



mini'app'les

newsletter

\$2

Vol. 14
No. 4

The Minnesota Apple Computer Users' Group, Inc.

APRIL 1991

Calendar
of
Events

M	T	W	T	F
<p>Apple // Main Meeting 1 2nd Monday this month. Subject: The New Print Shop. Speaker: Hyde.</p>	<p>2</p>	<p>New Location for Mac Main Meeting. 3 Guy Kawasaki at May 2 Meeting at 3M. See Announcements for more information.</p>	<p>Mac Main Meeting* 4 Bloomington Kennedy HS 9701 Nicollet Ave So Subject: New Mac Stuff 6:30 / 7:00 pm - Mike Carlson 866-3441, Melvyn/Magree 559-1108</p>	<p>One Day Until Newsletter Deadline. Get Your Articles In Now! 5</p>
<p>Mac Computer Art & Design SIG 8 NO MEETING THIS MONTH</p> <p>Apple // Main Meeting* Highland Park Library, Ford Parkway, St. Paul - 7:00 pm Tom Osterlag 488-9979</p>	<p>Apple II DTP SIG 9 Murray Jr. High School, St. Paul 7:00 PM Subject: Style Sheets and Techniques Bill Warner 490-9554</p>	<p>Dakota County SIG 10 Mac, Apple II, Apple IIGS Burnsville High School Room C264 & 266 - 7:00 pm Subject: Home Finance Tom Michals 452-5667</p>	<p>mini'app'les Board Meeting 11 Lexington Branch Library University & Lexington Aves. St. Paul, MN - 7:00 pm David Laden 488-6774</p>	<p>Gather Your Goodies for the Swap Meet - May 18, 1991 - Apache Plaza. See Announcements for more information. 12</p>
<p>Fourth Dimension™ SIG 15 Auto Dyne, 2400 Prior, St Paul Ian Abel 824-8602</p>	<p>MacCAD/E SIG 16 Bill Langer 937-9240 Heath/Zenith Computer Hopkins - 7:00 pm</p> <p>Microsoft® Works™ SIG* Highland Park Library Ken Edd 631-3679</p>	<p>Apple IIGS SIG 17 First Tech, 2640 Hennepin, Mpls. Mark Evans 377-9000</p>	<p>North Shore Mac CIG 18 Bethlehem Lutheran Church Grand Marais - 7:00 pm Jim Ringquist 218-387-2234</p>	<p>19</p>
<p>HyperCard™ SIG 22 Hagen Office Equipment - 7:00 pm Peter Fleck 370-0017</p> <p>Mac Novice User SIG Highland Br Library, St Paul Tom Lufkin 698-6523</p>	<p>Mac Programmer SIG* 23 Murray Jr. High, St. Paul - 7:00 pm Gervaise Kimm 379-1836</p>	<p>Mac Desktop Publishing SIG 24 First Tech, 2640 Hennepin, Mpls. 7:00 pm Subject: MSWord and tagged files Speaker: Linda Bryan Bob Grant - 827-6142</p>	<p>AppleWorks® SIG 25 Murray Jr. High, 2200 Buford St. Paul - 7:00 pm Subject: TimeOut Super Forms Jim Shield - 434-9836</p>	<p>26</p>
<p>29</p>	<p>30</p>	<p>VOTE! Ballot on Page 17. Mail early. Ballot must be at P.O. Box before April 28 or pick up ballot at meeting and vote by 8:00 pm that night.</p>		

Notes:
Deadline for May Newsletter is April 6th

Deadline for June Newsletter is May 4th

CIG - Community Interest Group
SIG - Special Interest Group

* Denotes a change in time or location from previous month's meeting.
Coordinators - Please Call Dick Aura (941-1198) by the 1st Friday in order to have your meeting listed correctly.

THE CALENDAR FOR MAY IS ON PAGE 4

Board Members:
Officers

President	<i>David E. Laden</i>	488-6774
	675 West Wheelock Pkwy, St. Paul, MN 55117	
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
Membership	<i>Open</i>	
Software	Tom Gates	789-1713
Operations & Resource	Dick Peterson	473-5846
SIG: Macs	Jim Horswill	379-7624
SIG: Apples	Tom Michals	452-5667

Coordinators

Shows & Conventions	Marvin Born	757-6567
Beginners' Consultant	Earl Benser	884-2148
Dakota County	Tom Michals	452-5667

☐ Mac Users SIG	Mike Carlson (days) Melvyn Magree	866-3441 559-1108
☐ Excel SIG	M. Nightingale	545-9380
☐ Mac Programming SIG	Ian Abel	824-8602
☐ HyperCard SIG	Peter Fleck	370-0017
☐ CAD & Engin. SIG	Bill Langer	937-9240
☐ 4th Dimension SIG	Ian Abel	824-8602
☐ Mac Computer Art. & Design SIG	Joy Kopp	440-5436
☐ Mac Novice SIG	Tom Lufkin	698-6523
☐ Smalltalk SIG	Martin McClure	227-9348
☐ DeskTop Pub. SIG	Bob Grant	827-6142
☐ MicroSoft Works SIG	Ken Edd	631-3679
☐ North Shore Mac Users	Jim Ringquist	(218) 387-2234
☐ Apple II Users SIG	Tom Ostertag	488-9979
☐ Apple IIGS SIG	Mark Evans	935-7251
☐ AppleWorks SIG	Jim Shields	434-9836
☐ Apple II DTP	Bill Warner	490-9554
☐ Beginner's Basic SIG	Tom Alexander	698-8633
☐ Languages/Tech SIG	Wesley Johnson	636-1826
☐ Tech. Adviser (hdwre)	Roger Flint	771-2868

Software Director's Staff

Mac eDOM Editor/Prod	Bob Fellows	
Apple // DOM Editor	Tom Gates	789-1713
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	Roslie Becker	827-2966

Circulation this issue: 1000

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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:		Max
5 1/4" eDOMs	\$6.00	\$4.00
3 1/2" Apple/Mac eDOMs	\$10.00	

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 or upload to BBS. You can also reach Linda at 777-7037 after 4:00 pm.

Deadline for publication for May newsletter is April 6th. 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.

mini'app'les BBS — 892-3317 8 data 1 stop 0 parity 24 hours

mini'app'les Voice Mail — Number temporarily out of service.

Advertising — Direct inquiries to:
 Sharon Gondek — 644-7418
 mini'app'les Advertising Coordinator
 PO Box 4023
 St. Paul, MN 55104

Newsletter Publication Staff

Publications Director	Dave Undlin	432-0913
Editor	Linda Bryan	777-7037
Production Manager	Cindy Reeve	934-7500
Graphics Consultant	Nancy McClure	227-9348
Calendar	Dick Aura	941-1198
Contributing Editor	Steve George	935-5775
Contributor	Randy Dop	452-0425
Contributor	Tom Edwards	927-6790
Contributor	Peter Fleck	370-0017
Contributor	Chris Gibson	591-0032
Contributor	Craig Larson	
Contributor	Melvyn Magree	559-1108
Contributor	Andrew Meyer	
Contributor	Tom Ostertag	488-9979
Contributor	Jim Shields	434-9836
Contributor	David Wood	

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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.

IF YOU ARE MOVING . . .

... please let us know six weeks before you move so we can change your address. Thank you.

Copy your newsletter mailing label showing current address in this space:

I.D.#: _____ Exp. Date: _____
 Name: _____
 Street: _____
 City, St., Zip: _____

PRINT YOUR NEW ADDRESS HERE ✓

Street: _____
 City, St., Zip _____

MAIL TO: mini'app'les, P.O. Box 796, Hopkins, MN, 55343



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

MAY 1991

Mac Main Meeting	Thur. May 2	3M Building, Rm. 224 - Guy Kawasaki	Notes 4 & 6
Dakota County SIG	Wed. May 8	Burnsville High School, Rooms C 264 & C 266	Note 16
Board Meeting	Thur. May 10	Lexington Branch Library, St. Paul	Members welcome - Note 1
Mac Computer Art & Design SIG	Mon. May 12	Please call Joy for meeting status and location - 440-5436	Note 7
Apple // Main Meeting	Mon. May 13	Highland Branch Library, St. Paul - HyperMedia	Note 11
Apple II DTP SIG	Tues. May 14	Murray Jr. High School, St. Paul	Note 19
Apple IIGS SIG	Wed. May 15	First Tech Computer, 2640 Hennepin	Note 12
North Shore CIG	Thur. May 17	Bethlehem Lutheran Church, Grand Marais	Note 15
Fourth Dimension™ SIG	Mon. May 19	Auto Dyne, 2400 Prior, St. Paul	Note 2
Microsoft® Works™ SIG	Tues. May 21	Highland Branch Library, St. Paul	Note 13
MacCAD/E SIG	Tues. May 21	Heath/Zenith Computers, Hopkins	Note 8
Mac Desktop Publishing SIG	Wed. May 22	First Tech Computer, 2640 Hennepin	Note 3
AppleWorks® SIG	Thur. May 23	Murray Jr. High, 2200 Buford, St. Paul - Potpourri	Note 10
HyperCard™ SIG	Mon. May 26	Hagen Office Equipment	Note 5
Mac Novice SIG	Mon. May 26	Highland Br. Library, St Paul	Note 9
Macintosh Programmer SIG	Tues. May 28	Murray Jr. High, 2200 Buford, St Paul	Note 18

1. Dave Laden	488-6774	5. Peter Fleck	370-0017	9. Tom Lufkin	698-6523	13. Ken Edd	631-3679
2. Ian Abel	824-8602	6. Melvin Magree	559-1108	10. Jim Shields	434-9836	14. Open	
3. Bob Grant	827-6294	7. Joy Kopp	440-5436	11. Tom Ostertag	488-9979	15. Jim Ringquist	(218) 387-2234
4. Mke Carlson	866-3441	8. Bill Langer	937-9240	12. Mark Evans	377-9000	16. Tom Michals	452-5667
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.							
						17. John Hackbarth	(715) 246-6561
						18. Gervaise Kimm	379-1836
						19. Bill Warner	490-9554

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.

Macintosh	Key	PostScript	8	Home Acc'n't	20	Graphic Writer II/III	15
4th Dimension		Power Point	5	Laser 3.5 drives	1	Graphics Studio	
Adobe Illustrator	21,24	QuickBasic	5,6	PublishIt!	23	GS/OS	3,10
Beginners	13,14	ReadySetGo		ProTERM	1,23	Merlin 16+	15
Canvas	5	Telecommunications	19	Talk Is Cheap	3	Mousetalk	15
FileMaker II	17	WordPerfect		TimeOut	2	MultiScribe	
Freehand	22	XPress	21	TO Graph	2	Music Studio	
General	14,17,18			TO SideSpread	1	PaintWorks Plus/Gold	15
Helix	16	Apple II	Key	TO QuickSpell	1	Prosel	2
HyperCard	6,9,19	Applewriter	2	TO SpreadTools	1	TML Basic	3,10
MacDraft	5	AppleWorks	1,2,23	TO Thesaurus	1	TML Pascal	3,10
MacDraw	5	Ascii Express	3	WordPerfect		Writer's Choice	15
MacPaint	5	BASIC	5				
Mac OS	4	Beagle Buddy	23	Apple IIGS	Key	Apple ///	Key
Microsoft Excel	5,6,17,18	BPI Programs		816 Paint		General	12
Microsoft Word	4,5,6,14,17,24	Datalink 1200	1	AppleWorksGS	15		
Microsoft Works	11,17	Dollars & \$ense	1	APW	20,23		
Networking	5,6,13,19	DB Master	7	Complete Pascal	10		
OverVue		Epson LX80	1	DeluxePaint II			
PageMaker	4,6,17,24	Hard & software		General	3,10		

If you would like to be a "Members Helping Members" volunteer, please post your name, phone number, area(s) and convenient contact time(s) to Dave Undlin on the BBS or leave message for Cindy at 934-7500.

