown to change a data location. If it is to be saved in a location different from where it was loaded from, I always change the location to save a file to before I issue the save command. (This is #1 on the Other Activities menu.)

To make this easy, I use a macro command to start off the command. Here is the UltraMacro command used:

```
Enter pathname, change  
<ctrl-E>:<all><Q = peek 3156 : oa-Q esc rtn down rtn up oa-rtn  
oa-Y>/CT2/<input : rtn oa-Q print Q : rtn>!
```

CT2 is a data volume name. The macro waits for input for the rest of the pathname.

Changing the pathname before starting the save will avoid devastation. Can anyone comment on this really nasty bug? I will pass this problem along to Claris.

Without being previously aware of the steps which produced the file named AWTEMP.000000, I have seen this kind of faulty file on a few user's disks, and some members discussed this at a recent AppleWorks meeting.

Avoid using the steps described above when entering a data pathname, unless you want to experience the bite of the Temp File bug.

## New TimeOut Products & Updates

The new **Beagle Bros TimeOut** products announced recently, are now in my eager hands. They are **MacroEase**, **MacroEase II** and **TextTools**. Their arrival was so recent that I have not had time to do more than unpack them.

Some of the existing TimeOut products have been bundled as **DecisionPak**, **StylePak** and **PerformancePak**. These are not new products, just new packaging, don't be fooled. If you are just starting to collect TimeOut programs and need the modules bundled together, these items could be attractive.

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## *AppleWorks Advisor continued from previous page*

Also announced is a new package called “**SuperFonts Activity Guide.**” According to the product sheet:

“The SuperFonts Activity Guide is our first teachers’ guide designed to provide instructors with a variety of ideas and examples to make the construction of lesson plans and the gathering of materials as easy as possible.”

“The SuperFonts Activity Guide is complete with files or disks teachers can use to introduced SuperFonts as well as tips and explanation for more advanced uses of SuperFonts and integration of other resources. Best of all, classroom materials you need are already completed for you.” List price \$49.95.

Beagle sent me updates for **SpreadTools** (the file TO.CelLink only), **ReportWriter** (version 2.2) and **Graph** (version 3.1). If you need updates for your TimeOut programs, I can do them for you under the Beagle Buddy program. Give me a call.

### **Learning to use literals in AW Spreadsheet**

Well, I barely know what a “Literal” is, but I knew this capability was added to the AppleWorks 3.0 spreadsheet and it might allow me to clean up some spreadsheet templates I use. The use of literals does not seem to be documented.

In my understanding, a literal is text that is returned as the product of a formula instead of a numeric value. Teachers can use literals to return letter grades for report cards.

The AppleWorks spreadsheet puts a 0 in a cell where a formula is entered, if the value cells of the formula are blank. In some instances, this can produce large blocks with zeros in them. Or sometimes 0.00, which is even worse. Besides cluttering up a spreadsheet, it is possible to have some numbers that can be mistaken for zeros hiding in the block.

With input from *Tom Ostertag*, I attempted to take advantage of this feature. What I want is to have a formula location produce what appears to be blank cell, unless there are formula input values. hat is, I want the formula cell to be text, or a value.

The formula used before is simple,  $+C20*I20$  . Using a literal, the formula is `@IF(I20=0,"",C20*I20)`. The literal is whatever is between the quotes in the formula, in this case nothing, or blank.

The first formula is straightforward multiplication. The second formula, with the literal says: if I20 contains a value of 0, return the literal to the formula location, otherwise multiply C20 times I20.

After entering the formula incorporating a literal, tests *seemed* to produced the result I was after. A formula location

appears to be blank, unless a value was in the cell specified in the IF statement. I merrily set about modifying some templates where this feature was most wanted.

I quickly discovered, these modified templates worked and produced the results desired, *the first time*. But, if the input values were reduced to zero and new values entered at a later time, I found that the numeric formatting was totally gone. (These formula locations had been set for two decimal places.)

Any subsequent use, after the initial entry, produced values with a variable number of decimal places, instead of the two decimal places (for money). If this was the way literals had to work, it be useless to me.

I showed this template at an AppleWorks SIG meeting and the members discussed the problem. They made various suggestions and we tried them. Shortly, the right configuration was found. The trick we needed was to globally format the template (OA-V) for values of two decimal places.

This does not affect any labels, or formulas. Note: the global value format does not appear in the status line with the formula. Cell locations that require numeric formats other than the fixed two decimal places must be changed from the global format with the OA-L(ayout) command.

If you would like a demo file that shows how this literal works, contact me.

### **TO.Page Preview Limit**

During a recent session formatting a twenty-two page AW word processing document, I was using **TimeOut Page Preview** to get an idea of how the document would look before I printed it.

When I tried to move the display past page 20, AppleWorks crashed. Without bothering to look up Page Preview in the Desktools manual, I recalled there is a document limit of about 20 pages. OK. I can work around limits, if I know they exist.

I would expect an error message when I hit the limit of Page Preview, not a program crash. If you work with Page Preview, I suggest you keep the twenty-page limit in mind, and save all desktop files before using it.

### **Missing Mouse with UltraMacros**

For a few weeks, I have been experiencing intermittent manifestations of zany cursor activity. Suddenly, the cursor will take off madly in any direction, out of control. Attempts to stop or reverse direction just made things even more bizarre.

While troubleshooting to determine the cause of this behav-

*AppleWorks Advisor GOTO next page*



## MECC's New Titles for Kids

by Linda Bryan

MECC announces new titles for the AppleII educational market:

**Fossil Hunter** gr 3-10 (part of scientific inquiry software collection—other titles are Five-Star Forecast, Murphy's Minerals, and Sun and Seasons). Subsections of the Fossil Hunter product include Explore the Site, Find the Fossil, Identify the Site. "The goal of these programs is to create an environment where students can gain an understanding of principles involved rather than to memorize content." Requires Apple II computers with 128 K minimum.

**Quick Solve II** gr 5-8 (part of the estimation software collection). "After using Estimation: Quick Solve II, students should feel more comfortable making estimates and believe that estimation is an important part of mathematics." Requires Apple II computers with 128 K minimum.

MECC also informs us that one school in California has a **Number Munchers** tournament for that popular multiplication software title. Number Munchers is a game in which the user is asked to locate multiplication multiples on a game grid while avoiding evil Troggles. (Highest score reported: 22900!). More to the point, Number Munchers and its counterpart in reading, **Word Munchers**, are now translated into Mac code and will soon be available in IBM format as well as in the familiar Apple II format (64K).

For information about MECC products or for a catalog, contact MECC Customer Services (612) 481-3527 or toll-free at (800) 228-3504, ext 527. Tell them that Mini'app'les sent you.



## Scrapbook Odds and Ends

...**BBS Wheel of Fortune:** What is *Pinball Wizard of Oz*? It's the winning guess in an April Mini'Info'Net Wheel of Fortune game. Want to play along? Go to the Games section on the BBS, read the current game messages, then make your posting. *Vanna* will reveal a letter for you if you suggest a letter to turn over. If you guess right, she will reward you with this message: "Congrats to the latest WoF winner! A new puzzle has just been uploaded."...**3 1/2" disk box:** Fighting entropy in your disk collection? Need an inexpensive holder for 3 1/2" disks? *Maridee Ennis* has discovered that cardboard baseball card boxes without their lids will work well for holding large collections of disks. Maridee's boxes also feature homemade separators to mark each subdivision in the collection so she can find her disks quickly and accurately within the boxes. Masking tape on the raw edges cuts down on cardboard lint...**Laser Foil Printing:** Business Express Inc. claims that its laser foil printing service is exclusive in the Twin Cities. Unlike traditional foil stamping, laser foil printing is computer generated and requires no expensive dies, long lead times, or large minimum order quantities. This technology is generally for small to medium run production of business cards, point of sale material, award certificates, presentation covers and various types of announcements, and uses a variety of foil colors and paper stocks. Bring in your disks or send your Postscript files by modem. Design services available. Business Express, 7917 1/2 Southtown Center, Bloomington, MN 55431 (612-888-3670, FAX 612-888-4270)



### AppleWorks Advisor continued from previous page

ior, I disconnected the mouse and removed the mouse card. Since I use **UltraMacros** to set the cursor blink rate and the presence or absence of a mouse card and it affects this operation, I had to go to the UM Macro Options Other Activities menu to reset the cursor.

Item #4 on this menu reads "Reactivate the mouse." Out of idle curiosity, I selected that and got this message:

No mouse found; look for smiling cats.

This is a whimsical way of telling me that no mouse was detected.

Oh! the zany cursor activity was not caused by the mouse! The problem seems to be associated with a numeric keypad that is connected to the internal port of the Apple //e.

