



# mini'app'les

newsletter

\$2

Vol. 14  
No. 7

The Minnesota Apple Computer Users' Group, Inc.

# JULY 1991

Calendar  
of  
Events

M	T	W	T	F
1	2	3	4 <b>Mac Main Meeting*</b> <b>NO MEETING IN JULY</b> Mike Carlson 866-3441, Melvyn Magree 559-1108	5
8 <b>Apple II GS and Apple II Main Meeting*</b> Highland Park Library, Ford Parkway, St. Paul - 7:00 pm Subject: CrossWorks Tom Ostertag 488-9979	9 <b>Apple II DTP SIG</b> <b>NO MEETINGS UNTIL SEPT</b> Subject:: Just Resting Bill Warner 490-9554	10 <b>Dakota County SIG</b> Mac, Apple II, Apple IIGS <b>NO MEETINGS UNTIL SEPT</b> Tom Michals 452-5667	11 <b>Apple mini'app'les Board Meeting</b> Lexington Branch Library University & Lexington Aves. St. Paul, MN - 7:00 pm David Laden 488-6774	12
15 <b>Mac Computer Art &amp; Design SIG*</b> School of Communication Arts, 2525 27th Ave S, Mnpls 6:45 pm - Meet at main reception desk Joy Kopp 440-5436	16 <b>MacCAD/E SIG</b> Heath/Zenith Computer Hopkins - 7:00 pm Bill Langer 937-9240	17	18 <b>North Shore Mac CIG</b> Bethlehem Lutheran Church Grand Marais -7:00 pm Jim Ringquist 218-387-2234	19
22 <b>Fourth Dimension™ SIG</b> 2417 Patten Rd, St Paul Ian Abel 824-8602	23	24 <b>HyperCard™ SIG</b> S.E. Library, 1222 SE 4th St Peter Fleck 370-0017	25	28
29	30	24 <b>Mac Desktop Publishing SIG</b> First Tech, 2640 Hennepin, Mpls. 7:00 pm Bob Grant - 827-6142		
		<b>AppleWorks® SIG</b> Murray Jr. High, 2200 Buford St. Paul - 6:30 pm Subject: TimeOut Outliner Jim Shield - 434-9836		
		<b>Mac Programmer SIG*</b> Murray Jr. High, St. Paul -7:00 pm Gervaise Kimm 379-1836		
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**Notes:**

**Deadline**  
for August Newsletter  
is July 1st

**Deadline**  
for September Newsletter  
is August 1st

*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 of the month in order to have your meeting listed correctly.**

**THE CALENDAR FOR  
AUGUST 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>Bill Warner</i>	490-9554
	2870 Eglon Ave. Roseville, MN 55113	
Treasurer	<i>Dick Aura</i>	941-1198
	5167 Tifton Dr. Edina, MN 55439	

**Directors**

Publications	<i>Open</i>	
Membership	Rand Sibet	560-8103
Software	Greg Carlson	544-8252
Operations & Resource	James C. Fulwood	454-7610
SIG: Macs	Tom Shaff	225-1191
SIG: Apples	James W. Hadden	561-4903

**Coordinators**

Beginners' Consultant	Earl Benser	884-2148
Dakota County	Tom Michals	452-5667
Shows & Conventions	<i>Open</i>	
Volunteer Coordinator	Larry Strathman	724-2833

Mac Users SIG	Mike Carlson (days) Melvyn Magree	866-3441 559-1108
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
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	<i>Open</i>	
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
<b>Members:</b> 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,
3 1/2" System 7.0 (9 disks)	\$15.00	Max
<b>Non-Members:</b> 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 Manager, Dave Undlin, 6670 West 133rd St., Apple Valley, MN 55124 or upload to Dave or Darryl Zum on the DTP Exchange BBS or Dave on the mini'app'les BBS. You can also reach Dave at 432-0913 or leave a message for Darryl at 638-0315.

**Deadline for publication for August newsletter is July 1st.** An article will be printed when space permits and if, in the opinion of the Newsletter Editor or Manager, 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** – 229-6952

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

**Newsletter Publication Staff**

Newsletter Manager	Dave Undlin	432-0913
Editor	Darryl Zum	638-0315
Production Manager	Cindy Reeve	934-7500
Calendar	Dick Aura	941-1198
Contributing Editor	Tom Edwards	927-6790
Contributing Editor	Steve George	935-5775
Contributor	Peter Fleck	370-0017
Contributor	Tom Gates	789-1713
Contributor	Rodger Kent	561-8144
Contributor	Melvyn Magree	559-1108
Contributor	Ross McIntosh	303-494-6541
Contributor	Tom Ostertag	488-9979
Contributor	Jim Shields	434-9836
Contributor	Rand Sibet	560-8103

Other Contributors: *David Doty, Phil Gaskill, Dan Gutman, Jim Jacobson, Phil Shapiro, Michael Stephenson, Red Varnum, Rob Whitelock, Michael Winters*



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JULY 1991

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### The Fine Print

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### 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 _____             |