1. Lloyd Nelson	423-3112	E	8. Fritz Lott	377-3032	E	15. Tom Michals	452-5667
2. Tom Ostertag	488-9979	E	9. Peter Fleck	370-0017		16. Arnie Kroll	433-3517
3. Tom Gates	789-1713	EW	10. Randy Dop	452-0425	EW	17. Michael Foote	507-645-6710
4. Tom Edwards	478-2300	D	11. Ed Spitzer	432-0103	D	18. Richard Becker	870-0659
	927-6790	E	12. Bob Rosenberg	377-4300	EW	19. Timothy Kunau	683-3649
5. Earl Benser	884-2148	EW		340-0234	D	20. Steve Peterson	922-9219
6. Dan Buchler	435-3075	E	13. John Hackbarth	715-246-6561	D	21. Jodi Roste	933-1698
7. Ann Bell	422-1115	E	14. Jim Horswill	379-7624	DEW	22. Nancy McClure	227-9348
						23. James C. Fullwood	454-7610
						24. Darryl Zurn	781-7781
							638-0315
							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

Board Members in attendance:
 David Laden, Tom Lufkin,
 J.E. Wheeler, Randy Dop,
 David Undlin, Tom Gates,
 Dick Peterson, Tom Michals.
 Excused: Jim Horswill.

Members in attendance:
 Steve George, Erik Knopp,
 Cindy Reeve.

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

The minutes of the January 10 Board Meeting were submitted by Dop. Motion by Lufkin to approve December minutes as corrected. Second by Wheeler. Carried.

Agenda Item 2.1 - President's Report

David Laden reported that there will be time in the next two board meetings for getting the Policies and Procedures manual together for the new board members.

Agenda Item 2.2 - Vice President's Report

Tom Lufkin reported that Mini'app'les was not represented at the Midwinter Madness Electronics Show. Free tickets to the show were not distributed to the appropriate people. Tom is writing a letter of apology to Bob Arel on behalf of Mini'app'les.

Agenda Item 2.3 - Secretary's Report

Randy Dop reported that eDOM coupons for newsletter articles through the January 1991 newsletter have been distributed.

Agenda Item 2.4 - Treasurer's Report

Report for December 1990 submitted by Wheeler.

INCOME			
Membership Dues	1320.00		
TCF CD	78.05		
TCF Inv Mgt Acct Int	14.38		
eDOM Sales	528.00		
Newsletter advertising	60.00		
Miscellaneous	35.00	1267.95	
EXPENSES			
Telephone	77.56		
Postage, shipping	50.00		
Equipment rent, maintenance	20.49		
Printing, publications	660.35		
Bank service charge	4.03		
Miscellaneous	76.10	888.53	
MONTH GAIN			
Checking Account Balance		1146.90	
TCF Inv Mgt Acct		4202.46	
TCF CD		2914.83	
		4000.00	

Report for 4th Quarter 1990 submitted by Wheeler.

INCOME			
Membership Dues	3795.00		
TCF Inv Mgt & CD Interest	204.78		
eDOM Sales	652.00		
Newsletter advertising	876.60		
Miscellaneous	1385.00	6913.38	
EXPENSES			
eDOM Cost of Goods Sold	19.91		
Office Supplies	11.56		
Telephone	130.68		
Postage, shipping	150.00		
Occupancy, rent	72.00		
Equipment rent, maintenance	20.49		
Printing, publications	2161.67		
Bank service charge	27.00		
Bad Checks	15.00		
Miscellaneous	76.10	2684.41	
4th QUARTER GAIN		4228.97	

Report for 1990 submitted by Wheeler.

INCOME			
Membership Dues	11417.00		
TCF Inv Mgt & CD Interest	361.79		
eDOM Sales	2140.00		
Newsletter advertising	2679.80		
Miscellaneous	1385.00		
Donations	1200.00		
IRS Refund	1961.39	21144.98	
EXPENSES			
eDOM Cost of Goods Sold	635.87		
Office Supplies	128.18		
Telephone	555.33		
Postage, shipping	1976.40		
Occupancy, rent	72.00		
Equipment rent, maintenance	847.19		
Printing, publications	9779.36		
Conference, conventions	140.00		
Insurance	1392.55		
Equipment purchases	707.53		
Bank service charge	116.38		

Bad Checks	15.00		
Petty Cash, Miscellaneous	163.87	16529.66	
1990 GAIN		4615.32	

Agenda Item 2.5 - Membership Director's Report

Steve George reported that the newsletter mailing last month was 758.

Agenda Item 2.6 - Executive Committee Report

Randy Dop provided notes from the Executive Committee Meeting that was held February 12, 1991.

Agenda Item 2.7 - Publications Committee Report

David Undlin reported that the newsletter would probably make it to the printer on 2/18/91. The costs involved to print the newsletter will be going up in the near future. David reported that he had been in contact with Curtis Juliber about a show sponsored by Apple Computer on April 2 & 3, 1991.

They will give Mini'app'les a table and would like us to participate. Tom Lufkin will coordinate this event. Mini'app'les has been offered a free advertising spot on the local cable TV system.

Agenda Item 2.8 - Software Director Report

Tom Gates reported that Mini'app'les Voice Mail service is no longer in service. Tom will investigate other available local voice mail services and the costs involved.

Agenda Item 2.9 - Resource Director Report

Dick Peterson provided a written report of Mini'app'les hardware and software. Dick requested that any corrections and additions be given to him.

Agenda Item 2.10 - Interest Group Directors' Reports

Tom Michals reported that the Desktop Publishing program

Secretary Report



by Randy Dop

was given by Jim Shields on Print Shop. The main Apple II program was on PublishIt 3 given by Jim Shields and Bill Warner. There were approximately 15 at the AppleWorks SIG meeting. Tom reported that the Dakota County SIG is set to meet at Burnsville High School through May.

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

Agenda Item 2.11 - Nominating Committee

Cindy Reever presented the board with a report of the Nominating Committee. David Laden asked Cindy to get a few sentences from each candidate about themselves to be published in the March newsletter. Motion by Undlin to accept the Nominating committee report. Second by Lufkin. Carried.

OLD BUSINESS

Agenda Item 3.1 - General Membership Meeting - February 1991

Tom Lufkin reported that Ralph Russo of Apple Computer will speak at the General Membership meeting at Van Cleve Park on March 7, 1991 at 7:00 PM.

Agenda Item 3.2 - Brainstorming session on Membership/Promotion

Tabled until further notice.

NEW BUSINESS

Agenda Item 4.1 - Insurance Policy/Evaluation

David Laden reported that he had summarized his meeting with Norwest Commercial Insurance Services in last month's written president report.

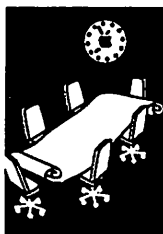
David will pursue getting quotes on Directors' liability insurance.

Agenda Item 4.2 - Appointment of Melvyn Magree Mac Users SIG Co-Coordinator

Motion by Dop to appoint Melvyn Magree as Mac Users

Minutes of the General Membership Meeting

Your Club



by Randy Dop, Secretary

Board Members in attendance:
David Laden, Tom Lufkin, Randy Dop, Tom Gates, Dick Peterson.

The meeting was called to order by President Laden at 7:05 P.M. David introduced Mini'app'les board members and staff. Tom Fitzgerald of the local Apple Computer office introduced members of his staff, Rye Livingston of the Apple User Group Connection, and Ralph Russo, Vice President of Apple Computer and Director of the Apple II Product Line.

David Laden called on Steve Maxwell to present the nominating committee report. The following names will be placed on the ballot:

SIG Co-Coordinator. Second by Undlin. Carried.

Agenda Item 4.3 - Publications Staff Appointment - David Undlin

Motion by Peterson to appoint David Undlin as Newsletter Manager. Second by Lufkin. Carried.

Agenda Item 4.4 - Survey/Questionnaire

David Undlin requested input for possible questions that should be included in the survey.

Agenda Item 4.5 - Volunteer Coordinator

Tabled.

Agenda Item 4.6 - Review of PO Box address policy

The meeting adjourned at 9:00 P.M. Respectfully submitted by Randy L. Dop

February 14, 1991

President: David Laden (Incumbent)

Vice President: Tom Lufkin (Incumbent)

Secretary: Bill Warner
Treasurer: Richard Aura

J. E. Wheeler (Incumbent)

Publications: Bryan Lynch
Membership: Rand Sibet

Software: Gregory Carlson
Mike Casey

Operations & Resource: James Fulwood

Macintosh SIG: Tom Shaff
Apple SIG: James Hadden

Bryan Lynch's nomination for Publications Director came from the floor.

There was a motion to close nominations. Second. Carried.

David Laden reported that there were no requests for Mini'app'les By-Law changes.

There was a motion to adjourn the business portion of the general membership meeting. Second. Carried.

Ralph Russo's presentation was on Apple Corporate Strategy including PC industry trends, Apple II line, Apple II business Unit Strategy, Sales & Marketing, and Apple II Research and Development. Ralph answered questions during his presentation as well as at the end. The local Apple Computer office answered various questions about the Macintosh line.

Rye Livingston and the User Group Connection provided door prizes of mugs, mouse pads, and t-shirts. Ralph Russo provided five copies of Hypercard GS as door prizes.

Respectfully submitted by Randy L. Dop

March 7, 1991

Announcements

Attention All Members: Vote!

April is election month. Pull out your ballot on pages 17-18, and vote for the candidates of your choice. Be sure to include your membership number. Mail the ballot so that it arrives before April 28. Better still, mail your ballot today.

Swap Meet in May

by *Randy Dop*

Mini'app'les Computer Swap Meet
May 18, 1991 10 AM to 2 PM
Apache Plaza Shopping Center
38th and Silver Lake Road, St. Anthony Village

Each member is entitled to 1/2 table for free. If a member desires to rent a full table, the cost is \$10.00. The cost to a non-member or commercial vendor is \$25.00 per table.

Setup may begin at 9:30 AM. Tables will be provided. Please do not bring your own.

Mini'app'les is accepting pre-registration for the swap meet. Contact Randy Dop at 452-0425 for additional information or to reserve any of the three types of table space. Preregistration may also be made by writing to: Mini'app'les PO Box 796 Hopkins, MN 55343

Special Announcement: Guy Kawasaki in May

Mark Thursday 2 May on your calendar! Guy Kawasaki will be the speaker at the May meeting of the Mac Users Group. He will be presenting **TouchBase** and **Disk Doubler**. And, of course, he will just be Guy Kawasaki.