### Deleting Sub-directories

If you have been using sub-directories with AppleWorks for any time, you have probably discovered that AppleWorks will not allow the selection of sub-directories for deletion,

although it can create them. This is a minor limitation that I have not been bothered by. **FileMaster** deletes sub-directories from within AppleWorks, and **Copy II Plus** will do it outside AppleWorks.

Well, that is fine, but what if you do not have these utilities, or you do not want to leave AppleWorks right then?

First, empty all files from a directory that is to be deleted. Then go to the "Delete files from disk" command in the Other Activities menu. Press OA-Right Arrow. This will mark for deletion all files and directories found. Use the OA-Left Arrow to deselect each file or directory that is to be retained, leaving only the directory to be deleted marked. Press Return and the directory is removed.

This tip came From *Dave Gair* of the AppleWorks Programmers Association.

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





# The Apple IIc+: The Joys of a Fast Clock and a 3.5" Drive

by Phil Shapiro, Washington Apple Pi (WAP) Journal 5/89

**H**aving helped a friend connect an Apple IIc+ to a parallel printer, I decided to get one myself. Following are some remarks about the Apple IIc+'s clock speed and the use of its built-in 3.5" disk drive.

## Life at 4 Megahertz

One of the neat things about the Apple IIc+ is its fast clock speed. The clock speed of a computer is one of the major factors in how fast a computer runs. The IIc+ gallops along at a brisk 4 Megahertz. In comparison, the clock speed of the Apple IIGS is 2.8 MHz; all earlier Apple II's operate at a standard speed of 1 MHz.

For the average home computer user, the clock speed usually is not an important consideration in buying a microcomputer. However, all other things being equal, a fast clock speed is not such a bad thing to have. And in some cases, a fast clock speed can add pep and excitement to software that might have lost its original luster.

So the first thing I did when I got my Apple IIc+ was to try out all my software at the new high speed. I figured that a lot of the educational software might be enhanced by the fast clock speed, since a lot of educational software is "time-based." If you speed up the program, all the time limits are accordingly speeded up. Consequently, I expected that the fast clock speed should have the effect of adding a new level of difficulty.

My preliminary experiments with the fast clock speed show that some programs can be played enjoyably at the fast speed, while other programs are affected detrimentally by the fast operating speed. However, it's difficult to make any generalizations as to which games are enhanced or not. You just have to try and see. Whether the game is enhanced or not depends as much on the skills and experience of the player as on the particular piece of software.

Whatever the effect of the fast clock speed, it's nice that Apple provides the option of going back to the old 1 MHz speed. (Simply hold down the Escape key during booting to revert to the old standard clock speed.)

One interesting note: The fast clock speed doesn't have a significant effect on music output. Music is played at a slightly faster speed, but the fast clock speed doesn't raise the pitch of the music significantly. (Accelerator boards, on the other hand, really destroy the musical output by dramatically raising the pitch.)

## A Different Drive

Now, about the 3.5" disk drive. My first order of business was to transfer AppleWorks onto the 3.5" disk. The IIc+ comes with a system disk that includes a System Utilities very much

like the Apple IIc's System Utilities. Although you cannot directly copy a 5.25" disk onto a 3.5" disk, nevertheless, there's an easy way to accomplish this task. Instead of using the "Duplicate Disks" option, use the "Copy Files" option, and then select "All" files instead of "Some" files.

After that minor hurdle, copying AppleWorks onto a 3.5" disk is really a snap. Both the AppleWorks "startup disk" and the AppleWorks "program disk" fit onto one 3.5" disk. You don't need to do anything else to get AppleWorks to realize that it's on a 3.5" disk. It automatically loads the AppleWorks startup, then, after a refreshing space-bar prompt, loads the AppleWorks program.

For the most part, using the built-in 3.5" disk drive is intuitive, especially for those users who are familiar with other Apple II system disks. But there's one little procedure that's most counter-intuitive. When copying 3.5" disks from the built-in drive to the built-in drive, the red disk light never goes off. The system utilities actually prompts you to insert a destination disk into a drive whose red light is still on!

To my mind, this procedure is far more than counter-intuitive: It borders on being downright unAmerican.

There are few taboos in the world of microcomputers. Placing a floppy disk into a turning disk drive is one of the big taboos, if not the biggest taboo, in microcomputerland.

And the surprising thing is that the system disk manual has nothing to say about this subject.

Well, I called the local Apple dealer over in Bethesda, and one of their techies told me, "Oh, that's normal."

Okay — if you say so. Still, I felt moved enough to actually fill out the "Tell Apple" card in the back of my user's manual to let Apple know about this not-so-little glitch. A friend of mine later told me that it's possible the red disk drive light is on, but the drive is not actually turning. But since the built-in 3.5" drive is so quiet, it's difficult to hear whether it's turning or not. And I make it a habit in life never to proceed whenever a red light is staring me in the face.

If the Bethesda Computer techie is right, Apple ought to send a polite notice to all registered Apple IIc+ users to let them know that they need not unduly fret about red lights when copying 3.5" disks.

One final note: Clinton Computer, the largest Apple dealer in the area, is no longer stocking the Apple IIc+. They can get it for you, but they don't have any in their stores. Clinton is the vendor who demonstrated the IIc+ at the September 1988 Washington Apple Pi general meeting, so this new policy is quite puzzling. If this is just another ploy to foist the IIGS on unsuspecting customers, it's most certainly misguided.

In any event, it's not a policy that will serve to increase sales.

via Steve George, *Mini'app'les* Contributing Editor





# In Praise of The Graphics Exchange for the Apple //gs

Review by Gary Hayman, from *Washington Apple PI (WAP) Journal* 7/89

**I**f you are an Apple IIgs user and are into graphics, then you should take a look at **The Graphics Exchange (TGE)** by John MacLean, published by Roger Wagner Publishing, Inc. TGE is billed as "The Ultimate Graphics Conversion Tool" and comes pretty close to that claim. By simple menu selection—go ahead and use your mouse—you can easily load one of fifteen different types of Apple graphics, display it, and save it as one of the other fourteen remaining types. For example, you could load a double hi-res (DHR) (color or monochrome) and save it as a **PrintShop** or **PrintShop GS** graphic. You then might also want to save it as a 320 or 640 super hi-res (SHR) graphic, either color or monochrome. If you had a need, you could load in a **Newsroom** clip art or photo and change it to hi-res (HR), DHR, SHR, or even one of the two **PrintShop** formats I mentioned above.

You can convert and save all or any part of a graphic in another format. You can even re-scale the size of the graphic "on-the-fly." Standard transfers, with this and other programs, are usually pixel-for-pixel conversions, sometimes resulting in narrowed or widened converted images. TGE compensates for this with a scaled transfer that will allow you to use all or cut a portion of a graphic and transfer it over in proper aspect to the size you determine, and at the screen location you determine.

You will find other useful features to your liking such as a black/white exchange—not only the whole screen, but any part you select. The restore standard palette is useful "...for bringing 640x200 mono back to black and white, and for changing back to the standard 16 colors when the palette has been altered." TGE has a way of setting background color to be ignored during a transfer so that you can effectively "lasso cut" and paste without the background. In many cases your graphics can be saved in either packed or unpacked formats.

TGE has a built-in Slide Show capability that will show all graphics of a certain selected type that you have on your disk. This is handy for a quick review of your graphics to see what is where. As an extra feature, you can directly read Macintosh disks (400k or 800k, MFS or HFS) and convert graphics to any of the other forms. This means that you can use Macintosh graphics in your programs or slide shows, too.

Although I haven't explored the almost endless combinations of what I can do with this program, here are some ideas that I have come up with:

- Convert Newsroom clip art and photo art to **PrintShop** and **PrintShop GS** formats; also to DHR for use in **Publish It!**
  - Convert my **PrintShop** graphics to **PrintShop GS** without having to go through the graphic editor. Conversely, convert **PrintShop GS** graphics to **PrintShop** so that they can be used by **Publish It!**
- Extract portions of SHR (320 or 640) to DHR for use with **PrintShop** (both).
- Use **Thunderscan** for saving art as DHR graphics, then, with TGE convert to **PrintShop** format so I can use the new art with **Labels, Labels, Labels** or either **PrintShop**.
  - Expand my HR, DHR, SHR, and **PrintShop** collections with Mac originated graphics.

There is an excellent tutorial to get you started within the 34-page manual. The program itself comes on a 3.5" disk that is not copy protected and includes an extra label for your back-up copy. The program automatically decides to run in 8 or 16 bit operation depending upon how you call it, and there are some sample graphics to get you started. It does require an Apple IIgs and 768k RAM.