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

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

You'll receive your new member's kit in 3 to 6 weeks.  
Make checks payable & mail to:

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

# AUGUST 1991

<b>Mac Main Meeting</b>	Thur. Aug. 1	Bloomington Educational Center 90th St & Portland Ave	Notes 4 & 6
Mac Computer Art & Design SIG		<b>NO MEETINGS UNTIL SEPT 9TH</b>	Note 7
Apple II DTP SIG		<b>NO MEETINGS UNTIL SEPT</b>	Note 19
Dakota County SIG		<b>NO MEETINGS UNTIL SEPT</b>	Note 16
Board Meeting	Thur. Aug. 8	Lexington Branch Library, St. Paul	Members welcome - Note 1
<b>Apple // Main Meeting</b>	Mon. Aug. 12	Highland Branch Library, St. Paul - Telecommunications	Note 11
Apple IIGS SIG	Mon. Aug. 12	Highland Br Library, St Paul - Telecommunications	Note 12
North Shore CIG	Thur. Aug. 15	Bethlehem Lutheran Church, Grand Marais	Note 15
Fourth Dimension™ SIG	Mon. Aug. 19	Auto Dyne, 2417 Patten Road, St. Paul	Note 2
Microsoft® Works™ SIG	Tues. Aug. 20	Highland Park Branch Library, St. Paul	Note 13
MacCAD/E SIG	Tues. Aug. 20	Heath/Zenith Computers, Hopkins	Note 8
AppleWorks® SIG	Thur. Aug. 21	Murray Jr. High, 2200 Buford, St. Paul - Word Processor	Note 10
HyperCard™ SIG	Mon. Aug. 26	S.E. Library, 1222 S.E. 4th Street Mpls	Note 5
Mac Novice SIG	Mon. Aug. 26	Highland Br. Library, St. Paul - Modems	Note 9
Macintosh Programmer SIG	Wed. Aug. 28	Murray Jr. High, 2200 Buford, St. Paul	Note 18
Mac Desktop Publishing SIG	Wed. Aug. 28	First Tech Computer, 2640 Hennepin	Note 3

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
<b>Coordinators - Please Call Dick Aura (941-1198) by the 1st of the month preceding the issue month in order to have your meeting listed correctly.</b>							
						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.

<u>Macintosh</u>	<u>Key</u>	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	<u>Apple II</u>	<u>Key</u>	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	<u>Apple IIGS</u>	<u>Key</u>	<u>Apple III</u>	<u>Key</u>
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	9. Peter Fleck	370-0017		16. Arnie Kroll	433-3517	E
2. Tom Ostertag	488-9979	E	10. Randy Dop	452-0425	EW	17. Michael Foote	507-645-6710	
3. Tom Gates	789-1713	EW	11. Ed Spitzer	432-4083	E	18. Richard Becker	870-0659	EW
4. Tom Edwards	927-6790	DE	12. Bob Rosenberg	377-4300	EW	19. Timothy Kunau	683-3649	D
5. Earl Benser	884-2148	EW		340-0234	D	20. Steve Peterson	922-9212	EW
6. Dan Buchler	435-3075	E	13. John Hackbarth	715-246-6561	D	21. Jodi Roste	933-1698	EW
7. Ann Bell	422-1115	E	14. Jim Horswill	379-7624	DEW	22. Nancy McClure	227-9348	
8. Fritz Lott	377-3032	E	15. Tom Michals	452-5667		23. James C. Fullwood	454-7610	EW
						24. Darryl Zurn	781-7781	EW
							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.



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# Minutes of the Board Meeting

The board meeting minutes were not available in time to be included in this month's newsletter. (As of June 30, they are still not uploaded to the BBS.)

## New newsletter styles

`<h>` is head. Actual head size will be determined by the column width and story importance, so it won't be same size for all articles any more, but format it with this tag and all will be understood by the layout person.

`<s>` is subhead. This style is evolving. There may not be a need for the subhead that we had in past. The purpose of the subhead is to add info about the content of the article. This task is now being taken up by the `<lower>` style.

`<upper>` is the author/source of the article. It rides in a one-column area with an automatic line above it.

`<graphic>` is the visual key to the content of the article. We have a "suite" of graphics to use, with more on the way. So far these include:

- Board—a scroll for a table with apple clock and some chairs
- Meetings—men *and women* listening
- Telecom—a bulge in the phone lines
- Reviews—a bookshelf
- HyperCard—a flying carpet with HCard design

`<lower>` is the kind of material in the article, such as Apple software review, Macintosh techniques, issues in computing, etc. It rides below the graphic in the one-column area to the side of the article, with a line following it.

`<first>` is the first body paragraph, and it follows `<lower>`. Its only use is to force a new column. It has a "top of the column" indicator built in so that it will automatically begin the next column and not ride along under `<lower>` in the single column.

`<n>` is the body text. Why N? because that's the tag the Newsletter used to have for body text and my writers know it.