Who's Guy Kawasaki? He's the fellow whose smiling face and checked jacket you see in many ads in the Mac magazines. He was one of the original Mac evangelists back when Apple had to convince developers that our favorite computer was more than a toy. He's the former president of ACIUS, the publishers of **Fourth Dimension**. He's the author of *The Macintosh Way*, a serious and humorous look at what the Macintosh means to the computing community. He's the author of a monthly column in *MacUser*. And he's probably one of the most accessible "big names;" his column in the April issue of *MacUser* was *I Love Mail*. His addresses are 76703,3031 (CompuServe), MacWay (America Online), and KAWASAKI2 (AppleLink), and (415) 326-2398 (Fax).

When and where can you hear him? On Thursday 2 May at 7:00 p.m. at 3M, Bldg. 224, in Maplewood.

How do you get there? Take I-94 to McKnight

Road. Go north and stay in the right lane. This will take you into 3M Road. Follow 3M Road to east side of tall complex. You'll see 224 painted on the side of the building.

If you would like a seat, don't be late! —*Melvyn Magree*

Mac HyperCard SIG

by *Peter Fleck*

Next Meeting: April 22, 1991. Nothing specific scheduled (yet). Maybe we'll have a demo of Reports 2.0. Or maybe we'll discuss using externals with someone who writes them. Or maybe we'll all share our favorite stacks (bring one—either one you wrote or one you really like). If you can't stand the suspense, call me (Peter, 370-0017) near the end of the month for info.

May 27 Meeting: HyperCard Vs. the Novice! Special joint meeting of HyperCard SIG and the Mac Novice User SIG. Beginners bring your questions; advanced users bring your knowledge and demo stacks. We'll meet at the Highland Branch Library in St. Paul. Check the May Newsletter for more info.

Apple II Main Meeting

by *Tom Ostertag*

March Meeting Notes

With a special thank you and a hale and hearty "well done," I'd like to acknowledge *Tom Gates'* help in putting on the Meeting on 6 March. I was off in Phoenix at a conference and Tom volunteered to do the whole show. From the sounds of it it turned out to be a "Really Good Show". Tom fielded several questions during the Q&A session that were of a general nature and fairly short. (As Stormin' Norman says "All Generals speak in general terms"...). Then Tom turned to the real reason for the meeting. He took out the stack of Beagle Bros Software from the eDOM collection and proceeded to demonstrate what each did. For those of you new to Apple II, these are the programs that][+ users grew up on and fell madly in love with. Programs like **Utility City**, **Silicon Salad**, **DeCode**, **FatCat**, **Beagle Bag**, **Big U**, etc. Lots of good stuff. Tom said that there was real interest in the programs, and it's good to see that these programs are still around and available for][+ use.

As usual, the group transferred the meeting over to Byerly's for the coffee and goodies session.

Announcements GOTO next page

Your Club



Submissions
by SIG
Directors
and
Participants

Announcements continued
from previous page

Next month's meeting will be on 8 April (that's a Monday night...) at 7:00 pm. The location will be Highland Park Public Library, 1974 Ford Parkway. The topic will be the **New Print Shop** and will be presented by *John Hyde* (or a representative from Broderbund if one is available...) See you there!—*Tom Ostertag*

Apple II Main Meeting Schedule

Highland Park Branch Library, St Paul on Monday nights at 7:00 pm.

Date	Topic	Presenter
4/08/91	Graphics - The New Print Shop	Hyde
5/13/91	HyperMedia	Evans
6/10/91	CrossWorks - Data Interchange	Ostertag
7/08/91	So Party! - Fun Software	TBD
8/12/91	Telecommunications	Gates
9/09/91	Educational Software	Hyde
10/14/91	Claris Rep/Beginners Night	Gehlen/ Benser
11/11/91	ProSel/Copy II Plus	Ostertag
12/09/91	Games, Games, Games	Evans

AppleWorks SIG

by *Jim Shields*

April 25:	TimeOut SuperForms
May 23:	Ultimate Fonts, Custom Printers, Macros
June 27:	Program Selectors
July 25:	TimeOut Outliner
August 22:	Word Processor - Basic to Advanced
September 26:	SuperFonts & Graph
October 24:	Database - Basic to Advanced
November 21:	AppleWorks and the Dreaded "Pathname"
December 26:	Spreadsheet - Basic to Advanced

SIG meetings are the fourth Thursday of each month (exceptions noted) starting at 7 pm. Meetings are held at Murray Jr. High School, 2200 Buford, near the St. Paul Campus of the U of M. Enter the school on the west side from Grantham Avenue. Call Jim Shields if you need information on the meetings, 612-434-9836, or write to: 2344-147th Lane NE, Ham Lake, MN 55304.

Macintosh Main Meeting

by *Melvyn D. Magree*

New Sites for Mac Meetings

It's been a long time since there's been confusion over where the Mac Users Group is to meet. It's time to introduce uncertainty again <grin>.

Seriously, we hope we can soon be consistent again.

Upcoming Macintosh Main Meetings

The April meeting will be on 4 April at Kennedy High School in Bloomington. Kennedy High is at 9701 Nicollet. At this writing, we are unsure of the exact program. *We are sure that Mike Carlson will present some new hardware from Apple.*

The May meeting will be on 2 May at 3M. See above about Guy Kawasaki. Our thanks to the folks at 3M, especially *John Grabick* of the 3M Macintosh Users Group for arranging this.

The June meeting will be on 6 June at the Bloomington Education Center at 90th and Portland. We plan to hold most of the rest of our meetings there. Representatives from Apple will be presenting the long-awaited **System 7.0**.

There will be no July meeting. (The first Thursday falls on the Fourth of July. We don't want to spoil your picnic!)


We have a couple of ideas in the works for the August meeting. Watch for more news in June or July.

And surprise! We have a speaker or speakers for the September meeting. Mirror Technologies will show us some new products. At past meetings Mirror Technologies has shown us many of its disk drives and backup devices.

—*Melvyn D. Magree*

Mac DTP SIG

Sig director is *Bob Grant* (827-6294). Meetings are the fourth Wednesday of the month at First Tech, 2640 Hennepin Avenue South, Minneapolis, 7:00-9:00.

April 24 meeting will feature a demonstration by freelance editor and Mac instructor *Linda Bryan* who also is our club Newsletter editor. She will show how she prepares text files in **MSWord** and will discuss the problems of over-formatting. Linda will explain how to tag files for styles from any word processor. She will then demonstrate how the files are imported into the old and new **PageMaker 4.0** templates for the club Newsletter. Bring a disk if you want a copy of either template. Also bring old and new copies of the Newsletter to refer to as she explains how the templates were constructed. 

Apple's Ralph Russo Reassures Us: Apple II Forever!

Issues in
Computing



by Craig
Larson and
by
Linda Bryan

I was at the mini'apples annual meeting this evening, Thursday 7 March 1991, and listened to a presentation from Ralph Russo, Apple II Director from Apple Computer. His opening statement was that "The Apple IIe is still alive and kicking!" Apple Computer admits that most of their research and development monies will be invested in the Mac, but a substantial amount is still being invested in the Apple II line.

Apple admits that they made a mistake in the marketing of the Apple II line over the past three years. They are putting a plan in place that will better communicate to the users that Apple plans to continue to support the II line. Enhanced operating systems will continue to be developed.

Dealers will soon have the option of placing window stickers in their stores announcing a renewed commitment to Apple II support. This will be up to the individual dealer as some dealers favor one machine over the other. One of the other Apple reps that was there said to expect to see more ProDos 8 software in the stores soon.

A new GS operating system will be released soon offering several enhancements over the present operating system.

Users that have a problem with Apple, dealer support, or have questions about the Apple II line can call Ralph Russo in Cupertino, California. His private office number is (408) 974-3033. Ralph has been with Apple computer since 1984 and his former boss was Steve Jobs. He has taken over the Apple II line as of nine months ago and the fate of the Apple II line is in his hands.

These are not rumors as I was there in person and took these

notes down. It was quite an honor to be in the presence of such company and be able to present accurate information right here on our own local network!

by Craig Larson, contributed by
Dave Undlin

Ralph Russo's remarks fell into two parts: Apple's formal strategy and Russo's informal predictions.

Apple's Strategy

Russo clearly emphasized that Apple fumbled the ball with the Apple II line in the late 1980s. He also emphasized that Apple has realized its mistake and has established the Apple II Business Unit within the corporation to recommit Apple to its large installed base of Apple II users and to fostering sales of Apple II computers and Apple II-related products.

Apple now sees more clearly where its markets are. The Macintosh's traditional markets have been the manufacturing floor, the shop floor, desktop publishing, and CAD/CAM. Apple plans to reestablish its dominance in education and consolidate the inroads it has made into business applications. The marketing strategy that lead to what has come to be called "the October Introductions" (the Mac IIsi, the Mac LC, and the Mac Classic) has been successful, bringing Apple products "back into the price/performance game." The affordable Mac strategy has been so successful that Apple foresees some of the same kinds of significant sales that occurred with the introduction of the Apple IIe earlier in the decade.

But whither the Apple II line? It

will be recognized for what it is:

1. a highly reliable workhorse product
2. a consistent and reliable product
3. a product with a large existing software library
4. the only computer many users will ever need
5. a product that does not need to continue to expand its technology so that it can increase its market share
6. a product that is not as pervasive in its installed base as is the IBM 286 and 386 technology.

Russo's Vision

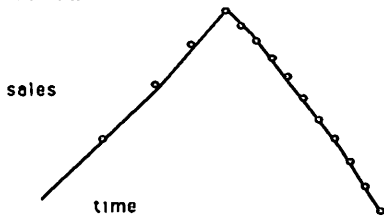
Russo said that "intimate computing," a metaphor for totable, accessible computers, is his operating assumption of where personal computing is headed. He spent some time describing voice- and pen-based systems. (The latter use a stylus and a grid pad on which users input data with handwritten shorthand, such as on the devices being developed by the Go and Gregg projects.) But he also reminded the audience that users cannot wait for the next technology and must make their purchasing decisions based upon software solutions that are immediately available.

He foresees that consumers will make fewer platform-specific decisions and more software-driven ones. Computers themselves will have an increasingly short sales lifecycle, but computing itself will not. Unlike in the computer industry of the past decade, developer decisions will be less hardware-driven, since eighteen months is presently the peak opportunity for selling any particular computer product. Because consumers will be purchasing computers at any point in the history of the development of computers, developers acknowledge that consumers must be able to enter the computing arena successfully and do their

Russo GOTO next page

computing *despite the sales life cycle*.

The Apple II line was Russo's classic case in point. Allusions were made by Russo and the audience to the orphaning of computer platforms by other manufacturers. In attempt to contrast Apple II's with the orphan syndrome, Russo showed a "life cycle chart" illustrating Apple's assumptions about the continued utility of the Apple II line and its recognition that the product needed to be supported until there were no more new Apple II customers. The chart drew a lot of interest and concern from the audience. Essentially it looked like this:



The chart was intended to be vague, but the audience questioned Russo until at least some kind of understanding about the infamous chart emerged.

Russo said the chart represents about fourteen years in the life of the Apple II line (the peak was the introduction of the IIc). The final years of the cycle will bring no more new Apple II computers, but it will bring new uses, new software, and new peripherals. Instead of emphasizing introductions of additional computers, the future product life of Apple II products will allow for connectivity and integration, taking into account the installed base of computers, continued sales at some viable level, and the allegiance of users. Functionality will be the driving force, not new computer development.