A number of graphic modes are supported:

- Normal Low Resolution (40x40)
- Double Low Resolution (80x40)
- Normal High Resolution Color (140x192)
- Normal High Resolution Color (280x192)
- Normal High Resolution Mono (280x192)
- Double High Resolution Color (140x192)
- Double High Resolution Mono (560x192)
- Super High Resolution Color 320 (320x200)
- Super High Resolution Color 640 (640x200)
- Super High Resolution Mono (640x200)
- PrintShop** Graphics Mono (88x52)
- PrintShop** Graphics GS Color (88x52)
- Newsroom** Clip Art (245x192)
- Newsroom** Photo Mono (231x168)
- MacPaint** Document Mono (576x720)

via Steve George, *Mini' app'les* Contributing Editor



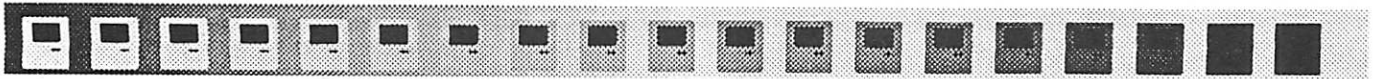
Many thanks to the members who wrote material for this Newsletter.

How about you? What can you contribute?

Contact Linda Bryan via Voice Mail or phone 777-7037 after 4:00

to discuss your story idea or a file to contribute.

Next Deadline: July 7 (usual date is postponed for this month only)



# Mac Beginners: What is the Control Panel?

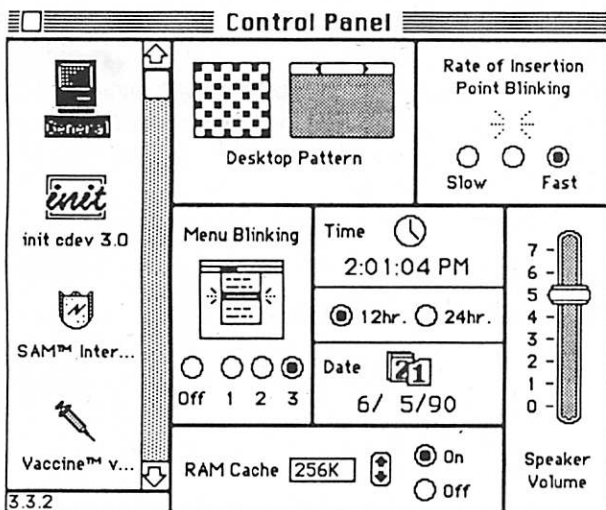
by James Horswill © 1990

**J**eune is busting out all over, and our esteemed editor has asked me to explain the basics of using the Control Panel, so relax. I promise that this won't hurt.

The Control Panel is a Desk Accessory (DA) that allows you to configure certain special programs called Control Devices (cdevs). It also allows you to adjust some of your Mac's parameters such as the speed at which an insertion point blinks or the loudness of an alert beep.

The Control Panel is installed in the System File with the Font/DA Mover, just as you would install any other DA. However, most system files that you get from Apple already contain the Control Panel. It is unlikely, therefore, that you will have to install it unless your System file becomes corrupted.

To launch the Control Panel, you need only select it from the Apple Menu. When it opens, you will see something like this:



If you are using a version of the system earlier than 4.0, you won't see the strip of icons on the left. Even if you're using a current version of the System, the icons you see on the left will depend upon the cdevs you have installed in your System Folder.

The controls in the large square area to the right are almost self-explanatory. The "Desktop Pattern" control consists of two small boxes. The one on the right, with the two arrows, indicates the current desktop pattern. By clicking on the arrows you can scroll through a large number of other patterns. Whatever pattern appears in this box will also appear on your desktop. The box on the left shows an expanded view of

the pattern, ala fat-bits. To edit the pattern, simply click on the individual squares. Clicking on a black square makes it white, and vice versa. Your changes are instantly reflected in the box on the right.

The "Rate of Insertion Point Blinking" control does exactly what you think it does. If you choose the fast rate of blinking it's sometimes easier to find the insertion point on a page of dense text. The "Menu Blinking" control sets the number of times a selected menu command blinks before it executes. Anal retentives love that one.

The "Time" control allows you to set the Mac's internal clock. To do so, click successively on the hour, the minute and the second in the time display and scroll arrows will appear which allow you to change the displayed time. When hours, minutes and seconds are all properly set, click on the clock icon and the Mac's clock will start counting from the time you have set. Click on "12hr" or "24hr" to determine whether the display is in "normal" or "military" time.

It is important that the time and date always be accurate, by the way. Spreadsheets or databases that use the time or the date rely on these settings. Also, the System and Finder use these values to set the "Created" and "Modified" dates and times for each file you work with. In turn, backup programs use these numbers when doing "incremental" backups. If your clock and/or calendar are set wrong, some of your files may not get backed up!

The "RAM Cache" control allows you to set aside a portion of RAM to be used by individual applications, and it deserves an entire article in itself. Suffice it to say that there are a wide variety of opinions on if, when and how to use it. I vacillate on the subject myself, and am constantly turning it on and off or adjusting its size.

The "Speaker Volume" control allows you to set the volume of your Mac's speaker (surprise, surprise). Personally, I would prefer a volume control on the front of the Mac.

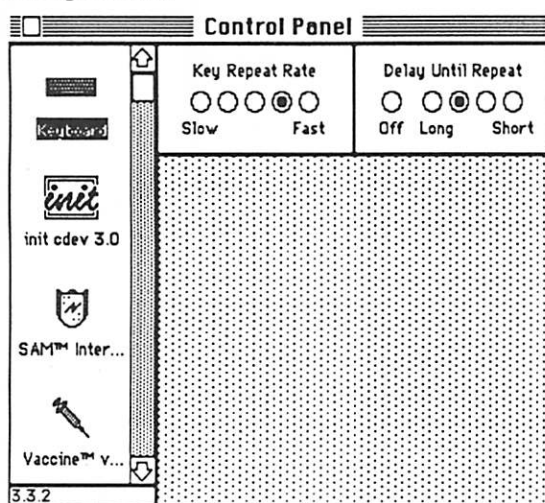
All of the controls we have discussed so far are subsumed by the "General" cdev, whose highlighted icon you see at the top of the scrolling list on the left. If this icon does not appear in the Control Panel window on your Mac, it probably means that the General cdev isn't installed in your Mac System Folder. Simply drag a copy of it from your System Tools disk into your System Folder on your Startup disk and restart ("reboot").

In general, you enable cdevs by dragging them into your System Folder, and they are disabled when you drag them out again. In many cases, you must restart your Mac before the change takes effect.

If you click on the scroll bar on the left of the Control Panel window, you will move downward through the list of icons.



You activate the controls for a cdev by clicking on its icon. If you click on the Keyboard icon, for example, you will see something like this:



If you don't see the Keyboard icon, it means that you probably haven't installed the Keyboard cdev in your System Folder. It also means that you won't be able to use the Key Caps DA until you do so.

The operation of the Keyboard cdev is as obvious as it seems. There are also Sound, Color and Mouse cdevs which may appear in the Control Panel, depending upon the type of Mac you own. I leave you to explore them for yourself. You will probably find many other icons in the Control Panel window, as many applications are controlled through cdevs. If you use Thunder II™ or QuicKeys, for example, their icons will appear in the Control Panel. Consult your software manuals for instructions on how to configure them.

There are a number of utilities that allow the user to configure the Control Panel itself. One shareware cdev, originally called HierDA and then DA menuz, provided pop up menus for DAs, including the Control Panel. Thus, you can go directly to the Sound cdev without having to open the Control Panel first. However, this utility has recently emerged in a commercial version called Now Menu and has been removed from shareware circulation. It is part of the Now Utilities package.

That's about all that you need to know about the Control Panel to begin using it effectively. However, there is one more piece of useless information that you may want to know. Do you see that little rectangle in the lower left hand corner of the Control Panel—the rectangle with the version number in it? If you click on it, it tells you who created the Control Panel. Please feel free to amaze your friends.



## Use Your Own Memory in Your Mac IIFX

Users who invested money in 80ns SIMMs (single in-line memory modules) for the Mac II series in hopes of keeping up with the development of the Mac have found that these SIMMs will not work in the MacIIFX because of a different circuitry. According to ComputerCare, a Minneapolis Macintosh developer, May prices for purchase of appropriate SIMMs from Apple were \$999.00 for four megs, with local dealers selling one meg fx SIMMs for \$175.00, and a few third party upgrade companies selling one megs for \$100.00-\$125.00 each. "In the meantime, the current SIMMs ends users own are worthless resources with a Mac IIFX."

John Depew, Computer Care president, claims that the inspiration for ComputerCare's "fx Liberator" came from a senior *MacWorld* editor who spoke to him at the 1990 San Francisco MacWorld Expo. "If you could design something for the users who already own SIMMs and are planning on upgrading their Mac IIs to the fx—that would be great!"