`<pullquote>` is a new style, used for material that repeats itself in a special boxlike formation on the page. If you have pullquote suggestions, mark them in your text, or place a repeat of the material with this tag at the end of your file. I can't guarantee that I will have the time to pull the quote and place it, but I will if there is time and space.

`<SIG>` is a head for SIGs in the Announcement section.

`<cr>` is the credit for the writer of the SIG announce-

ment. It follows `<SIG>`.

`<fin>` is the material in financial statements. It is rendered in slightly smaller type and has tabs.

`<b>` is bulleted material. To use it properly, type `<b>`, then your bullet character, then a tab, then the rest of the material. It will line up soldier-straight in PageMaker.

`<p>` is program material and Apple screen captures. It will be typeset in Courier and tightened up a bit. You can put tabs in your `<p>` material: I will set custom tab positions. The most important factor in `<p>` is that you tag it. I'm no programmer and it's sometimes hard for me to understand where the programming info starts and stops.

Don't you dare use "Normal" in any of your tags or base your Word styles on Normal. Differing definitions of Normal, and chaining material to it, is the cause of tremendous trouble in PageMaker. If PM users ever have trouble with files that won't behave, try deleting Normal. The problems may go away.

Actually, I would prefer that you not use any paragraph styles in your work in Word, unless you have the Word template downloaded and you use it properly. You may not be aware that Word styles are sometimes imported into PM in your Word text even if you don't realize it. In a bad month, your editor gets at least ten extraneous styles imported into the template through donated files. Nuking them out and detecting their chaos wastes my time and affects us all because they make me crabby.

I adore tagged text files. You can put `<italic>` in front of words to be italicized, `<bold>` in front of bold, `<plain>` in front of nonitalics or nonbold (forget about shadow and outline and all that junk). Put one of the paragraph tags listed above in front of each paragraph, and PageMaker will sing as I import material.

If you're unsure as to how to format material, remember that less is more. It's easier for me to bang styles into your text in MSWord after I receive them than it is for most of you to format material, and I often have to reformat it, so your effort is wasted anyway.

A common waste of your time is to try to line up material using the spacebar. Anything you do to line up text on screen is meaningless when I move material into a 1-, 2-, or 3-column page. In contrast, tabs that separate material *are* reliable. Just tab your columns of material. Even if it doesn't line up on the contributor's screen, I can set tab position when I do the layout, and the tab position will be proper for the column I put it in (if I change column width, as this new format allows, I reset the tab positions).

I can set a decimal tab that makes numbers and dollar amounts line up automatically, so don't bother to plunk those spacebars when typing columns and charts.

You don't even have to indent your paragraphs. Just be sure each paragraph has a return on the end.

—the old bag



# Announcements

Your Club



Submissions  
by SIG  
Directors  
and  
Participants

## Main Mac Meeting—No Meeting in July

by Melvyn D. Magree

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

The meetings will be held at Bloomington Educational Center, 90th St. & Portland Ave until further notice.

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.

## Apple II DTP and Dakota County SIGs—No Meetings in July or August

The meetings will pick up again in September.

## Apple II GS and Apple II Main meet together in July

Highland Park Library, St. Paul 7:00 PM

Date	Topic	Presenter
7/08/91	CrossWorks - Data interchange	Ostertag

## Apple II Main Meeting

Apple II Main Meeting Schedule  
Highland Park Library, St. Paul

Date	Topic	Presenter
7/08/91	CrossWorks - Data interchange	Ostertag
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

Don't forget to mark your calendars and come on down and enjoy the company. —Tom Ostertag

## Apple II GS and Apple II Main Meeting – June Meeting Notes

by Rand Sibet

June's **Apple II** and **Apple II GS** Main Meeting met at the **Highland Park Library**. The meeting was hosted by **Tom Gates**, and the topic was:

### “Building Your Own SCSI Hard Disk Drive”.

The new faces there were nice to see. Regular host **Tom Ostertag** was vacationing in Ohio, and missed this highly informative session. After introductions and announcements, we discovered how many megs were needed to run Hypercard in the question and answer session. Other enlightenments included how to obtain the latest **EDom** catalog for **Apple II** software, and transferring binary files through a modem.

**Mr. Gates** distributed a 13 page handout and then proceeded to demonstrate how to build a hard drive. Hard drives are the best way to avoid the floppy disk shuffle. They are a storage device that hold large amounts of data (60 meg hard drives hold as much information as 75 3.5" disks), as well as make the data available MUCH quicker! Instead of starting up the computer with a program disk and then storing your data on other disks, you can store both the program and data in one place - a hard disk.

Hard disk drives are measured by size, speed, price, noise, interfaces, your hardware and supporting software. The main objective to building your own is to save money. A typical 40 meg hard drive with the required SCSI card runs anywhere from \$700 to \$800 mail order. One can easily be built for half of that amount.

The high tech subject was put into some understandable terms. Types of hard drives, power supplies, cards, cases, and cables were all dealt with, as well as sources and prices. Reading material was also discussed. If you would like to get even with your mailman, get a subscription to “**Computer Shopper**”, a poster-size magazine with .5K of pages (my estimate). It has large quantities of ads for hard drive components.