Russo tried to get the audience to see the lower ends of the trend lines as simply points nearing zero, instead of points in relation to one another. (As I look at the rough chart I've drawn, I begin to wonder if the vertical axis is really for sales.

It could as well be for user interest, or for Apple support.)

Because the Macintosh represents greater profits to Apple Corp., it will be given the bulk of Apple's attention and development funds. But the Apple II will get 8% of the budget. This money will be used to maximize the usefulness of the Apple II line on its own terms, not in an effort to push it toward multimillion dollar sales. The Apple II Business Unit has committed itself to:

- preserve the value of the computer to the customer
- promote customer satisfaction
- develop existing technology to its fullest
- integrate the Apple II with Macintosh technology

Under Russo's guidance, the Apple II sales and marketing strategy will be oriented toward providing vehicles for sales, service, and support, and providing technical support for third party developers. A particular emphasis will be made to promote an alliance between Apple II and education, since education is currently the largest Apple II customer.

Russo acknowledged the current inconsistent attitude toward Apple II sales and service by many Apple dealers and by Apple employees. He acknowledged the unwillingness of some dealerships to work with the Apple II line. He listened to members who have had difficulty getting on-the-record positive reassurance from Apple representatives that Apple II is still supported, or who can't find dealerships to work with. He knows that although dealers can be certified to sell Apple products, this does not mean that they choose to understand and sell all Apple products. (He explained away the dearth of Apple II advertising by saying that the October Macs were the products that Apple had the most need to publicize right now.)

He said *The Guide* (our club has a copy) was an Apple publi-

cation that tried to publicize dealerships that cater to Apple II sales and service. Audience suggestions that Apple *recertify* qualifying dealers who would then publicize their active support for Apple II products struck a near-promise from Russo. Whether there will be a sticker on a dealer window indicating Apple II commitment remains to be seen, but Russo appears to be open to pressure from groups like ours. Call him at 408-974-3033 to add your two cents to the discussion, or to other discussion topics raised here.

In research and development, Russo foresees

- continuing operating system enhancement
- new software applications where feasible
- hardware enhancements, especially in peripherals
- codevelopment of hardware and software by Apple and third parties
- production decisions to be made with due regard to cost-cutting, to keep consumer prices affordable

Looking back over my notes, I find customer satisfaction, creative directions in integration and compatibility, and technical support for dealers and users to be recurrent concepts. Russo's vision would be ecological and nonwasteful if it were followed. It can recycle viable hardware and viable user skills. If it is successful, it will foster pride in ownership and maintain our existing investment. It would show respect for the installed base even if technology marches forward. And it would serve two generations of Apple II users, the faithful from the early 1980s and the students, professionals, and office workers of the 1990s. If Russo can carry it out, I'll be glad.

A round of applause to the many members who worked at the last minute to make the General Meeting a reality.

—Linda Bryan



A2-Central Conference: "KansasFest"

Join us again this year in Kansas City for the *third* annual A2-Central Summer Conference. This year's conference has been expanded from our traditional two-day affair to six big days, Tuesday July 16 through Sunday July 21

Tuesday & Wednesday

If you come for Tuesday and Wednesday's activities, you'll have your choice of one of three two-day colleges. One of these will be Apple's Apple IIs College.

Another will be an introduction to Pascal by Mike Westerfield, developer of the Orca series of development tools from The Byte Works. The third will be an introduction to C programming on the Apple IIs, by Walker Archer and Gary Morrison.

Thursday & Friday

If you come for Thursday and Friday's activities, you'll get what we've traditionally offered at our summer conferences—two days packed with sessions about the Apple II. Apple itself will once again fully participate in this portion of our conference. A number of sessions will include engineers from Apple and Apple's Developer Technical Support team will once again be running a Bug-Busting room at the conference. Meet and discuss your problems with Apple's own gurus, including Lee Collings, Andy Stadler, Ron Lichty, Tim Swihart, Rob Barnes, Greg Branche, Dave Lyons, and Andy Nicholas.

Saturday & Sunday

And, at the vociferous request of previous attendees, if you come for Saturday and Sunday's activities, you'll spend your time at the Apple Central Expo, a two-day AppleFest-type show sponsored by Apple's Midwestern Region.

Bigger and better than ever, this year's summer conference,

including the Apple Central Expo, will be held at a state-of-the-art conference facility owned by the National Office Machine Dealer's Association (NOMDA) in Kansas City, Mo. This facility is within a serial cable's length of Avila College, where our conference has been held in the past and where, once again, we'll be able to provide dormitory rooms and meals to those who want to have the best time possible meeting and learning from other developers.

Make your plans to attend now. Whether you come for one day or six, we promise you'll enjoy the sessions you attend, the exhibits you'll see, and the people you'll meet.

You must register by June 1 to get the best prices. We have more rooms available at Avila than ever before; consequently, this year we can offer private rooms. Or, if you prefer, choose double-occupancy and save some money. Avila's prices include evening and morning meals surrounding the nights of your stay. College and conference prices include lunch. Food will be an extra-cost option at the Apple Central Expo.

If you like, you can pay for the sessions only and make your own hotel and transportation arrangements. Or you can eat and stay at Avila for \$30 a night (\$40 for a private room). And, for \$25 more, we'll arrange to have you met at the airport and brought directly to Avila and returned. This final option would cover *all* your costs for the conference except airfare.

Registration Information

Tuesday & Wednesday
CONF-GS Apple IIs College
CONF-P Pascal College
CONF-C C College
College of choice (lunch included)
\$150 (\$175 after June 1)

Thursday & Friday
CONF Developer Conference
(lunch included) \$300
(\$350 after June 1)

Saturday & Sunday
EXPO Apple Central Expo
\$10 (\$10 after June 1)

Accommodations
AVILA-1 2 Meals, Private Room, per day \$40 (\$45 after June 1)
AVILA-2 2 Meals, Double Room, per day \$30 (\$35 after June 1)

Transportation

Airport/Avila round trip
\$30 (\$35 after June 1)

For more info: Resource Central, Inc., PO Box 11250, Overland Park, KS 66207, Voice Phone: 913-469-6502, Fax Phone: 913-469-6507

Travel Arrangements

DaySpring Travel of Overland Park will arrange your conference airfare and hotel reservations. Ask DaySpring about discounted air and rail fares and hotel rooms. Call DaySpring at: 800-878-0211

Exhibitors

This year you'll be able to reach not only the 150 or so developers who attend the A2-Central Summer Conference, but an additional 2,000 to 3,000 midwestern Apple users who will attend the Apple Central Expo on Saturday and Sunday, July 20 & 21.

For more information on obtaining a booth contact Bob Berkowitz at: Events Specialists, Inc., 7 Lilac Road, Sharon, MA 02067, 617-784-9499

Request for Proposals

If you'd like to make a presentation at this year's conference, please send us a written proposal. Include information on your topic, your intended audience, your equipment needs, and your time needs.

We will notify you whether your proposal for a session has been accepted. Each accepted proposal will earn a \$200 discount,

KansasFest GOTO 27

Opportunities



from
AppleLink,
contributed
by Steve
George

TimeOut TeleComm for AppleWorks Users

Apple II
Telecom
Software
Review



by Jim
Shields

Does the term "telecommunications" intrigue you? How about modem, baud rate, protocol or terminal emulation? If these terms sound too high tech for you read on and see what Beagle Bros. have done to keep things simple for us **AppleWorks** users.

TimeOut TeleComm is a telecommunications program that runs within AppleWorks and takes advantage of a number of AppleWorks features. TeleComm features include a variety of file transfer protocols, a text editor, review buffer, terminal emulations and automatic dial/login capabilities. TeleComm supports the Hayes compatible AT command set and operates at speeds from 300 to 19,200 baud.

Installation of the program on your AppleWorks disk is relatively simple. If you already have TimeOut products installed, you have to copy two files to your applications disk. If this is the first TimeOut product you are installing, the disk provides a number of different methods which are well documented in the owner's manual.

Since you are using a modem and serial card with TeleComm some configuration must be done to enable the software to talk to the hardware. The documentation details the various dip switches that must be set on the hardware. The software configuration is accessed through the TimeOut Menu choice "Utilities" and "Configure".

The configuration screen allows you to tell TeleComm thirteen different options about the way you want it to work. Some options are user defined, others are hardware specific and must be set in order to TeleComm to work properly.

The obvious hardware items to configure are the interface card, modem slot, baud rate and initialization string. TeleComm supports the following interface cards: ALS Dispatcher, Applied Engineering DataLink, Cermetek, Epic, Laser 128 serial port, Slotbuster II, VersaCard, the Apple IIc serial port and the Apple IIIGS modem port or printer port. Slots 1 through 7 are supported with baud rates from 300 to 19,200. The modem initialization string is discussed in the documentation and a default string is provided - have your modem manual handy just in case.

There are two other items on the configuration screen that have to be addressed. First, are you using Applied Engineering Expander Software and do you have Touch-tone dialing? A simple yes/no answer is toggled on the screen.

The remaining items you can configure include the time delay to automatically redial a phone number, size of the review buffer, type of cursor character and the name or location of the AutoLogin database file.

When you are finished with the configuration, it is automatically saved to disk and you are finally ready to start using TeleComm. The process is well documented in the manual and takes you step by step through the configuration screen items. The entire process takes only a few minutes.

The first screen you see when you start up TeleComm is a title screen telling you what version number you have. Three messages flash on the bottom of the screen telling you the AutoLogin file is loaded to the desktop and that the modem and review buffer memory have been initialized. A filecard system of menus is

used just like AppleWorks. TeleComm supports various open-apple commands. The Dial Menu is the default entry point into the program. From this menu you can load a phone number from the AutoLogin file or enter a new number to be dialed. New numbers are easily saved to the AutoLogin file for future use.

The Option Menu (O-O) allows you to select various custom settings to associate with a given phone number. The choices include full or half duplex modes, baud rate, data/stop bits, parity and terminal emulation. TeleComm supports ADM, Heath, DEC, Televideo, standard TTY and Apple 80 column emulations. The choices you make on the Option Menu are included with the phone number when saved to the AutoLogin file.

After you have connected to a bulletin board or another computer, all the text that appears on your screen is captured to the Review Buffer. You can also capture this text to a desktop word processor file, a text file on disk or redirect the text to your printer. These choices are all available on the Transfer Menu.

While you are connected, the Transfer Menu also allows you to send word processor files on the desktop or text files from a disk.

File transfers (send or receive) use either the Xmodem, Auto Binary II or ASCII Express mode protocols. These protocols can be selected from the Transfer Options Menu within TeleComm. If you don't know what all this means just hang in there. The owner's manual has an excellent English translation for those of us with high tech equipment and low tech minds. When in doubt, use the default and don't worry about it.

The Review Buffer is one the best features of TeleComm. As mentioned earlier, all the text on your screen is captured to this Buffer. When you have completed your session and hung up (C-B) the Buffer is viewed with C-V. From the Buffer you may copy or delete text. Text can be copied to a word processor file, sent to the printer, or if you are still on-line, may be redirected to the modem (sent back).