Depew gave this idea some thought and has conceived of an alternative for users. The fx Liberator is a process that will remount users' own DRAM chips onto a new circuit board designed for the IIFX. To purchase the fxLiberator, users send their standard 80ns SIMMs to Computer Care to be remounted onto the new circuit boards.

SIMMs will be tested at Computer Care before they go through the remounting process to assure reliability. Computer Care claims its process is the safest technique for depopulating the DRAM from the SIMM. All DRAM lead pins are thoroughly cleaned after removal. The DRAM is then remounted and soldered in place on the new circuit board, tested, and shipped back to the customer.

In May, Computer Care projected its price for conversion to be \$39.00. Purchasers will pay for shipping to Computer Care and return shipping. All workmanship will be warranted for one year, users' chips warranted for thirty days.

Computer Care  
Ford Centre, Suite 1180  
420 North 5th Street  
Minneapolis, MN 55401  
(612) 317-0061, (800) 950-2273, fax (612) 371-9342.



Have you backed up your data lately?



# Overview of the Microsoft/Apple Font Technology

*Matthew Carter, Senior Vice-President Design, Bitstream Inc., March, 1990*

**T**his paper summarizes Bitstream's considered view of the TrueType font technology. Our opinion is divided into two parts: aesthetic, as it relates to typographic design; and functional, as it relates to font production and computer performance.

## I. Aesthetic Aspects

With the announcement of the TrueType font format by Apple, and with its adoption by Microsoft, type has taken an important and irrevocable step. From now on all personal computers must have an integral typographic architecture; not one applied to it by an external program, one organic to it. Henceforth type is part of the operating systems of computers—part of the body proper, not part of the clothing. It's a good moment to be looking at the design implications.

## Bitstream, Apple, and Adobe

In the rivalry between Adobe, armed with PostScript, and Apple, armed with TrueType, Bitstream finds itself in a neutral position: we make PostScript fonts and we make TrueType fonts. We are well placed to make impartial assessments of both.

What the new typographic technologies seek to do, and what the preceding technologies never had to do, is render type in more than one form—simultaneously. The new imaging models of Adobe PostScript in ATM, and TrueType, make fonts at any output resolution for the Mac environment, as Fontware does in the DOS environment. They make outlines into bitmaps for screen fonts, for printer fonts and for typesetter fonts. They have figured out how to do the most difficult of these conversions—the making of screen fonts—on demand rather than in advance, and in so doing have obviated the storage of pre-made screen fonts, an inefficient process. These algorithmic fonts span the resolution range thanks to in-built intelligence, known to its friends as “hinting,” that helps fonts over the hurdles of low resolution display. Hints help make a good mosaic likeness out of a portrait painted in oils.

To characterize the difference between the approaches of Adobe and Apple, and no doubt to oversimplify them, you would say that Adobe uses complex rasterization and simple hints; Apple, simple rasterization and complex hints. The philosophical advantage of Apple's approach is that it ensures greater consistency across implementations of TrueType, an important advantage.

To dispose of one issue right away—TrueType is not vaporware. TrueType fonts exist; they are in production at

Bitstream. How can you tell a TrueType font by looking at the printed output? You can't, of course—there would be something badly wrong with it if you could.

Because bitmaps live on Cartesian coordinate planes whose axes are vertical and horizontal, the first task of any hinting technology is to adjust the vertical and horizontal strokes of letterforms to conform to the raster grid—place them consistently on the pixel boundaries. TrueType is its able to constrain also diagonal lines, which are common enough in type to be troublesome.

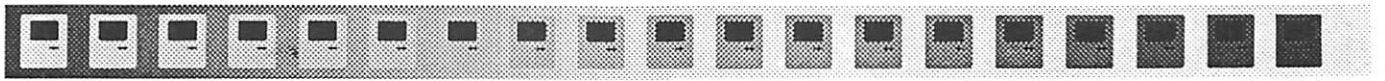
## Regularization

One of the most vexed aspects of hinting technology is so-called regularization. The fact is that perhaps because of the simplicity of Adobe's hints it is necessary, or has been necessary, for them to modify the outline descriptions of characters to help the hints resolve them well at low resolution. Regularization means forcing key dimensions like stem weights, side-bearings, heights, &c, to be strictly uniform—which they seldom are, or want to be. This practice has caused a lot of confusion. The director of one of the type vendors that has licensed the Adobe technology, asked in an interview about regularization, seemed to be saying “Of course we would never do anything so terrible to our Type 1 hinted PostScript fonts, our outlines are sacred—unless you happen to notice that we have regularized them, in which case you can fall back on our Type 3 fonts, which are unhinted, hence guaranteed unregularized.” Where does that leave the end-user? The only thing worse than a regularized fonts is a font in two versions, regularized and unregularized.

The experience of the last thirty years has taught good typographic technologists that anything done to type to compensate for technical deficiencies in its reproduction is always short-sighted and regretted in the end. The technology always advances to the point that the design compromises are made redundant—then it's too late to undo them. Type should always be designed for the highest quality at the best reproduction method: that is the only valid and enduring aesthetic standard. Reproduce what the type designer designed. If regularizing the deliberate idiosyncrasies of type is essential or advisable in Adobe's technology then in that respect Apple's is plainly better aesthetically since in TrueType the hinting is separated from the outlines and requires no tampering with them.

## The type development arena

Apple is not in the font business as a supplier (except of a core of resident fonts); they developed TrueType in close consul-



tation with all the major font companies, with the intention from the start of making an open font format in which all vendors could supply type. It has a very rich potential as a typographic language, but it remains to be seen how far the individual font companies take advantage of that potential. It's one thing to make a TrueType font in the minimal sense of a font that will output from a QuickDraw device; it's quite another to make an all-singing all-dancing TrueType font—something that Bitstream is committed to do.

Experience has convinced us at Bitstream that today's high-end digital typographic technology is the best medium for a type designer that has ever existed. If you cannot design good type to be set on, say, a Linotronic, you will never design good type, nor could you ever have designed good type by any previous means. It is a luxurious design medium.

What is bad about digital type would be bad in any other kind of type, and often was. In judging fonts aesthetically—choosing which to buy or which to specify—the delivery format is not the decisive factor. Who made them, and how good a job did they do? The proof of the pudding... is the fonts themselves. There are good and bad PostScript fonts, and there will be good and bad TrueType fonts.

## Competing standards

Bitstream welcomes the fact that there are now competing, or more likely coexisting, font technologies in the computing environment. It is greatly in the interests of designers (both type designers and graphic designers) to have more than one standard in play. Those of us who knew this industry in the days when one manufacturer (Mergenthaler Linotype) enjoyed a virtual monopoly consider in retrospect that it was not a healthy situation—good company though Merg was.

The font industry will be stimulated by a genuinely open standard: more small players will be able to compete on even terms. Good suppliers will implement the sophisticated typographic potential of TrueType in the interests of product differentiation. We may find ourselves in a situation analogous to that in the 19th century before the mechanization of typesetting: the multiplicity of sources; the open chase; the printer's ability to mix types from different foundries on the same press. We consider TrueType to be an excellent technology, and look forward to seeing how it evolves further in the course of healthy competition.

## II. Technical Aspects

The code size for TrueType is significantly less than that of Adobe Type Manager and its speed is roughly twice that of Adobe Type Manager. In addition, because TrueType works

with the simplest possible rasterization algorithm, simple hardware accelerators are likely to become available to increase its speed further. These factors will result in TrueType font capability in the widest possible range of environments—from low cost systems with limited memory and processor performance up to powerful top-of-the-line configurations. This, in turn, will greatly facilitate the interchange of documents between a wide variety of systems.

While Adobe has announced that the Type 1 font format will be opened to independent font vendors, several major concerns still remain. How long will it take font vendors to convert their libraries once they have the required information? Adobe has stated that ATM represents the sixth generation of Adobe's font rendering technology; how difficult will it be for font vendors to cope with such variety in the installed base? What about future ATM releases that might support new hint mechanisms? Will the additional hints be open? How difficult will it be for independent font vendors to update their libraries to the new standard? Will this free PostScript-clone developers to independently develop Type 1 font-rendering technology? When Adobe says "If you were handed the parts list for a Ferrari, you would still find it very difficult to put together something that ran," it illustrates Adobe's ambivalence towards opening up the Type 1 font format.

In contrast, TrueType's open font format (designed as such from the start, both with respect to font vendors and font-rendering technology) has already won enthusiastic commitment from independent font vendors. Tools to convert and hint large libraries are already being constructed. The programmability of TrueType fonts and the fact that the outline data requires no regularization makes it easier for font vendors to convert their hinted libraries automatically into TrueType format. These factors ensure that there will be extremely broad font availability for TrueType.