The assembling of the components was quite simple, but getting the unit to function was not trouble-free. A process of problem solving is involved with building any hardware, and **Tom** shared his insights with us. After all the mechanical glitches were solved, it was time to tell the computer about our new drive through the



system disk. The initializing was finished, and another success story was complete. It works!

After a few EDom purchases, some of us headed down to the nearby Baker's Square Restaurant for socializing and consumption. If you haven't been to a meeting yet, I invite you to the next one. Check the calendar for a topic that interests you, then commit yourself to go. I never realized how much computer power I had until I started to attend. Also, my fellow members are very friendly and love to answer all my computer questions. I leave the meetings looking forward to the next. You will to.

The May 1989 Apple II+ Magazine has an article on Hard Drive building on pages 38-41, for those of you who would like further reading.

## AppleWorks SIG – New Meeting Day, Wednesday, and starting time of 6:30 PM

by Jim Shields

### Upcoming AppleWorks Meetings

July 24:	TimeOut Outliner
August 21:	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 at Murray Junior 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 him at: 2344-147th Lane NE, Ham Lake, MN 55304.

## Mac HyperCard SIG

by Peter Fleck

Next Meeting: July 22, 1991 at Southeast Library, 1222 SE 4th St. in Minneapolis. New times: 6:30-8:45. Parking lot located behind library or park on street. This WILL be our meeting space for the summer. No set topic this evening. Bring your summer scripting questions and the stacks you've been working on! This is a good evening for beginning HyperTalkers to check out the SIG—no questions are too trivial. See you there.

## Mac HyperCard SIG – June Meeting Minutes

by Peter Fleck

The ADDmotion demo took place as scheduled at the June HyperCard SIG. Roy Sorenson presented the program and showed us one of his animations. His opinion: ADDmotion has some nice features (some that even rival MacroMind Director) but can be difficult to use at times. He's hoping future versions will be more intuitive. My own experience with the program echoes his with the additional observation that ADDmotion is a bit unstable. I suffered three crashes—including one that corrupted the stack with the animation. (The documentation does warn you to turn off virus detection programs while you are creating animations. I forgot to do this and I think that caused the corrupting crash.) But if you have to do animations for HyperCard, this program definitely deserves a look.

As promised, the program was raffled off to members. Tom Rydberg won. (Talk about fate—Tom had just finished completing a membership application and paying his dues.)

After the raffle, Steve Malikowski showed us his telecommunication stack to front-end the PALS system. (PALS is State University on-line library catalog.) With the command line interface now in use, students use only six or seven of the over 100 commands available (even Boolean searches are possible). With Steve's stack, a student can point and click rather than trying to figure out what esoteric command they should type in. Steve has offered to head up a development team to create a front-end to our own mini'app'les BBS. If you're interested in working on this (or if you want more information about the PALS stack), call Steve at 688-6468. This is a learning experience—don't worry about your scripting level. Help is needed with interface design and with testing the stack for bugs. The group will give monthly updates at the SIG meetings.

## Fourth Dimension™ SIG

Please call Ian Abel at 824-8602 to verify this information: Meeting: Monday, July 15 at 2417 Patten Rd. (Autoline), St. Paul.

## Mac Programmer SIG

Please call Gervaise Kimm at 379-1836 to verify this information: Meeting: Wednesday, July 24, 7:00 PM at Murray Jr. High, St. Paul.

### Your Club



Submissions  
by SIG  
Directors  
and  
Participants



# New Members

Adams, George	55119	612-739-8598
Cortesi, Luanne	55102	612-224-3160
Deml, Mike	55123	612-452-8372
Dole, Brian	55343	612-938-7442
Eaton, John O	55108	612-646-3335
Edlavitch, Julius	55416	612-926-9784
Garness, Bill	55122	612-454-1297
Golden, Everett	55417	612-823-1151
Harmon, Jo	55422	612-533-9464
Hart, Mel	55433	612-754-1096
Hegre, Paul	55417	612-824-7339
Heimel, Al	55118	612-455-5593
Hoaglund, Gary	55076	612-455-9379
Husom, Harold C	55423	612-869-9003
Karkinen, David	55422	612-536-0099
Kassulker, Keven	55428	612-535-2968
Kaufmann, Steve	55122	612-452-0766
Larson, I W	56601	218-751-2829
Lien, David	54702	715-835-0856
Link, Steve	55113	612-488-7352
Ludwig, Nick	55409	612-824-9423
Mackler, Allen	55369	612-424-8889
Martin, Andy	55345	612-937-6020
McFarland, Jim	55343	612-546-5127
Morley, Tom	55420	
Netterlund, Myron	55439	612-535-6333
Petty, Gayle M	55105	612-222-1784
Puff, Tim	55443	612-561-6662
Reiners, Ralph Michael	55421	612-571-4139
Richards, Mark	55102	612-290-2708
Ruhland, Marcie	55439	612-263-8532
Scheible, Leon	55347	612-941-5050
Sommer, Susan	54768	715-644-2711
Spencer, Jim	55101	612-776-4446
Thompson, James R	55108	612-659-0329
Thul, Patrick A	55423	612-866-9698
Vandermyde, John W	55418	612-781-9839
Wheatley, John	55422	612-593-1557
Wildt, Ron	55433	612-754-2769
Woods, Cordell	55434	612-757-6368
Youngs, Steven	55346	612-934-5724
Zehrer, Mark	55345	612-934-8572