What I liked about the Buffer is that it doesn't disappear when you exit TeleComm. After a recent session on the club's Mini'Info'Net bulletin board I copied the information I needed from the Buffer to a word processor file and exited TeleComm. After working with the file I realized one paragraph was missing. I went back into TeleComm, assuming I had to dial the board back up and start over. Before dialing I checked the buffer to see if anything was still there. Surprise! The entire Buffer was still there waiting for me to find the missing paragraph.

A little research brought out the fact that the Review Buffer memory must be released by the user in order to be erased. A note of caution is needed here. Even though the Buffer is adjustable from 24 to 4096 lines depending on your desktop size, each time you connect the captured text is added to the Buffer. One evening I made three different calls while learning to use TeleComm. The result was a Buffer of over two thousand lines of text. If your desktop size is limited (no memory expansion) you best release the Buffer memory in betcall or you risk losing some of the text.

The AutoLogin database file has been mentioned a number of times. Besides storing a name, phone number and setup information you can also create optional "login scripts" and store them. A login script is a means to automate repetitive tasks like entering your account number,

login name and password and so on. The owner's manual has a number of pages dedicated to this process. I didn't have time to play with it yet, but the process appears straightforward.

Overall, I found TimeOut TeleComm easy to use and well documented. The manual takes you through the initial learning stages step by step explaining all the features and options. TeleComm's strongest feature is that you work within AppleWorks. After using a number of stand alone communication programs, moving text files back and forth and typing more ProDOS pathnames than I ever cared to, TeleComm was a real joy to use.

TeleComm works with AppleWorks 2.0, 2.1 and 3.0, requires an Apple IIGS, IIc+, IIc or IIe with 128K minimum. The program comes on both 5.25 and 3.5 disks. If you use UltraMacros 3.0 (with AW 3.0) your macros will run just fine inside TeleComm. 

MECC Creates Educational Technology Research Center

*Computers
in the
Schools*




from press
releases

Earlier this year MECC announced the formation of the MECC Center for the Study of Educational Technology to serve as a resource for MECC members, other educators, and researchers to help them make informed decisions about educational technology.

The MECC Center partnership includes Anoka-Hennepin Schools, Bemidji Area Schools, Bemidji State University, Kimball Area Schools, Lakeville School District, MECC, Minneapolis Public Schools, Osseo Area Schools, St. Cloud State University, St. Paul Public Schools, and the University of St. Thomas. Collaborative research teams consisting of school district teacher-researchers, university faculty-researchers, university graduate assistants, and MECC Center research staff will work together

The goal is to create linkages between research, educational technology product development, and educational practice. Research will be conducted in four broad areas: the effective utilization of educational technology in instruction; the role of educational technology in restructured education programs and schools; the value of educational technology in school organizations; and the effective design of educational technology products. The product of the center will be information to educators about effective instruction and learning that uses the capabilities of educational technology to its fullest.

Advisory boards will guide the center in making communication and funding strategies, and in setting the research agenda.

For more information, contact MECC Center for the Study of Educational Technology 2490 Lexington Avenue North, St. Paul, MN 55126 (612-481-3677). 

Dungeon Master GS: A Haven for Hack and Slash!

Software
Review for
Apple IIGS



by David
Wood

Everyone braces for bloody combat. The warrior in front readies his sword. The wizard in back readies a fireball. Someone hits the button by the door, and it clacks open. Beyond it, you can hear something moving around, but at this distance, it's hard to tell what. You increase the volume on your stereo in the hopes of telling the direction and dist-

Okay, let's pull back for a bit. I wasn't reading from a new generic fantasy novel. I was discussing a potential sample of play from FTL's classic game for the IIGs, **Dungeon Master**. Of course, you may only now think, "It can't be a classic. I just heard of it!" Well, that's true. It's been out for the Amiga and Atari ST for several years now, and FTL only recently released the GS version. It requires 1 meg of memory, and it's really helped along by a stereo card and, if you have it, a good amplifier. Because not only are the game's many sounds (gulps, clacks, and so on) amusing, but they also serve an important purpose.

Anyway, on with the story. An old wizard, your master, tried to recover a very powerful gem from the Inevitable Great Whacking Huge Underground Fortified Complex (read: dungeon) and failed. Miserably! His sole got split, and you, who were so far away, were reduced to a non-corporeal entity. Now you have to go into the I.G.W.H.U.F.C. (Go easy on me; I'm paraphrasing wildly) and try to recover the Firestaff, which he lost in there, so he can reenter.

When you start the game and go in, you'll have your choice of pre-generated characters. In the story, they were twenty-four of the hundreds that were sent into the I.G.W.H.U.F.C. and died. Now, there are twenty-four mirrors, each one holding a different character. By touching the mirror, you can look at each

one's equipment, stats, and levels. There are four different classes: Fighter, Ninja (read: thief), Priest, and Wizard. Anyone can be any class, and many are several. When you choose each one, you may "Resurrect" (take the character verbatim), or "Reincarnate" (exchange all your experience for improved stats).

Movement is controlled by a group of six boxes which provide options to move ahead/back, left/right, or turn left/right. Mapping is fairly easy because of the gridlike structure of the place. When you are confronted by an opponent (you'll see it in unpleasantly living color), you attack by selecting from a group of readied weapons (a weapon is ready if it's in someone's right hand) and choosing the particular action available with that weapon (slash, chop, shoot, jab, etc). Picking up and dropping or throwing things is as easy as pointing your hand and clicking the mouse.

The magic system is also fairly innovative. Rather than having a list of predefined spells invoked by using little combinations of letters like "YACC" and "GREP," this system has four groups of symbols. Selecting from the first group sets the power of the spell, the second selects the general realm, the third selects effect, and the fourth selects class and/or alignment. Some combinations of symbols are meaningless, others you may discover are currently beyond you, and some which aren't documented anywhere may surprise you by working.

Oh, and another thing about this gaming environment. It's real time. Sure, you can pause the game and all, but you may occasionally wonder whether to prepare the wizard's fireball or have the thief — er, I mean ninja — fire his bow. Or you may want to get out of there;

the keyboard will let you back up and get out of there if you don't back into a wall or anything like that on the way. You'll have to act in real time along with it. While you're passing through, you have to worry about people's recovery, how much power the magic-users have recovered, how well fed and drunk the people are, and so on. That's right. You have to pick up food and water for the group too; otherwise they starve and make a mess on the floor.

There's also this little matter of sounds. Doors open and close, there are footsteps everywhere, and from the volume on each speaker (that is, like real stereo sound), you can tell the approximate distance and direction. This is important, because these will sometimes provide valuable clues to getting through doors, readying for opponents, and so on.

You'll pardon me for saying this (as I seem to do it in every review I write), but the graphic interface used in this game seems somehow more natural and quicker. With the mouse, the ease of many actions in the game is comparable to that of many real-life actions, like picking up, throwing, examining, etc. Some things, like casting spells and whatnot, are considerably easier than in real life.

And yes, there are one or two things about **Dungeon Master** that bug me. It takes a while to load (And why not? Look at how much memory it takes!), and some things are just not as fast as they should be. Case in point: flying snake approaching fast. Priest (in back of the fighter) launches an arrow. It plainly moves out in front of the party. The party moves forward, and the fighter is nailed in the back with the arrow. Some spells, like poison cloud or fireball, could devastate a party in this

Dungeon Master GOTO 27

New Members

Your Club



by Steve
George

New Members:

Breit	Kelly	55446	612-550-1494
Gardner	Bob	55042	??-770-3010
Hostetler	Marilyn	55391	612-472-5063
Johnston	Jon	55344	612-942-0235
Kenimer	Katherine	55104	612-378-1436
Lynch	Brian T	55414	612-379-2178
Mc Partlan	Chris	55420	612-884-2492
Nollet	Judy	55108	612-646-7359
Porter	John	55105	612-699-5052
Porter	Robert D	55122	612-688-6901
R & W Carl Advertising		56450	612-692-4387
Silverson	Sarah K	55424	612-927-8159
Spitzer	Karen	55404	612-332-8159
Syfax Noble	Mary	55419	612-927-6621
Thompson	Douglas	55378	612-894-6868
Trotman	John	55347	612-944-6983
Walker	Darrel	55437	612-835-4791
Willems	Cletus	55437	612-881-4438

Corporate Members:

Computerland
Hammel Green and
Abrahamson Inc
McGraw-Hill Healthcare Group
Norwest Corporation

Educational Members:

Program Prison

Sustaining Members:

Randy L Dop
Steve George
David E Laden
Thomas M Lufkin
Ted May

Sponsoring Members:

Chuck Bjorgen
D J Vimr
David E. Laden
Dick Aura
Dick Peterson
G E Kimm
Harold Watson
Jason Mooney
Mike Carlson
Nan Kolbinger
Richard Perry
Steve George
Tom Edwards
Tom Gates
Tom Lufkin
Tom Ostertag



Mini'Info'Net

Your BBS

892-3317

Current Apple System Software Available Through Mini'apples

Software	Version	Date	Format
Apple II, II+, //c, //e			
DOS 3.3 System Master	n/a	09/10/85	5.25"
Apple II System Disk	3.2	07/16/90	5.25"/3.5"
ProDOS 8	1.9	07/16/90	5.25"/3.5"
Apple IIGS			
GS/OS System Disk	5.0.3	10/26/90	3.5"
GS/OS System Tools	5.0.3	10/26/90	3.5"
Macintosh			
System Tools	6.0.7	10/09/90	3.5"
Printing Tools	6.0.7	10/09/90	3.5"
Utilities 1	6.0.7	10/09/90	3.5"
Utilities 2	6.0.7	10/09/90	3.5"
HyperCard Program	2.0	08/31/90	3.5"
HyperCard Stacks	2.0	08/31/90	3.5"
HyperCard Ideas	2.0	08/31/90	3.5"
HyperCard Help	2.0	08/31/90	3.5"
Your Tour of HyperCard	2.0	08/31/90	3.5"
ImageWriter LQ Disk 1	2.0	07/18/88	3.5"
ImageWriter II/LQ AppleTalk	2.0	07/18/88	3.5"
Communications Toolbox	1.0.1	03/20/90	3.5"
32-Bit QuickDraw			3.5"
LaserWriter 6.0			3.5"

Apple System Software disk prices are as follows:
3.5" System disks \$3.00 each.
5.25" System disks \$1.00 each.

Notes:

- The Macintosh System Tools and Utilities disks are available only as a set of 4 disks.
- Members must present proof of ownership of HyperCard in the form of the HyperCard start-up disk or a Macintosh CPU sales receipt dated August 11, 1987 or after.
- The Hypercard upgrade is available only as a set of five disks.
- GS/OS System Disk and System Tools are available only as a set of two disks.
- ProDOS requires 64K of memory on the Apple II and II+.

Meet Your Board Nominees

Your Club



by Cindy
Reever,
Nominations
Committee

The following is a list of the Board Nominees and their remarks.

President

David Laden (incumbent)

I have been the incumbent President for the last two years, and on the board for 8 years. I am an owner and user of Apple //s since 1979. I am very glad to see so many new faces running for the board of directors. This will give us a new perspective on the user group. I am in the computer consulting business.

Vice President

Tom Lufkin (incumbent)

I started up the Novice group in 1987 and have been an officer for over a year.

Secretary

Bill Warner

(Interviewed by Linda Bryan.)