*Submitted by Chris Gibson, Contributing Editor.*



*Stuck on a tough problem?  
Remember the  
Members Helping Members  
resource.*

*See page 4 for a listing of fellow  
members who can help you master your  
computer and software.*

# Hyperion Hyperpyrexia: Empower Yourself with HyperCard

by Jason Parker ©1990

## Roadblocks to utility—getting started in HyperCard

The single greatest roadblock to getting something done is hesitation. As once was said, “There is no time like the present for postponing what you ought to be doing.” Another one of my favorites is “Everyone talks about apathy, but no one does anything about it.” HyperCard attempts to lower the apathetic threshold in would-be doers. Generally our problem with computers is not apathy at all. The problem is understanding. A vision of use versus the knowhow to accomplish.

With HyperCard a user should not feel apprehensive about diving in and piecing together a vision. After all, “An ounce of application is worth a ton of abstraction.” The beauty of HyperCard is that you can always tinker and improve on that vision no matter how simple its beginnings. When I have a fantastic vision of an application stack to hold data, I have to remind myself that I should just pull down the “New Stack” option, paste in a couple of fields, and enter some data. The application will begin to take shape over time. In computers as well as in HyperCard “There’s never time to do it right, but always time to do it over.” If you have owned HyperCard for some time but haven’t ever really created your own stack for whatever reason, just follow these simple steps:

### Five Steps in Creating HyperCard Stacks

- 1) Choose “New Stack” from the File menu and name it.
- 2) Choose Background from the Edit menu and then choose “New Field” from the Objects menu.
- 3) Resize and move the field to some location. (See the HyperCard doc for how to do this.)
- 4) Name each field and make it either a rectangle or scrolling field for now. (Double click on a field to do this.)
- 5) Choose the browse tool and enter some data!

Now you have a working stack! One of the first things you’ll add is navigation buttons to move from card to card. You can copy these from other stacks. To speed up this process you could begin by copying another stack in the first place. The card ideas stack found in your Apple HyperCard disks is also a good place to start. The key is never to let a problem stop you. When you can’t seem to figure out how to do something, don’t shake your head and think “The computer generation belongs to the kids!”. Shake your head and say “I’ll start with the index in my manual.” The Mac is notorious for making people believe that manuals are obsolete, but that is ridiculous. What is true is that the Mac is the easiest computer for a beginner to use with little resorting to manuals. However to do really useful work and to begin to understand your computer, a manual should be readily used, not scorned.

The HyperCard Tools window, with the infamous Browse Tool selected.



In HyperCard there are three tools that everyone should learn to use as early as possible. They are:

- 1) The Browse Tool—HyperCard’s default tool (and everyone’s favorite)
- 2) The Button Tool—used to explore and modify buttons
- 3) The Field Tool—used to explore and modify fields

These three tools are found at top of the Tools window (or Tools menu). By setting the userlevel to 5 (To allow scripting permission—Enter “set userlevel to 5” in the message box) a HyperCard user can poke around stacks with abandon. *Don’t be shy!* (Though copying a stack of importance beforehand would be prudent.) Once you have a stack started and have begun to enter data, you’ll begin to have more ideas of how it should work. From here just read documentation or poke around in other stacks to find the how to do what you want. Soon you’ll be programming HyperCard with the best of them! As the Roman rule says, “The one who says it cannot be done should not interrupt the one who is doing it!”

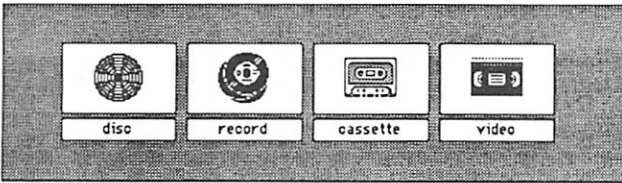
## Rotary buttons

I’ve had my Mac for five years and have been programming in HyperCard for about three. Despite this, I had not kept track of the music I own (see discussion above!). When my CD collection was beginning to grow to unmanageable size, I finally decided to create a stack to keep track of it. After I started, I decided to list videos, cassettes, CDs, and records all in the same stack for easy access. This is a perfect example of when a “rotary button” is needed. The button would indicate what type of media is entered on the specific card. By clicking on it I could cycle through the media types available. The button would change icons to represent either CDs, cassettes, etc. I also want to place the word for the media in a field so that the find command can locate it.

## SwapMeet in August!

There’s a member who needs your castoff hardware and software.

Get your goodies together and plan to attend.



The icons representing each media type.

I copied these ICON resources into my media stack using rescopy (an XCMD available from Apple). Each icon is referenced by a number. Here is the script for my button.

```

— card button script
on mouseDown
    put the short name of me into oldName
    put "disc,cassette,record,video,disc" into xList
    put the number of items in xList into listNum
    repeat with x = 1 to listNum
        if oldName is item x of xList then
            put item (x+1) of xList into
                newName
            exit repeat
        end if
    end repeat
    if newName is "disc" then set icon of me to 3453
    else if newName is "cassette" then set icon of me to
25202
    else if newName is "record" then set icon of me to 7561
    else if newName is "video" then set icon of me to 20444
    set the name of me to newName
    put newName into field "medium"
end mouseDown

```

As in previous articles, here again is a good example of the use of a item list combined with a repeat loop. In this case the item list contains the media types I have. Notice that "disc" is listed twice in the list, once at the beginning and once at the end. This repeat is necessary because of the way this script works. Every time the user clicks on the button, the media type is changed. This occurs in a loop. If when clicked the button is a disc, it becomes a cassette. If it is a cassette, it becomes a record. If it is a record, then it becomes a video. And if it is a video it becomes a disc. The repeat loop finds the item of the list which equals the current button name. When it finds the current name, the script knows that the next item is what to change the name to. So we need to put disc after video. In this type of loop we never want it to equal the last item because there is no (x+1) item to change to! For example,

if the current name of the button is disc, the script matches item 1 of my list to disc and then changes the name to item 1+1 or record. If however the name of the button is video, then the script has already passed item 1 or disc and matched video to item 4, and so the new name should be item 4+1 or disc.

After we know the name of the next item, it is a simple matter to set the new icon, rename the button, and put the word in our field for finds. By the way, the button needs to be a card button, not a background button, because if it was a background button, clicking on it would change the icon for every card in the stack!

### Human Tools of Empowerment

HyperCard is about empowerment. It has served as a bellwether of sophisticated, easy to use, software that gives the user control over her computing environment. The days of tyranny by software packages over data, and a users access to it are numbered. Over the last ten years the data battles have been won by individuals with their personal computers. The dark perception of massive databases strictly controlled by arcane men in white coats babysitting a roomful of hulking machines that regurgitate reams of greenbar paper now seems a distant silly (sexist) memory. Today people from all walks of life use computers to empower their ideas, their art, their hopes, and dreams. The revolution has proved that computers are people tools, whose usefulness and power for the individual will increase.

All is not rosy. As our technology becomes ever more fantastic and powerful, we will continue to grapple with issues of use and abuse. But that is a challenge that Humanity has had to face ever since somebody picked up a stick. Our world problems of overpopulation, the environment, energy, and cultural understanding, will demand the best of all of us and our technology.

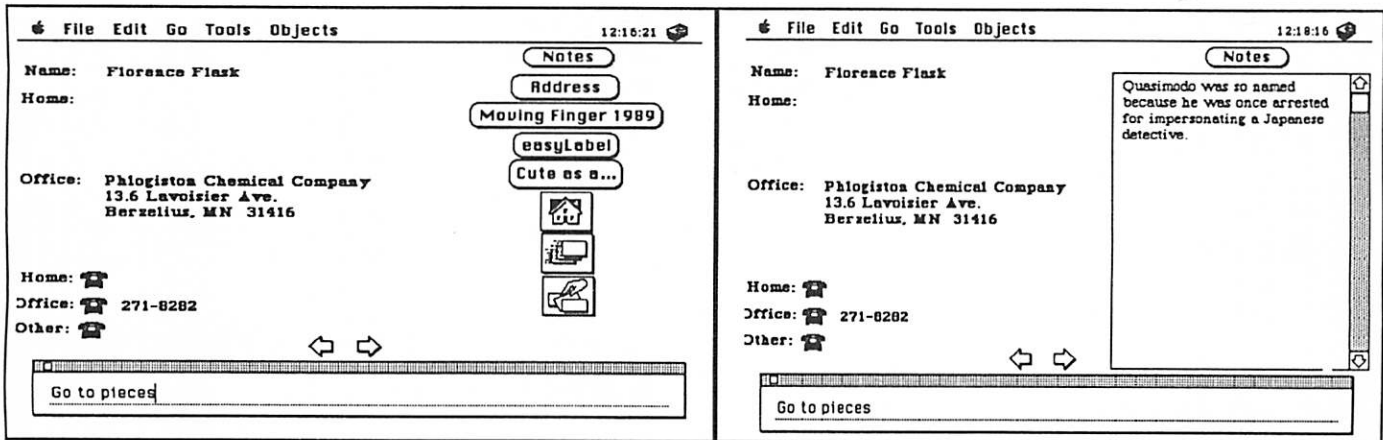
### Exit Repeat

You might have noticed a few months go by since my last article (I didn't). My schedule is... (words fail to describe). I enjoy the opportunity of sharing with you my excitement about computers and HyperCard, and I will try to write now and again. "The sooner you fall behind, the more time you have to catch up!" Until then (Did someone say HyperCard 2.0?) I hope that you have shared my zeal by making HyperCard expressions of your own.