## Corporate Members:

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

## Educational Members:

Prison Program

## Sustaining Members:

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

## Sponsoring Members:

Aura, Dick  
Bjorgen, Chuck  
Edwards, Tom  
George, Steve  
Kimm, G E  
Kolbinger, Nan  
Laden, David E  
Lufkin, Thomas M  
Mooney, Jason  
Ostertag, Tom  
Peterson, Richard H  
Undlin, Dave  
Vimr, D J  
Watson, Harold

## Your Club



by Steve  
George

**mini'app'les BBS**

**892-3317**

8 data 1 stop 0 parity

24 hours



# System 7.0 Usage On Various Machine Configurations



by Tom  
Gates and  
David Doty

## David Doty's Response to a question submitted on TCCN BBS

You asked to know what the overhaed useage of system 7.0 was on various machine configurations. Because of differences in system ROMs and video architecture each Macintosh configuration has slightly different system memory usage under System 7. The following are basic memory profiles using Basic Install with File Sharing and Program Linking turned off:

System	memory consumed	memory free
Macintosh PLus	980K	1059
Macintosh SE	988K	1051K
Macintosh SE/30	1117K	970K
Macintosh Portable	1085K	963K
Macintosh Classic	985K	1054K
Macintosh LC	1298K	750K
Macintosh IIsi	1047K**	910K
Macintosh II	1113K	910K
Macintosh IIx	1114K	909K
Macintosh IIcx	1298K	750K
Macintosh IICI	1034K**	923K
Macintosh IIfx	1113K	2929K

\*\* With 1-bit video; other video modes require more memory. 4MB configuration

Macintosh File Sharing consumes an additional 260K to 300K of memory.

Hope this helps you out!

—Downloaded from TCCN by Cindy Reeve

### Current Apple System Software Available Through mini'app'les

Software	Version	Date	Format
<b>Apple II, II+ //c, //e</b>			
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"
<b>Apple IIGS</b>			
GS/OS System Disk	5.0.4.1	4/29/91	3.5"
GS/OS System Tools	5.0.4.1	4/29/91	3.5"
<b>Macintosh</b>			
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"
System, Printing & Utilities	7.0	06/06/91	3.5"

System 7.0 consists of nine disks and is sold for \$15.00

HyperCard is discontinued

Upgrades are only available through Claris

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 Quick Draw			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.
- \* 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+.

## New Voice Mail Number

For the latest on meetings, for more information on Mini'app'les, or to leave a message call voice mail line at 229-6952.

# IIGS eDOM Quick Disk List

IIGS eDOM  
List



by Tom  
Gates

## IIGS.01 FONT FILES 1

Collection of several dozen font types and sizes.

## IIGS.02 FONT FILES 2

Collection of several dozen font types and sizes.

## IIGS.03 IIGS GRAPHICS

Apple IIGS Graphics disk for PaintWorks and Deluxe Paint.

## IIGS.04 DESKTOP COLLECTION VOL 1

Apple IIGS collection of CDA, NDA, Pictures, SNDs, ICONs and utilities.

## IIGS.05 DESKTOP COLLECTION VOL 2

Apple IIGS collection of CDA, NDA, Pictures, SNDs, ICONs and utilities.

## IIGS.06 IIGS GRAPHICS

Collection of 2 dozen Apple IIGS PIC, PNT & GIF graphic files.

## IIGS.07 ENTERTAINMENT, UTILITIES, PICTURES

A set of graphics files, Mean18 courses, utilities and game programs

## IIGS.08 ENTERTAINMENT, UTILITIES, ICON'S AND DESK ACCS

Backgammon, Blackjack, Life FAZ-File Attr Zapper, DLU-Dialog Layout Utility, Moon Phase NDA, System ICON's.

## IIGS.09 ENTERTAINMENT, UTILITIES, ICON'S, DA'S, FORTH DEMO

Bounce It, Solitaire, GS Forth Demo, InfoFile DA, GS Print Shop Convert Utility, Control Panel DA, Talking Mouse.

## IIGS.10 ENTERTAINMENT, UTILITIES, DA'S, PICTURES

SCSI Formatting Utility, Mean18 courses, Pie Memory display, Pictures, GS VT100

## IIGS.11 PICTURES, DIVERSI-TUNE SONGS, HYPERSTUDIO STACK

Human Brain stack, Desktop color NDA, songs and pictures

## IIGS.12 HYPERSTUDIO DEMO STACKS

HyperMagic, Birds, Chess demo stacks for HyperStudio

## IIGS.13 DIVERSI-TUNES & UTILITIES

Two dozen Diversi-Tune files Battery RAM Utility and a RAM card load utility

## IIGS.14 DIVERSI-TUNES & UTILITIES

Two dozen Diversi-Tune files ShareWare Font edit program Windows 2.0 launch utility.