Bill has many academic degrees, including a PhD. He is a psychologist and a minister. He has much experience with different organizations. He is an Apple user who is now learning the Mac and attends both Apple and Mac club meetings. He is constantly learning and is fascinated by desktop publishing and appreciates the club.

Treasurer

Dick Aura

As a public school teacher and elementary principal, I recognize that the mini'apples and its activities share personal development opportunities without cost and without intimidation for everyone. I sincerely feel motivated to do something in return.

I have served on many educational boards and advisory committees over the years. These include MECC, TIES, YMCA and church. I was treasurer of the MN Elementary Principals

Assoc. I helped start the MN computer society. It was the first and only computer group in the Twin Cities in 1970. I helped start the first computer store in the Twin Cities, the Computer Depot. To see how varied and specialized user groups have become in two decades is certainly a phenomenon of our times.

So far, I have scheduled Mac meetings at the Hennepin County library and updated the Mini'apples newsletter calendar and page four and now would be willing to serve as treasurer of our Mini'apples organization.

Publications

Brian Lynch

A writer by profession if not always by employment, I have a checkered past and a shining future. I have a background in English Lit., radio, and speech writing. I have limited, but growing publications experience; purchasing the Mac has stretched that rapidly.

Membership

Rand Sibet

A member for a year, I thought it was time to give something back to the club. Also, nobody else has been the membership director for so long, there isn't any standard I have to live up to.

Software

Greg Carlson

I want to run because nobody else does. I feel that the Mini'apples group performs a very important function for the users of Apple and Mac computers. I feel that so few people volunteer usually and have seen one good group dissolve because of lack of interest. Would like to help while I can. Important that members get involved.

Mike Casey

I thought it was a good idea to run. I have been a member for a long time but not actively. I see more drifting away from Apple IIs and would like to build the software for the Apple II back up.

Operations and Resources

James C. Fulwood

Main objective is to be able to do something for someone else. I have been involved in several different clubs, but have not had the time to give. I now have the possibility to give back something and have the time. I haven't been as active as I would like to be but would like to get more involved.

SIG: Macs

Tom Shaff

Membership should mean something. It should be a means to meet like-minded people, serve to expand one's horizons and get you excited again about computers. I am running to help reverse the membership decline by finding ways to induce people to join and provide programs of practical interest to sustain current membership.

SIG: Apple



James W. Hadden

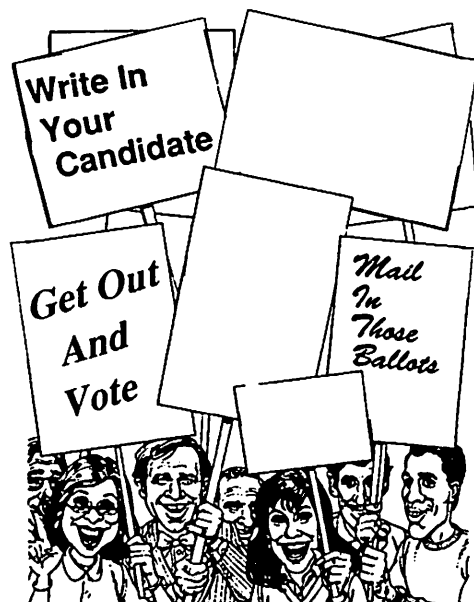
I am a novice and would like to find out more about using the system. It is important to get to meetings. I talked to a friend that started out getting his feet wet and now he is teaching and gained valuable experiences. The organization needs more people to provide input.

Ballot

For Election of mini'app'les Board of Directors 1991-1992

Instructions:

- 1) Vote for one and only one candidate per office. Please use an X.
- 2) If you wish, use the blank space to write in another candidate. Be sure to fill in the with an X.
- 3) When you have completed your ballot, fold the bottom edge up to the line indicated and flatten the crease. Fold the top edge down and flatten the crease.
- 4) The  mini'app'les address should now be facing you. Fill in your membership number. No ballot will be valid without it. Fill in your name and address. Staple or tape where indicated.
- 5a) Place a 29-cent stamp where indicated and mail. Mail early because only ballots received in our P.O. Box on or before April 28, 1991 will be counted.
OR
- 5b) Bring your ballot to any  mini'app'les SIG meeting scheduled to be held in April. Ballots must be handed in before 8:00 pm.



Nominees as of publication date (3/21/91)

is for write-in nominees. (I) Indicates incumbent.

President **David Laden (I)**

Vice President **Tom Lufkin (I)**

Secretary **Bill Warner**

Treasurer **Dick Aura**

Publications Director **Brian Lynch**

Software Director **Greg Carlson**
 Mike Casey

Operations & Resource Dir. **James C. Fulwood**

SIG: Mac **Tom Shaff**

SIG: Apple **James W. Hadden**

Membership Director **Rand Sibet**

Exercise your right as a citizen of  mini'app'les and Vote!

Membership Number:

Name:

Address:

**Place
29 Cent
Stamp
Here**

**🍏 mini'app'les
P.O. Box 796
Hopkins, MN 55343**

Outside Fold

2nd Fold on this line

Outside Fold

1st Fold on this line

Staple

Telecommunications

Apple II, Mac
and IBM
Telecom



by Andrew
Meyer,
Macintosh
News
Service

What Is Telecommunications?

Telecommunications is using a computer to communicate with another computer over telephone lines.

This article will focus on telecommunications using a personal computer and a modem. Here are some additional terms you need to know:

Asynchronous communication—This is the usual type of communication which takes place between two computers. Basically, one computer doesn't know it is receiving data from another computer until it receives a start-data flag. Then the computer looks at the data until it sees a stop-data flag. The one computer has no expectations on when it will receive data from another computer.

Synchronous communication—This is the usual type of communication which takes place with mini and mainframe computers. (Some newer modems will automatically set up synchronous communications with like modems over clean phone lines, but communicate asynchronously with their respective computers.) The data must be transmitted at specific timing intervals. Synchronous communication can generally transmit data faster than asynchronous.

Baud—This is the speed at which the computers communicate. Standard speeds are 300, 1200, 2400, and 9600.

Modem—This is a device which converts digital computer signals to analog signals which can be sent over the phone line, and which converts analog signals received over the phone line back into digital computer signals.

Host—This is the computer to which you are connected on the other end of the phone line. The

host may also be called the remote computer.

Duplex—This term has multiple meanings, which cause confusion and misunderstanding. In telecommunications, think of duplex in the following way:

Full duplex—When you type a character on the keyboard, the character is sent down the line to the host computer. The host computer then sends the character back down the line to your computer, which then displays it on the screen. This is the most common duplex used.

Half duplex—When you type a character on the keyboard, the character is displayed on your screen, then sent down the line to the host computer. The host computer does not echo any received characters. This duplex may also be referred to as local echo.

Echoplex—This is what the duplex is called on the host computer when it is echoing received characters. If your communications program can be used in a host mode, it may offer an echoplex option.

Parity—An extra bit used by the receiving computer to determine if the data received is what was actually sent. A simple form of error detection. Usually set to NONE because personal computers generally use all eight data bits.

Start bits—In asynchronous communication, this is the flag which signals the receiving computer to start looking at data. The number of start bits usually cannot be changed.

Stop bits—In asynchronous communication, this is the flag which signals the receiving computer to stop looking at data. One stop bit is most common for communication between personal computers.

Data bits—In asynchronous

communication, this is the data which is found between the start and stop bits. Eight data bits is most common for communication between personal computers.

BBS—Bulletin Board System. An electronic version of a cork bulletin board. Originally, a personal computer was dedicated for other computer users to call in and post the types of notices and ads commonly found on cork bulletin boards. Today, BBSs often include electronic mail, data exchange, and on-line gaming capabilities.

SysOp—System Operator. Pronounced 'sis-op'. This is the person who is in charge of a BBS.

SigOp—Special Interest Group Operator. This is a person who has been assigned duties by the SysOp for maintaining areas of special interest on a BBS.

Download—Transfer something from the host computer to your computer.

Upload—Transfer something from your computer to the host computer.

Online service—A large, multi-user BBS whose sole function is to provide nationwide BBS-type services for a fee. Many serve business information needs during the day and allow personal access during non-peak hours. Examples of online services are: CompuServe, The Source, BIX, Delphi, GENie, America Online.

User—You, the person with the computer and modem who calls a BBS or an online service.

*Telecommunicating GOTO
next page*

Telecommunications continued from page 19

Why Would I Want To Telecommunicate?

Free(?) software. Software can be obtained from bulletin boards and on-line services for the cost of connect time.

Communications. You can post messages to other users and read messages from other users. Not as practical as a direct phone call or leaving a message on an answering machine, but much more fun.

Obtain information. You can read the opinions of other users with like interests, get information on local and national topics, get the latest weather information for major cities, obtain current stock market quotes, access research databases and online encyclopedias, etc.

Product support. Many computer product vendors provide product support on online services. Also, some product vendors operate their own BBS systems.

Entertainment. Many BBSs and online services provide online games for those users who have the time and money to devote to such pursuits. The games can include casino-type games, word games, simulations, and role-playing games. (Sorry, no arcade games. Transmissions are too slow.) Games can be played against the computer or other users.

Work. Continue to work while away from the work-place. This use is beyond the scope of this article.

What Do I Need To Get Started?

A personal computer, obviously. Actually, a terminal would also suffice, but terminals are seldom used for personal telecommunications.

A modem. This device allows digital computers to interface with analog telephone equipment. Modems will be required

until digital voice networks become standard. If your modem is external to the computer, you may also need an appropriate cable or interface card. Check with friends, club members, or your dealer before purchasing a modem. The cheapest modem is not always the best buy. Many BBSs are now denying access by 300-baud modems. 1200-baud is useful for reading and composing online messages. Faster is better for significant uploading/downloading of files. Features like auto-dial and auto-answer are desirable for all but casual modem users. Your modem should be Hayes command-set compatible.

An available telephone line. The phone line need not be conditioned to support touch-tone phones since most modems are capable of pulse (rotary) dialing. If you have call-waiting, you may be able to disable this feature during your modem usage. Otherwise, call-waiting notifications usually disrupt your communications. If you have teenagers, you may also have to compromise on phone usage.

Communications software. This is the software which interfaces your computer with your modem. Software features vary and you will need to determine your needs before purchasing software. Check with friends and club members on which software is best for your needs. (In my experience, dealers are not of much help in this area.)

How Much Does It Cost? The cost of telecommunications depends entirely on you. The first cost factor is your time. Another possible cost factor is an additional phone line dedicated to your computer, although this is not necessary.

Most local BBSs are a free phone call and free access. There are many local BBSs to choose from in the Neenah/Appleton area, a couple in the Green Bay area, virtually none

in the Oshkosh area. Some local BBSs may have a nominal annual membership fee. Paying the fee usually provides you with access to prime features and longer online time.

Long-distance BBSs are similar to local BBSs, but include the cost of a long distance phone call. Long-distance plans such as Reach Out America help keep costs down. Calling during evening and night rate periods also help keep costs down. A common carrier service such as PC Pursuit can also reduce the costs of long-distance BBSs.

Online services charge for the connect time, which may range from \$4 to \$14 per hour during non-peak hours. Some services also charge a monthly or annual membership fee. In addition, certain premium services may have an additional charge. Playing online games, using the CB simulator, and attending online conferences cause costs to accumulate quickly.