# Gimme Room! Hypercard Design

by James Horswill © 1990



One of the greatest limitations of the Macintosh's HyperCard is that no card can be larger than the original Mac screen. This problem will be addressed in HyperCard 2.x, but the current version doesn't give one much room with which to work. The introduction of the scrolling field in v 1.2 helped a good deal, but trying to cram a dozen buttons and a half dozen fields onto one five by seven card can still be a formidable task. It may interest you to know, then, that Hypercard gives you the power to put two or more objects into the same place at the same time. And without invoking obscure tenants of quantum mechanics.

This trick depends upon two properties of HyperCard: buttons and fields can be hidden, and hidden objects don't respond to, or "trap," mouse clicks. This means that you can place a scrolling field on a card or background and place buttons "in front" of it. Then, all you have to do is create a button with a script that alternately hides the field and the group of buttons. With the buttons showing, a card might look something like the upper left illustration on this page, and with the field visible, it might look like the upper right illustration.

To create the button, (the one I used here is called "Notes"), you need a script:

## Attention New Members

If you are a new member or know of one who has not received a membership kit or first newsletter, please call 627-0956 (Voice mail for Membership Director).

### Script for Button "Notes"

on mouseup

```

if the visible of field "Notes" is false
then show field "Notes"
else hide field "Notes"
--toggles between showing and hiding field "Notes"
if the visible of field "Notes" is false
then
repeat with n = 6 to 12
show background button n
end repeat
--shows buttons if field "Notes" is hidden
else repeat with n = 6 to 12
hide background button n
end repeat
--hides buttons if field "Notes" is visible

```

end mouseup

The lines preceded by double hyphens are comments that explain the script but are ignored by HyperCard. You needn't include them in your version.

Of course, this script will only work in your stack if the buttons you wish to hide are numbered 6 through 12 and if the field you wish to hide is called "Notes." If this is not the case, (and I would be very surprised if it is), you must adapt the script slightly.

That's all that there is to it. If you click the button while the field is visible, it will hide the field and show the buttons. If you click it again, it will hide the buttons and show the field. I should probably have used *I.D.* numbers rather than *button* numbers because the later can change as you alter a stack. However, I find the "repeat" command so much more elegant than a series of "hide button" lines, that I couldn't resist. After all, I'm an elegant guy...in a macho sort of way, of course.



# Under the Apple...

by Chris Gibson

**T**he object of this article is to examine some of the DAs that you may find on someone's Macintosh system. Since I have access to mine, I guess this is as good as a place to start as any...

As you can see by the example, I use an average of sixteen DAs on a regular basis. All of these couldn't be classified as "necessary" but I find that these are the annual choices when it comes time to clean up my system.

1. **Acta**—An outline DA, to help me collect my thoughts if I'm faced with a rather large project.

2. **Calendar 2.1**—This particular DA allows me to track my daily life, and is one of the most stable DAs of this type that I have run across.

3. **Canvas 2.1 DA\***—Excellent for drawing quick boxes and diagrams in the middle of a project. I just recently upgrade from 2.5 to 4 megs of RAM, so this may soon lose its place.

4. **Chooser**—Necessary for switching between an ImageWriter and laser printer. Also required by the Installer program for System updates.

5. **Control Panel**—Necessary for managing my collection of INITs and cDevs. This DA is also required by the Installer program for System updates.

6. **DiskTop\* 4.0**—The jack of all trades for managing files. I have yet to see an application or another DA that could take its place.

7. **Gofer\* 2.0**—A text search engine that can examine any and all files containing text.

8. **NumberCrunch**—A DA for performing any calcula-

tion that I can write a function for. Also does graphing of said functions.

9. **Pipe Dream\***—"The more the complex the mind, the more the need for play." (Spock of Star Trek). This particular DA is the latest time waster that I have available a click away.

10. **Scrapbook**—From Apple, necessary for getting those graphics from one place to the next.

11. **SnapJot**—A DA for acquiring screen shots, with support for color and menus. A gem of a low-cost utility.

12. **TETRIS\***—The king of time wasters. This hasn't come off since the day I bought the program. High Score is 10,444.

13. **TypeAlign\***—This program will allow you to perform many type manipulations, such as text on a curve or at any angle. Requires Adobe Type Manager (ATM) for use.

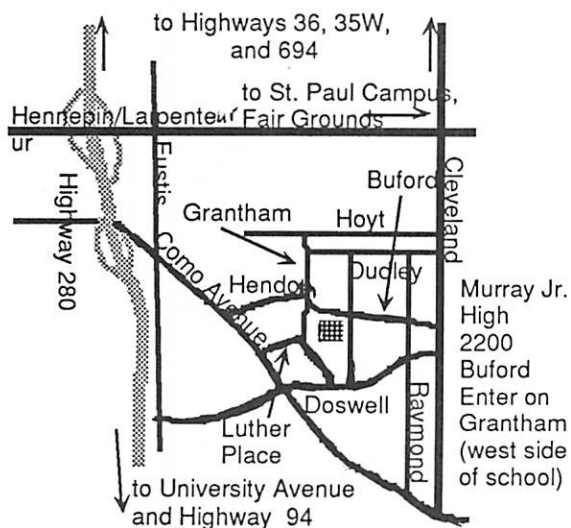
14. **UnStuffit**—DA for "unstuffing" compressed files that have been downloaded from a BBS.

15. **Vantage\***—The "kitchen sink" of text editors. Good for massaging those text files for use by a DTP program.

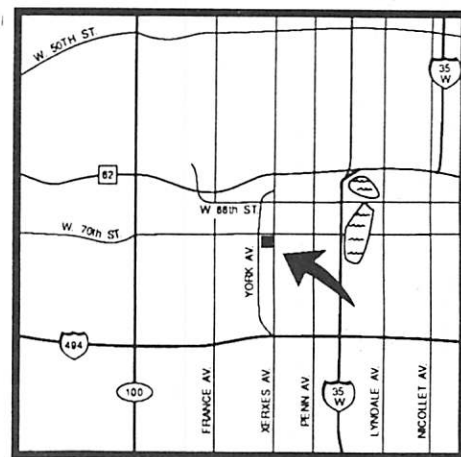
16. **Word Finder\***—When I need just the right word, I turn to Word Finder. Word Finder is a thesaurus in DA form.

As you can tell, I have a wide range of "necessary" items. What do you think of as necessary? What is under your Apple that isn't under mine? I would like to hear from you, so please drop a line to me at home, or on the club's BBS. Maybe next time you can be the feature of "Under the Apple...!"

Have fun!



Murray Jr. High School, 2200 Buford, St. Paul  
Site for Apple II DTP, AppleWorks Sig



Hennepin Southdale Library, 7001 York, Edina  
Site for Mac Main Meeting, Fourth Dimension SIG,  
Mac Programmer SIG



# Wired: Understanding Apple II Telecommunications

by Leon H. Raesly, LCSW

from *Washington Apple Pi (WAP) Journal* 4/89

## In the Beginning...

**I**n the beginning... there was CP/M (Control Program for Microprocessors). At the start of the Bulletin Board movement, a gentleman in Chicago (Ward Christensen) wrote the protocols for sending computer programs over telephone wires. He then placed it in the public domain, and encouraged others to use his "formulas" on other machines. These protocols became widespread, and are known as the Ward Christensen protocols, or more familiarly, as Xmodem.

Now, with the development of even more sophisticated protocols with better error checking, they are known today as Xmodem Checksum, for that is the method used to detect errors of transmission. Your program computes a checksum on the 128 byte block of data, and transmits this to the other computer who also computes a checksum. If they match, then the transmission is assumed to be accurate.

Today, most modem programs have the ability to compute a CRC (Cyclical Redundancy Check) as the transmission error checking routine, and that method is called Xmodem CRC. For the purpose of our discussion here, it is not necessary to actually list the protocols.