## IIGS.15 PHOTONIX

High Speed 3.5" disk copy for the IIGS. Documentation on disk. Uses custom DOS.

## IIGS.16 OUT OF THIS WORLD!!!

Tonight's Sky - Astronomy HyperStudio stack of moon Copy Pirates arcade style program and Lunar Lander.

## IIGS.17 ORBIZONE

IIGS version of the classic Asteroids arcade. Build new shapes, comes with many shape files to shoot at.

## IIGS.18 SENSELESS VIOLENCE I

This version of Frogger is great with a sense of humor but beware that this would get a PG-13 rating at the movies.

## IIGS.19 SOUND SMITH

Early version of a great! MIDI sound system. Looks like a sound studio layout. Includes AXEL-F from the film BEVERLY HILLS COP.

## IIGS.20 SOUND SMITH MUSIC DISK 1

Collection of seven more music sets for use with SOUND SMITH. Requires SOUND SMITH disk.

## IIGS.21 CRIMINAL TEN PIN (Nuclear Bowling)

Can you rid the FBI of its 10 most wanted thugs? Drop some nuclear bowling balls on them, but don't anger the town by missing!!

## IIGS.22 GRAPHICS AND SUCH

IIGS Film show and films, Electrode and Valentine Trash ICONS, Mage Maze, Dozen picture files, and MacDown (Mac PackIT file to Apple II conversion)

## IIGS.23 COSMOCADE

Cosmic arcade action with two move-n-shoot thrillers. NAXOS tests your skill as a jungle sniper, and JOURNEY to CALIBUS tests your space pilot skills.

## IIGS.24 FORUMLINK DOM

Lottery Number generator, Sider Park Heads, Fourplay, Resurrect for AppleWorks, Calvin & Hobbs card deck, Rockin ICON set (great), PowerPlay game and more!

## IIGS.25 FORUMLINK DOM 06/90

FontDA, Access All, FixPix, PowerLaunch, MatheMusic, Print SHR, Generic Comm, Flash Cards, Brain Teaser, Ultimate ICON set (3Dlike),AWGS databases and more!

## IIGS.26 COMMUNICATIONS UTILITIES

[ Exchange Program ]

All the best: GS-ShrinkIT, NuPAK-GS, DeARC-GS, AUTO ShrinkIT, A2FX, and more! Must Have for BBS'ers



**IIGS.27 GS GAMES GALORE**  
 SHEEPSHEAD (cards), GOLEM, GOLDEN-  
 BUG, DEATH HUNT, WORD SEARCH, EARTH  
 DEMO, METACUS CASTLE

**IIGS.28 FORUMLINK DOM 09/90**  
 FirstStart, WordSearch GS, Text Screen Saver,  
 Twilight ShowPic v4.7, ShowPic NDA,  
 CheckWriter GS TFF Base Converter, Making  
 ICONs, Switch Cntl Panel & More!

**IIGS.29 FORUMLINK DOM 10/90**  
 Launch More Files, Passive Virus Checker,  
 QuickBoot, Wisconsin Rummy, Hearts GS,  
 BiffTale GS MenuTime, GIF->3200, Interest Rate  
 Returns and More!

**IIGS.30 FORUMLINK DOM 11/90**  
 Solitaire-D, KeyPresto, FinderPatcher,  
 MenuTime, ShowPic NDA, Desk Color, Super  
 Info II, SoundOff, El Macro

**IIGS.31 FRACTALS**  
 GS Fractals, //e Fractals, Fractal pictures

**IIGS.32 STAR TREK GS - CLASSIC**  
 The original Star Trek done up new for the IIGS.  
 With music, sound effects and voices taken from  
 the early shows.

**IIGS.33 GAMES & UTILITIES**  
 Milestones 2000 race game with cards, Slide Mas-  
 ter demo of Apple SCSI ability, Audio Zap  
 handles digital sounds for all cards, and  
 DataPath for GS programs.

**IIGS.34 COLUMNS GS**  
 A Tetris-like game for the IIGS. Uses  
 SoundSmith Tool 219 which must be copied to  
 your GS/OS Tool Folder to allow you to play.

**GEM.GS.01SHR PICTURE COLLECTION**  
 (Disk 1)  
 These SHR picture files are converted Mac Paint  
 pictures. All are B&W scanned or paint images.  
 Great Clip Art sources!

**GEM.GS.02 SHR PICTURE COLLECTION**  
 (Disk 2)  
 These SHR picture files are converted Mac Paint  
 pictures. All are B&W scanned or paint images.  
 Great Clip Art sources!

**GEM.GS.03 SHR PICTURE COLLECTION**  
 (Disk 3)  
 These SHR picture files are converted Mac Paint  
 pictures. All are B&W scanned or paint images.  
 Great Clip Art sources!