How Do I Log On?

Following is the general procedure for logging onto a BBS. After you dial a BBS number, you will hear a ringing (Yea!), a busy signal (Aww!), or an operator recording (Oops!). With an operator recording, forget about calling this number again. With a busy signal, try again later. With a ringing, wait for the phone to be answered. If the phone rings three times with no answer, hang up and try later. If a person answers the phone, hang up, double-check the phone number and BBS hours, and try again later. If the phone is answered with a high-pitched squeal, your modem should respond with another high-pitched squeal. After the modems recognize each other, you have connection.

From here on, *read the screen carefully.* If you do not start getting characters on your screen within a couple seconds, try pressing the ENTER/RETURN key a couple times. If you

still get nothing, hang up and try another BBS. Hopefully, you will get a short banner from the BBS with a prompt to enter your logon ID. If what shows up on the screen appears to be garbage, you may have the wrong settings for baud rate, data bits, or parity. If you are new to the BBS, you may have to enter NEW for the ID or you may have to enter some new-user password. Read the screen to find out what to do. New users are usually required to complete a registration process or answer a survey. Again, read the screen. After completion of all this, you are logged on and will probably be presented with a menu.

From here on, you are on your own. Read the screen. Look for a help option. You can try entering a question mark at prompts to obtain additional help. Don't be afraid to experiment. You cannot damage the BBS or the host computer. (If you do, the BBS software was poorly written and you are just helping the SysOp debug the system. Consider it an honor that you found a bug in the system.)

How Do I Transfer Files?

First, you may have to switch to a special area which accepts uploads or which has files available for download.

For an upload, select the BBS upload option. Generally, the BBS will prompt for a transfer protocol, a file name, and a description of the file. Select an appropriate protocol (see below) and enter the file information. Now the BBS will prepare itself to receive a file and will inform you when to begin the upload. When requested, select the upload/send/transmit option in your communications software. Then, select a compatible protocol and select the file to be uploaded. There is no need to hurry. Most BBSs allow 30 to 60 seconds to begin the transfer. The two computers take over from here until the file is uploaded or aborted. After upload completion, control is returned to you.

Downloads are similar. First, find the file you wish to download. You will need to know the file name or number. Then, select the BBS download option. Select an appropriate protocol and enter the file name/number. Now the BBS will look for the file and will inform you when to begin the download. When requested, select the download/receive option in your communications software. Select a compatible protocol and, if necessary, enter the name which the file should be named on your computer. Again, no need to hurry. The computers take over and, when finished, return control to you.

What Are Protocols?

Back in the olden days of personal computing (around 1977), most transfers were of textual messages. Garbage characters could generally be deciphered based on the context in which the garbage occurred. However, executable programs cannot tolerate a single error. Therefore, a way was needed to determine when an error occurred during transfers of binary files. A programmer named Ward Christensen, well-known for his many useful public domain programs, developed a terminal program named MODEM. This program contained a transfer method which used a simple send-and-wait protocol using fixed-length 128-byte data fields with a single-byte arithmetic checksum. Basically, the binary file would be split into 128-byte packets. During transmission, each packet is preceded by a start-data flag and followed by a checksum (which is the sum of all of the data bytes, truncated to one byte) and an end-data flag. The receiving computer would read the data, recalculate the checksum, and compare it with the received checksum. If the two matched, the receiving computer sent an OK notification back to the sending computer. If the two didn't match, the receiving computer sent a NOT-OK notification. If the

sending computer received a NOT-OK, it would resend the packet. If an OK was received, the next packet would be sent. This protocol became known as the Christensen Protocol or, more commonly, XModem.

Since that time, XModem has been enhanced with additional features like CRCs (finds more errors than a simple checksum), larger packet sizes, and multi-file transfer capabilities. Other protocols include XModem-CRC, YModem, YModem Batch, Kermit, Sealink, ZModem, etc. Each has its advantages, disadvantages, and quirks in terms of data throughput, error detection, and error correction. There is no single best protocol, although ZModem seems quite popular today. When doing uploads or downloads, use XModem until you become comfortable with the BBS. Then, you may experiment with other protocols which both you communications software and the BBS support. Be aware that even though a protocol may have the same name on both ends, they may still be incompatible.

What Are Packed Files?

Connect time costs time and may cost money. Obviously, it is desirable to spend as little time online as necessary. This becomes much more desirable when uploading/downloading large files. Because of this, methods were developed to compress files to a smaller size. These files must be decompressed before you can use them. Following are some of the more popular compression formats and the programs which you can use to decompress them.

Apple II Formats

.LBR - Filetype \$E0 (LBR) -
Use ALU.
.BNY - Filetype \$06 (BIN) -
BLU.

Telecom GOTO page 22

Telecommunications continued from page 21

- .BQY - Filetype \$06 (BIN) - Squeezed batch file - Use BLU.
- .QQ - Filetype \$06 (BIN) - Squeezed file - Use BLU.
- .EXE - Filetype \$04 (TXT) - Use Executive.
- .PP - Filetype \$F5 - Use Propacker V5.2 or V6.
- .FILE - Filetype \$06 (BIN) - Use Propacker III.
- .ARC - Filetype \$F8 - Use Proarc V1.1-File.
- .DSK - Filetype \$F7 - Use Proarc V1.1-Disk.
- .xQx - Filetype same as original - Use ASQ.

Notice that with the ASQ program, although the filetype remains the same as the original, the filename extension indicates that the file is squeezed. In the case of a text file that is squeezed, the filename suffix .TXT would become .TQT, with the Q denoting that the file is squeezed.

Currently the most popular unpacking program is **ShrinkIt**, which should be able to unpack many of these other formats.

Apple Macintosh Formats

- .PIT - Use PackIt.
- .SIT - Use StuffIt.
- (I am no expert, but I know that these Mac compaction formats belong on the list:
- .CPT - Use **Compactor**, which also reads other formats.
- .SEA - Self-extracting Compactor archive.
- .DD - **Disk Doubler** format.— Editor)

PC Compatible Formats

- .ARC - Use ARC or ARCE to unpack.
- .ZIP - Use PKZIP or PKUNZIP to unpack.
- .LZH - Use LHARC.
- .ZOO - Use ZOO.
- .EXE - If these are packed files, they are self-extracting and will unpack themselves when run.

What Kinds of Problems Can I Encounter?

All characters garbled on screen—This is generally an indication of the wrong baud rate.

Certain characters garbled on screen—This is generally an indication of a mismatch between the number of data bits and the parity setting. Generally, use 8 data bits, no parity. Some systems may require a format such as 7 data bits, even parity.

Occasional garbled characters on screen—This is generally an indication of line noise on the phone lines. When reading text, this is an annoyance but the text can still be understood. However, this can wreak havoc during up/downloads, causing retries and possibly time-outs. If the noise becomes too bad, try logging off and calling again. Often, you will get a cleaner line the second time around.

Double characters on screen—This occurs when your communications software is set to half duplex (your characters are displayed on the screen) and the host computer echoes characters (the host echoes are displayed on the screen). Try switching to full duplex.

No characters on screen—This often results when your communications software is set to full duplex (characters echoed by the host are displayed on the screen), but the host computer does not echo characters. Try switching to half duplex.

MUG News Service, 1990

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Tips for Microsoft Word 4.0

Macintosh Software



by Peter Fleck

Discovery of the Month:

When *Finding and Changing*, you can change to whatever's on the clipboard! This is big, folks, because it allows for format, font, and even style changes. To access the clipboard, type ^c in the **Change To:** box. (That's a caret—shift-6—and a "c".) An example: Let's say you want the word "Bruce" to be in bold italics throughout an entire document. Just format the first one, do a Copy, and then find and change to the clipboard contents.

(All right, I didn't exactly discover this. I read it in the *Macintosh Bible* [p. 591]. At least the *Bible* makes a big deal of it. The Word manual only mentions it in passing [p.59]).

Back to Square One: When you paste in Word, you're left at the end of the pasted section. To return to the beginning, just hit the 0 (zero) on the numeric keypad.

The Latest Styles: To merge style sheets in Word, open the Define Styles dialog box (keyboard command: Command-T), choose the Open command (Command-O), and open the document that contains the styles you want. If incoming styles have the same names as styles in the receiving document, Word will honor the attributes of the incoming styles (an intelligent guess on Word's part).

Styles tag along when you cut and paste between documents. In the case of identical names, Word rightly guesses that you want the style attributes of the document that's receiving the text.

Keypad Navigation: If you haven't done this yet, don't delay. Open your Word manual to page 151 and learn how to

use the numeric keypad for moving and selecting! Some examples: Command-2 moves forward from paragraph to paragraph, and Command-Shift-2 selects paragraphs, and Command-Shift-8 does the same things only it moves you backwards through the document. The 9 and 3 keys perform screen-up and screen-down actions and will select text if the shift key is down. If you try these and just get numbers, you're either not using the keypad keys or the Num. Lock is on (it will say Num. Lock in the lower left of your screen). The Clear key turns off the Num. Lock.

Turning Tables: To move to the beginning or end of a large table, select the entire table (option-double-click inside the table) and hit the 4 key to go to the start or the 6 key to go to the end (on the numeric keypad).

You can't insert a hard page break (shift-enter) directly over a table. The first cell will eat it up. Leave one return between the page break and the table. (If the extra space at the top of the page is a problem, shrink the return down to 4 points—the smallest Word allows.)

Table Tip of the Month: You can rearrange the order of rows in a table using the Outlining feature. It lets you drag each row of the table up or down and put it between any other rows. Then switch back to regular non-outlining view for other work. (Found this tip on the Conus BBS in the MS Word echo. Darryl Zurn posted it.)

Border Problems: Trying to remove a cell border in a table but it doesn't want to go away? Well if a cell has a bottom border in place and the cell below it has a top border in place, then buddy, you've got two borders, and you've got to remove both of them.

Review: "The Mac is Not a Typewriter"

Macintosh
Book Review



by Chris
Gibson

Can you answer the following questions?

- How many spaces are used between sentences?
- When do you use two hyphens in a row?
- When do you use underline type, and when do you use italic?

If you can't, or aren't sure, then you may need to pickup *The Mac is Not a Typewriter* by Robin Williams (no, not that Robin Williams), published by PeachPit Press (\$9.95). I received this for my birthday lately, after perusing it at the local B.Dalton's, and reading good things on the local BBS scene. I own a couple of different books on desktop publishing and typography, but this one now holds a spot of honor next to my keyboard.

The book is a short (72 pages) guide to some of the finer points of using a computer for professional output. Whether you're publishing a newsletter, or just doing your weekly report at work, it will aid anyone in producing a better looking document.

The book is laid out one topic per chapter, and each chapter is no more than two or three pages. This format lends itself to easy reading, and allowing one either to read it front to back or to scan it for topics of interest. Ms. Williams writes in an informal manner, with several examples illustrating each point.

The book is by all means not a complete guide. But for the price, the information contained therein will allow you a good start on the basics of electronic publishing.

By the way, the answers to the above questions are:

- Only one (page 13).
- Never. You would use an en dash or an em dash (page 19).
- Never. Underlining is for typewriters, not computers (page 29).
- Never. You would use an en dash or an em dash (p 13).