So, let's get back to the beginning. At first, BBSs (Bulletin Board Systems) were used solely as a method of exchanging programs, usually utilities that performed some type of "housekeeping" chore. Soon people wanted to leave messages about the programs, and that ability was incorporated. So if you can leave a message about a download program, why not just leave messages on any subject? Hence the earliest BBSs got their start.

## Bunnying Files

However, those days were before large floppies, and hard-drives on *any* microcomputer. So it was thought desirable to be able to compress these files somehow. A man named Huffman (I can't locate his first name) developed what is called the Huffman Compression Algorithm. Basically, if it saw repetitive data, it would record that as a single byte. Thus, ten spaces at the left margin of this article would be stored as info in a single byte, not in ten.

Under CP/M these programs were developed to squeeze and unsqueeze the files. They were known as libraries, since CP/M denoted its utilities as libraries of programs. Some very useful utilities were developed for the CP/M machines. And with some wild names, such as Nulu and Nsweep.201.

With the proliferation of many types of machines, a further difficulty developed. If you stored the file information of ProDOS, for example, on an IBM PC, you would lose the file structure info. [*File type, load address, creation date, etc.* -

*C.Ed.]* What was needed was a way to encrypt it when you downloaded it, and still have the proper ProDOS file info.

In late 1987 Gary Little developed an encryption algorithm which he called Binary II. It was widely received, and became the file encryption scheme for the Apple II. The identification that you had encrypted the file structure information was appended to the end of the name, as .BNY short for Binary II. This began to be called bunny, or bunnying a file. About this same time, Don Elton, in South Carolina, began to develop Squeeze and un-Squeeze for ProDOS. He based his work on the CP/M routines, and used the Huffman Compression Algorithm. These squeezed files were indicated with a suffix of .QQ.

## BLU

Another fellow on the west coast (Floyd Zink) was making a compact little program of the Binary II routines, which he called Binary Library Utility (BLU, for short, pronounced BLEW).

So all files would first be Squeezed, to make them smaller, and then Bunnied to protect the file information. Hence the phrase "squeeze BEFORE bunnying!" Files treated this way were usually indicated with a .BQY.

Floyd carried his Binary Library Utility a step further, so that he incorporated the Huffman Compression Algorithm into them and then would automatically bunny them after compression.

While Genie and Compuserve tend to still indicate a compressed, bunnied file as .BQY and a simple bunny file as .BNY, other BBSs tend to indicate both with .BNY, since BLU (version 2.28) automatically both unsqueezes *and* unbunnies it at the same pass. Thus, there is no need to know whether it is just bunnied, or squeezed and bunnied.

BLU has another nice feature. When you tell it to squeeze a file, it checks the length afterwards, and if it is longer than the original, it bunnies it without the squeeze! A particularly nice feature of BLU is that it will bunny two or more files into one final file. Even a complete subdirectory, if you wish! When you "Extract" from a bunny file with multiple files inside, it is wild to see them appear on your screen!

Needless to say, all Apple II files (or at least most of them) on BBSs are squeezed and bunnied files!

O.K., now how do you get the program BLU (Version 2.28)? You can purchase the Apple II telecom disk, and there you are. [*Available as Mini' app'les eDOM #52. Requires the ability to use ProDOS. -C.Ed]*

*Telecom GOTO next page*





# Gloom and Doom: Mac Viruses

by Emmeline Grangerford

## The MDEF Virus ("Garfield")

*From the documentation for Disinfectant 1.8*

**Disinfectant 1.8** is a new release of our free Macintosh virus detection and repair utility. Version 1.8 recognizes the new MDEF virus. Thanks to Tom Young for reporting this new virus and sending us a copy.

The MDEF virus was first discovered at Cornell University in May, 1990. It is also sometimes called the "Garfield" virus. MDEF infects both applications and the System file. It does not infect document files. The Finder and DA Handler also usually become infected. The System file is infected as soon as an infected application is run. Other applications become infected as soon as they are run on an infected system.

As with all of the other known Macintosh viruses, MDEF does not intentionally attempt to do any damage, but it is harmful anyway. It does not beep, display messages or pictures, or do anything other than spread from file to file.

For technical reasons, the MDEF virus only spreads on some kinds of Macintoshes. It causes the Mac 128K and the 512K to crash. It spreads successfully on the 512KE, Plus, SE, SE/30, II, IIfx, and IICx. On the Mac IICi and IIfx, it spreads from infected applications to uninfected system files, but it does not spread from infected systems to uninfected applications. We have not yet had the opportunity to test the virus on the Mac Portable.

The MDEF virus has an unfortunate reaction with **Vaccine**. On Vaccine-protected systems, if an infected application is run, Vaccine properly notifies the user of the attack, but it blocks only part of the attempt by the virus to infect the System file. The virus cannot spread from the System file to applications in this situation, but the System file is damaged, and menus no longer work properly. When you press on a menu title in the menu bar, no menu pops down.

Menus continue to work properly only in infected applications. They do not work properly in the Finder or in uninfected applications. **Disinfectant** will properly detect and repair these kinds of damaged System files.

**GateKeeper** is totally effective against the MDEF virus. It successfully blocks the attempt by the virus to infect the System file. The System file is unchanged. Menus do not work properly in infected applications, but they do work properly in the Finder and in uninfected applications. This menu behavior is the exact opposite of what happens on Vaccine-protected systems.

The MDEF virus is named after the type of resource it uses to infect files. MDEF resources are a normal part of the Macintosh system, so you should not become alarmed if you see them with ResEdit or some other tool.

The MDEF and WDEF viruses have similar names, but they are completely different and should not be confused with each other.

## SAM Strings for Zuc and Garfield

Do you use Symantic's SAM antivirus program for the Mac? In April, member *Chuck Bjorgen* posted this SAM 2.X search string for ZUC Virus on his DTP Exchange Mac-oriented bulletin board, saying, "Users of SAM can add the following search string to the program *and cdev* with the specific menu option available in the SAM application."

```
Virus Name: ZUC
Resource Type: CODE
Resource ID: 1
Resource Size: Any
Search String: 4E56FF74A03641FA04D25290
(hexadecimal)
```

```
String Offset: Any
```

In late May, a user posted the following companion listing for the Garfield virus:

```
Virus Name: GARFIELD
Resource Type: MDEF
Resource ID: 0
Resource Size: 314
Search String: 2F3C434F44454267A9A0
String Offset: 42
```



*Telecom continued from previous page*

## What's New on the Horizon?

Well, there is something new "coming down the Pike!" Andy Nicholas (somewhere in Pennsylvania!) is working on a program to replace BLU. It will use the Huffman Compression Algorithm to unsqueeze and unbunny a bunny file, and will also use the Dynamic LZW Compression Algorithm to make a tighter compression, generally about 80% of the size of a bunny file. Except that for graphics, BLU is better. So it looks like we will eventually have both types to contend with.

But let's not get into that today. I suspect it will be several months before it is out of the beta test phase. Let's wait, shall we? But always remember, "squeeze before bunnying!"

Take Care, Now! Lee...from Washington Apple Pi (WAP) Journal 4/89

via Steve George, Mini'app'les Contributing Editor

*Just a couple of quick comments to update the information provided above: Andy's program is definitely here and it's taking the BBSs by storm! Called **Shrink-It**<sup>TM</sup>, it is a NuFX utility program that is capable of placing files and/or disks in NuFX archives, using Dynamic LZW compression for optimum results. Individual files may be added to or deleted from an archive file. As of this writing (3/90), **ShrinkIt** version 2.1 is being used for up/downloads on both the local and national BBS scene. **Shrink-It** is also on the Apple II telecom disk, eDOM #52.*

*Andy is working on the next versions, due out soon: v2.0 for all Apple II's and a GS-specific version. -C.Ed*





## Apple Q & A

by Bob Platt from Washington Apple Pi (WAP) Journal 5/89

### What is the "aux type" of a file?

ProDOS reserves only one byte for saving information concerning the type of file. This "file type" field is used to generate the "SYS," "BIN," "TXT," "BAS" or other designations on the catalog display. With one byte, there are only 256 possible types. (This was reasonable when compared with the limited number supported by DOS 3.3.) However, ProDOS was designed to be compatible with the Apple III's Sophisticated Operating System (SOS) and a number of possible type values had already been assigned. Fortunately, a second integer was included in the disk directory for SUBTYPE information. Apple now calls this the Auxiliary Type Field. This field is particularly useful in telling apart the different kinds of graphics files which are now available on the IIGs.

The ProDOS CATALOG command displays a SUBTYPE only for TXT and BIN files. How can I get it to display this information for all files?