The following disks are listed with the GS disks as Fonts are most likely to be used with GS applications. However, Beagle Bros provides the program Super Fonts that will allow these fonts to be used with AppleWorks as well.

- GEM.FONTS.01 GEM CD FONT COLLECTION**  
 A - Fonts
- GEM.FONTS.02 GEM CD FONT COLLECTION**  
 B - Fonts
- GEM.FONTS.03 GEM CD FONT COLLECTION**  
 C - Fonts - Part 1
- GEM.FONTS.04 GEM CD FONT COLLECTION**  
 C - Fonts - Part 2 D - Fonts E - Fonts - Part 1
- GEM.FONTS.05 GEM CD FONT COLLECTION**  
 E - Fonts - Part 2 F - Fonts G - Fonts
- GEM.FONTS.06 GEM CD FONT COLLECTION**  
 H - Fonts I - Fonts J - Fonts  
 K - Fonts - Part 1
- GEM.FONTS.07 EM CD FONT COLLECTION**  
 K - Fonts - Part 2 L - Fonts M - Fonts - Part 1
- GEM.FONTS.08 GEM CD FONT COLLECTION**  
 M - Fonts - Part 2 N - Fonts - Part 1
- GEM.FONTS.09 GEM CD FONT COLLECTION**  
 N - Fonts - Part 2 O - Fonts P - Fonts - Part 1
- GEM.FONTS.10 GEM CD FONT COLLECTION**  
 P - Fonts - Part 2 Q - Fonts R - Fonts
- GEM.FONTS.11 GEM CD FONT COLLECTION**  
 S - Fonts - Part 1
- GEM.FONTS.12 GEM CD FONT COLLECTION**  
 S - Fonts - Part 2 T - Fonts U - Fonts  
 V - Fonts W - Fonts - Part 1
- GEM.FONTS.13 GEM CD FONT COLLECTION**  
 W - Fonts - Part 2 Y - Fonts Z - Fonts
- Font Technical Databases  
 Font Sample SHR Pictures

# Computation: A Great Public Domain Concentration Game for Kids

Apple II  
software for  
kids



by Phil  
Shapiro

There are hundreds of educational public domain programs for the Apple II computers. Not many of them are worth using with children. But there are a few treasures out there that rival commercial educational programs. One public domain treasure that I came across recently is a concentration-style game called **Computation**. I've used this game with kindergarten and first graders, and they really enjoy it a lot. Older kids like it too, because it offers an interesting memory challenge.

The object of this game is to match up ten pairs of pictures. The pictures are hidden behind cards, with each card having a letter from A to T. The cards are arranged in four rows, with each row having five cards across the screen. To play the game, you have to check behind the cards by typing the letter of that particular card.

This game has a lot going for it. First of all the graphic pictures in the game are rather fun, and are all done on the high-resolution screen. The pictures include two elephants, two anchors, two sailing ships, and two clown faces. These types of pictures really appeal to kids.

A second strong point of the game is that you get to preview the layout of the pictures before the pictures are hidden behind cards. When previewing the pictures with kids, I like to engage them in a conversation. This helps to engage their minds in the cognitive task at hand.

To help them focus their minds, I ask them to pick out five pairs of pictures that they're going to remember. As they pick out the pairs of pictures, I encourage them to point to the pairs. The very act of pointing to the pairs (with two fingers of one hand) can help the kids to concentrate on the location of the pairs. (It's interesting to note that they'll often pick out adjacent pairs of pictures, whenever such adjacent pairs turn up.) Then I say that I'll remember some of the remaining pairs, pointing to some of the remaining pairs.

To help them develop memory strategies, I like to point out special circumstances, whenever they crop up. So if the two top corner pictures make up a pair, I bring this to their attention. Or if the top left and bottom right corner make up a pair, I bring this to their attention. The kids quickly catch on, and start bringing "special circumstance" pairs to my attention too.

When you're ready to play you press any key, and the pictures all get replaced with alphabetical cards. The screen at the point looks like this:

```
A B C D E
F G H I J
K L M N O
P Q R S T
```

As you might imagine, trying to remember the location of ten pairs of pictures —hiding behind the letters —can be a little daunting at this point. Even adult players get the feeling that their mind has gone blank all of a sudden.

But the situation is not as bleak as it might seem, because as soon as you make your first guess, your subconscious mind will quickly trigger suggestions of where the other picture of the pair might be. The task is made a little more challenging for kids, because they need to spend time finding the letter keys themselves. So an added benefit of this game is that it helps them develop keyboarding skills.

Once you find one or two pairs, the game starts getting easier and easier. The truth is, if you can just remember two or three pairs to start off with, the entire game becomes quite manageable.

What I like about this game is that it's both fun and challenging at the same time. Similar types of games, such as the matching games on Reader Rabbit and Math Rabbit, only have 8 or 12 cards. (So they only involve 4 or 6 pairs.) The challenge of these games is the math or word skills, not the memory skills.