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Marking more than time...

One very useful command in HC 2.x is the "mark cards..." command. It gives you a fast way to select certain cards from the domain of the entire stack and to perform operations just on them, rather than having to traipse through the entire stack. (Frank Van Alstine used the "pattern" handler of 1.x to create a subset stack of just the needed cards for printing or evaluation. I've used his routine and it does work, thanks, Frank, but it is slow as it thrashes from stack to stack and writes out the found cards.) The "mark" command can be linked to the HC "find" command, which is one of the technically strongest and most innovative parts of HyperCard. And it is *fast*.

"Mark" (and its mirror-clone sibling "unmark") should prove of great value to those of you that have lots of data to manage in one stack, but need to create reports from only selected portions of it, find cards with unifying criteria or in some way "isolate" groups of information without duplicating the selected cards into a new stack.

If you have a HC 2.x stack with a fair amount of information in it, you can try this out for yourself. Choose an appropriate card background and add a new button to it. Give the button the following script:

```
on mouseUp
  unmark all cards - start with a clean slate
  ask "Find what text?" with "Find this text." -
  use something logical for your stack
  if it is empty then exit mouseUp - chickened
  out, huh?
  put it into theSearchText - now we're cookin'
  mark cds by finding theSearchText - this
  won't take long
  repeat with i = 1 to the number of marked
  cards - bonus feature for your efforts!
    put the id of marked cd i into item 1
  of line i of theMarkedList - see sidebar "About
  the Proxy"
    put "go " &the id of marked cd i into
  item 2 of line i of theMarkedList - keep this the "ID"
  property
  end repeat
  sort theMarkedList - now let's be neat and
  orderly
  repeat with i = 1 to the number of lines of
  theMarkedList - bonus feature for your efforts!
    put item 1 of line i of theMarkedList
  into line i of theMarkedCards - our menu list
    put item 2 of line i of theMarkedList
  into line i of theMenuMessages - our
  menuMessage list
  end repeat
  if "Test" is in the menus then delete menu
  "Test" - to avoid an error dialog box
  create menu "Test" - you're a HC Wizard,
```

2nd class, now!

```
  put theMarkedCards into menu "Test" with
  menuMessages theMenuMessages - hang in
  there... this'll work!
```

```
  put "There are " &the number of marked cds
  &" marked cards." - in case you don't have enough
  fingers and toes
  end mouseUp
```

This short handler example does a bit more work for you than just marking some cards, too. It also creates a list of marked cards in the variable "theMarkedCards" and a list of menu messages in "theMenuMessages." The "sort" instruction (new for 2.0) organizes the variables. As innocuous as these steps may seem, in just a few short lines of script the list of found cards ("theMarkedCards") becomes a menu list, complete with a "menu message" list (theMenuMessages), available to you on every card. Selecting a card from the list activates the corresponding menu message, whisking you directly to the "marked" card. (Pause here for applause. Acknowledge with polite bow.)

There are other tweaks that you can use to gain benefit from the "mark" command. You can limit the "find" to a certain field if you want. Although slower, you can also use the form "mark cards where thisValue is in thatField" to test for proper limits before marking a card. Once some cards have been marked, a line such as "if bg fld thisOtherfield of marked card x is not niftyStuff then unmark marked card x" to further select appropriate cards from the stack. Gets kind of fun, doesn't it?

One of my frustrations with the result of the "mark" command was that the list of marked cards was not directly available. I could mark cards, find out how many cards were marked, or go to a specific marked card in the sequence of marked cards. But this was like walking through a house of mirrors... you knew that you were in the house, but exactly where in the house was impossible to tell. To overcome this, I added the list creation of the above example and also installed some navigation aids. Whenever there are marked cards in the stack, a field becomes visible that shows the number of marked cards and which card of the marked sequence you are on, or that you are not currently on one of the marked cards. Additional buttons also show themselves, which permit going to the next (or previous) *marked* card instead of just the next card... whether it's marked or not.

By knowing the number of marked cards available at any time, you can decide if your search has been formulated properly or if further

definition is still needed. Adding the list into a menu (provided that it is a manageable number of items) gives you an easy way to know what cards are marked and a means to jump to a likely card without tediously repeating "go next marked card" to get there.

Now if I could only mark a card by "not finding" a search criteria, all would be well in HyperLand.

More bytes later...

TWE



About the Proxy

In constructing the list of cards that will appear in the menu, the "card id" is a safe choice for this demonstration but is not very helpful in really letting you know what card the menu line is representing. (If you know all your cards by their ID numbers, then you really are a Wizard!) A much more useful inclusion for the menu list would be something like a name, item description, title or the like. Therefore the first item on "line i of theMarkedList" probably should be modified to be something other than "the id of marked card i".

By substituting identifying information from the marked card, such as `bg fld "Name"`, the menu lines will be much more helpful to you in selecting a card for inspection. If you do try this (and you should), there are a couple of things that can easily go wrong. In hopes of preventing frustration with you experiments, here are a couple of things that come immediately to mind:

- The proxy selected should exclude commas, since they would mess up the item count on the lines in "theMarkedCards". If your `bg fld "Name"` has information like "Barr, Roseanne" then the comma becomes a boobytrap for later error messages when you try to select "Barr" from the menu. To

avoid this, use something like `...item 1 of bg fld "Name"...` or `...word 1 of bg fld "Name"...` to extract the proxy for the menu. With the above example, that would be "Barr".

- If you do not limit the "mark by finding..." command to searching in a specific field, then it is possible that "searchText" may be found on a card that you really do not want marked. If so, attempting to extract the proxy from a field that does not exist on that card will result in an error. If this is a possibility with your stack, then a test of the card... like "if `bg of marked card i` is not funny then next i"... should be placed before the line that extracts the proxy. If you do limit the marking operation to finding "searchText" only in a specific field, then the problem is avoided. If the field does not exist on that card, then the mark operation should bypass it.
- By building "theMarkedList" with two items on a line, sorting and then splitting into "theMarkedCards" and "theMenuMessages", the menu list is alphabetized and the two lists are "synchronized." Alphabetizing is just a logical effort to help you browse the menu list. Synchronizing is *essential*, and if not done you could select "Barr" from the menu and find yourself transported to card "Cosby". HyperLand would become Topsy-Turvy.

-TWE



Gloom and Doom: Sadder But Wiser Software Tips

David Undlin read the **PageMaker 4.0** tips that were passed on to me for my writeup in February and decided that there were a couple missing items.

- When in the editor of PageMaker 4.0 you can not use the numeric keypad unless you also have the caps lock key down. With the caps lock up, the numeric key pad is a mouse keypad.
- EPS graphics saved from **Freehand** and imported into PageMaker 4.0 may print with horizontal lines through the graphic *if it has been resized*. There may be one line when printed on a 300 dpi printer and several lines when printed on a high resolution printer. The line(s) are not visible on the screen. You can avoid the problem by correctly sizing the graphics in Freehand before saving as an EPS file.

Maridee Ennis has another PageMaker troublespot to report: She says that Aldus has confirmed that when doing a SAVE AS, she should be sure to have plenty of disk space for the file to be saved on. If the program has to bail out of the SAVE AS procedure, it can corrupt the *existing* file.

Maridee says that she's going to make an insurance copy of an old version of a file before she enters into the SAVE AS procedure. Otherwise, she'll have nothing to fall back on if some subtle corruption occurs. Aldus claims that the likelihood of the SAVE AS-induced corruption is slim, but I'm not so sure. It may explain a few troubled files I've generated lately.

Linda Bryan phoned me to describe the frustration caused by the disparity between **PageMaker 3.02's** behavior when a paragraph with a return con-


taining a paragraph style is deleted (the lower paragraph gives its attributes to the upper one, just as it happens in **MSWord**) and **PageMaker 4.0's** behavior (the upper paragraph *usually* gives it attributes to the lower one.)

I went to the presentation by **Ralph Russo** hoping to pick up a lot of software tips on the cheap. Although he mostly talked about Apple Corporate policy, which I refuse to lose any sleep over (Sorry, Apple!), I am preoccupied by my daily struggles to survive in the computer age. I gleaned the following:

- We're supposed to expect Mac System 7's arrival in May, although it might be June. Well, I suppose I could tie a yellow ribbon around my SCSI cable in anticipation, but I've already developed a "What, me worry?" philosophy about Mac Systems. I'm working on a Mac IIsi, which means I've had a lot of reminders from System 6.0.7 about my being too cheap to afford a math coprocessor. I refuse to even speculate as to what kind of helpful dialog boxes await me in the next System.
- "Pseudo FPU" will solve some of the screwy system error messages Mac IIsi owners get. It's a freebee INIT that some kind soul created for users of new Macs. Just put it in your System folder.
- Russo predicted advances in moving data from the Apple to the Mac. System 6.0 for the IIGS will contain a better Mac/IIGS exchange. And HyperCard IIGS isn't done evolving yet. He intimated that there might be more file exchange utilities and capa-

bilities on the horizon, but he also showed a great bias in favor of the conversion being done on the Mac, not on the Apple. (I loved the reception that that "development" got from the Applers in the room.)

Best quotations of the Annual Meeting/Russo presentation:

- [regarding any rumor about Apple products and policy] Russo said, "Unless it concerns reorganization, it's probably not true."
- [regarding the practice of requiring dealers to replace instead of fix computer parts] Frank Van Alstine said, "When you need a new spark plug, auto dealers don't make you buy a new engine." 

Macintosh
and More



compiled by
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Dungeon Master
continued from page 14

way if you're not careful. Movement is also fairly slow, as the program has to place walls and change views and such. Also, while pre-generated characters may do something for game balance, it would have been nice for the program to allow you to draw pictures, select specialized equipment, and just create your own characters. After all, part of role-playing is choosing a role you like.

Overall, the game is well worth going out and getting. If you don't have a stereo card, you'll want one. Despite its shortcomings, the graphics are great, the sounds are impressive, and some of the puzzles will either bloat your ego or make you feel like an idiot. And that's part of the fun of every game.

Ratings


Look: 10/10—A good way to tell the quality of graphics is to note the size of the smallest important details.

Feel: 10/10—The inventory screen, for instance, is a wonderful idea. Infocom would be proud to have an easy-to-use setup like this. Problem is, they don't.

Play: 9/10—It's good hack & slash, but is hack & slash really good? The general rule is: "Anything and everything is hostile." That's one thing that I wish I had to think about in a game like this.

Overall: 9/10—Wanton killing and slaying isn't quite my cup of tea. Still, anyone looking for a good fight will find this game and [what I hear] its ten levels entertaining for a long, long time.

from the Washington Apple Pi (WAP) Journal 5/89


*via Steve George, mini'app'les,
stgeorge@pnet51.orb.mn.org or
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KansasFest
continued from page 11

per session, for the presenter or presenters.

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From:AppleLink, via Steve George 

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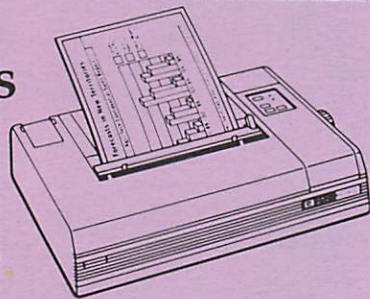
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