Add the following patch to a copy of your startup disk:

```
BLOAD BASIC.SYSTEM,TSYS,A$2000  
CALL-151  
2EF6:13  
3F13:11  
3D0G  
BSAVE BASIC.SYSTEM,TSYS,A$2000
```

### How can I convert between the various formats for graphics on the Apple II?

"The Graphic Exchange" (Roger Wagner Publishing) will handle the standard "screen dump" formats as well as Printshop graphics. It will even convert MacPaint documents directly from a Mac formatted disk!

### What is a "device driver"?

A device driver is a special subroutine program that contains the specific instructions for operating particular types of input/output devices. The device driver takes general operations, such as read or write, and performs the specific steps to implement them. By storing these device-specific programs separately in a device driver, most programs can avoid being device-specific. Hence, to change printers or disks drives, all one needs to do is to install a new device driver rather than rewrite the entire program. For GS/OS a new device driver can be installed by moving it to the DRIVERS subdirectory of the SYSTEM directory and rebooting. For the p-System, a special ATTACH program must be run to bind the new device driver to the operating system.

### What standards has Apple established to preserve GS/OS directory information when files are read by other systems, such as the Mac?

Apple has released a Tech Note announcing the "Apple Single" and "Apple Double" standards. Similarly, if you download a Mac file on your IIGs for later use on a Mac, you need a format to preserve the Mac-specific directory information which is not carried on a ProDOS directory.

The format includes special header information that records the home file system that created the file. This could be "ProDOS" or even "MS-DOS." A file can contain more than just data. For example, the file's name, icon and "resource fork" (if its a Mac file) can be stored along with the data. Apple Single files have file type \$E0 and auxiliary type \$0001.

An "Apple Double" file format is similar, but allows the resource and data forks of a single Mac file to be transmitted and stored as two separate files. Apple Double files have file type \$E0 and auxiliary types \$0002 and 3.

### Do GS/OS files have resource forks?

Maybe. On the Mac, the resource fork of a file is an area reserved for use by a system program called the "Resource Manager," which allows icons and text strings (among other items) to be easily added or modified after the program has been compiled. Apple has announced its intention to distribute a IIGs Resource Manager, "at a future date." In the meantime, it is best to leave this part of a GS/OS file alone. [GS/OS System 5.0.x now supports resource forks. -C.Ed]

### What is CP/M?

Those initials stand for "control program for microcomputers." It is the name of the most popular operating system used on 8 bit micros. CP/M and the programs which run under it are written in the machine language of the Intel 8080. As a result, a special card with a second microprocessor is required to run CP/M on an Apple II. Because CP/M was more widely used than Apple's DOS 3.3 and ProDOS operating system, there is more public domain software available for it. Also, many people installed CP/M in their Apples to take advantage of such popular commercial packages as WordStar, Multiplan and Turbo Pascal.

Two reference books on CP/M are Steven Frankel, *The Compleat Apple CP/M* (Reston Publishing, 1984) and Thom Hogan, *Osborne CP/M User Guide* (Osborne McGraw Hill, 1982).

Mini!Info'Net BBS 892-3317 8 data 1 stop 0 parity 300/1200/2400 baud



## How can I transfer a CP/M text file to a ProDOS disk?

Most Apple II owners have Microsoft's implementation of CP/M which was sold with the Microsoft "SoftCard." The system disk for that product has a number of valuable utilities including a program called APDOS. APDOS will convert text or binary files from CP/M to DOS 3.3 or visa versa. Once the file is on a DOS 3.3 disk, it can be converted to ProDOS using the Copy Files command in the System Utilities program on the ProDOS System Master disk. [Another possibility is to use a shareware program called Chameleon from the Mini'app'les eDOM library. -C.Ed]

Eventually, GS/OS will have its own FST to permit direct access to CP/M or other operating systems.

## When will an FST become available to read MS-DOS files under GS/OS?

Probably never. It is physically impossible for an Apple 5.25" disk to read MS-DOS files because the information is coded on the disk in an incompatible manner. Apple had been developing an MS-DOS FST for the Mac FDHD disk drive (which is on the Mac IIx, IIcx and SE/30) which could read 3.5" disks used on IBM OS/2 machines.

However, there are no present plans to make these drives (1.44M high density disks) available for the Apple II family, and the trade press reports that Apple has cancelled the MS-DOS FST project.

*Via Steve George, Mini'app'les Contributing Editor*



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 As discussed in April '90  
 Mini'App'Les Newsletter.

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 4th Dimension  
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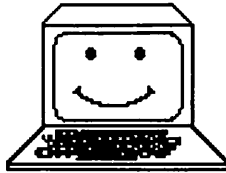
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### For Sale By Members

#### For Sale: Apple II Items!

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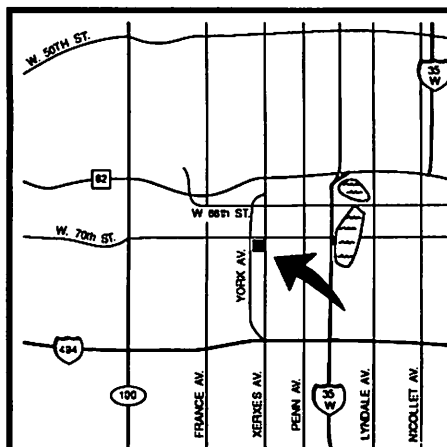
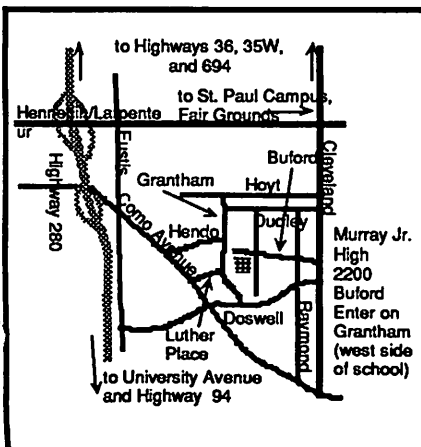
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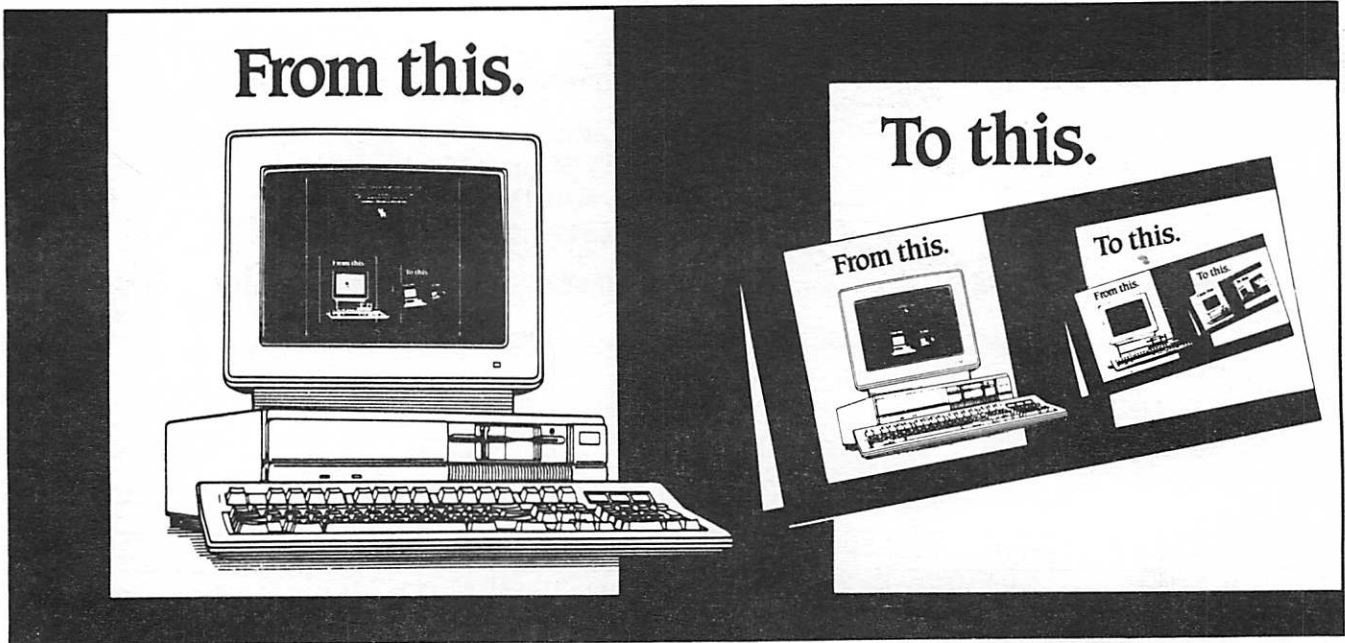
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