Each time you play the game, the pictures are randomly placed in the grid layout. If you tire of playing with one set of pictures, there's another set you can choose from too. The two best sets are the "Just for Fun 1" set, and the "Just for Fun 2" set. The program also contains 8 other sets of graphics. Some of these "graphics" are composed solely of text.

The graphics sets are: geometrical shapes, musical notation, key signatures, electronic symbols, sci fi writers, classical composers, metric prefixes, and proper fractions. Some of these are more playable than others. The geometrical shapes set matches up geometrical shapes with the corre-



sponding names of the shapes: circle, parallelogram, rhombus, isosceles triangle, square, octagon, ellipse, pentagon, hexagon, and rectangle. It's sometimes difficult to distinguish the rhombus from the parallelogram.

The musical notation set, key signature set, and electronic set, are extremely challenging, unless you happen to work with these symbols on a regular basis. The sci fi set matches up the names of famous science fiction writers with the famous books they're written. Same deal with classical composers. Metric prefixes matches up words such as kilo, micro, milli, and nano, with their equivalent representation in scientific notation. This set is good practice for budding scientists. The proper fractions set matches up equivalent proper fractions. Good for fourth and fifth graders.

All in all the Computation game is very professionally done, and rather fun to play with both younger and older kids. Thanks are owed to *Jeff Creamer*, the whiz programmer who created Computation and donated it to the public domain.

#### Hint on starting the game.

The Computation game is included on a public domain "Disk of the Month" published by the Prescott Apple Corps, of Prescott, Arizona. The disk also contains a number of other programs too. To get to Computation, use the down arrow key to choose "Bonus Programs" at the main menu of the disk. (Apple II+ users need to press the two keys Control-J, together, to simulate the down arrow key.) Then press return about four or five times to navigate over to the Computation game.

The disk has a customized DOS on it, so it's difficult to get Computation to boot up automatically as the "hello" program. But this limitation is only a minor inconvenience.

#### Getting Computation

The Computation disk is available from several Apple II user groups, or it can be ordered for \$3.50, including postage, from the Big Red Computer Club, 423 Norfolk Ave., Norfolk, NE 68701. Ask for public domain disk N23. (You don't have to be a member of BRCC to order.) Once you get Computation, you may freely make extra copies of the disk for your friends.

by Phil Shapiro

*The author is the founder of **Balloons Software**, a new Apple II educational software company. He can be reached at 5201 Chevy Chase Pkwy., NW, Washington, DC, 20015-1747. Phone: (202) 244-2223, or by electronic mail on GEnie at: P.Shapiro1. Shapiro is also an advertiser of ours, and he sent us this article after reading an issue. He compliments the mini'app'les for the quality of our publication and for its coverage of both Apple II and Mac topics.*

## Eamon Adventure #3

### "Cave of the Mind"

by Jim Jacobson and Red Varnum

As you prepare for your next adventure, you meet a short little man outside the hall. He beckons you to see what he is holding.

As you get closer, you notice a Grail with a strange, bubbling green liquid within. In a strange low voice he says:

'Most adventures are for normal adventurers. But you are special, and should try the most challenging adventure you could imagine.' With a sly wink, he hands you the Grail.

You look at the potion, then back to the man—but he has disappeared.

Not being one weak on courage, you raise the Grail to your lips and quaff the potion...

via Steve George

## Eamon Adventure #4

### "Zyphur Riverventure"

by Jim Jacobson

Your next task is a large one. A famous scientist (Prof. Axom) was kidnapped 3 months ago. The Society For the Preservation Of Scientists (SFPOS) has offered a reward for the safe return of Professor Axom (who is also a friend of yours.)

It has been rumored that the infamous Black Warrior (who lives somewhere along the Zyphur River) was responsible for the kidnapping. You must follow the river, find the Professor, and bring him back...alive!

You now proceed to the dock, where you will start your adventure.

via Steve George

Apple II  
Software



by Jim  
Jacobson  
and Red  
Varnum

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# Adventure Games: Uniquely Computer-Based Entertainment

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## Adventure Games



by Rob  
Whitelock

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One of the earliest home applications of computers was the video game. Since the days of Pong, computer games have often been thought of as action-oriented graphics of some kind. Space Invaders, Galaxian, and Zaxxon come quickly to mind. This spawned the first great dedicated home computer industry, with players like Atari, Coleco, and Mattel producing cartridge-style machines (strangely, after years of being ignored, they're back with a vengeance, led by (who else?) the Japanese).

Shoot-'em-ups, blasters and video tennis aren't the only kind of games around, however. Since the very early days of the microcomputer (in fact, even earlier) some individuals and companies have been making adventure games. These games generally involve the player in some kind of quest, with the player taking on the persona of one (or more) of the characters in the 'story.' The object is to succeed in the quest while avoiding the traps and pitfalls that are set throughout the games. Adventure games come in three kinds: Text-based, Graphics-based and Mixed text-and-graphics based.

### Text Adventures

The earliest text adventure may have been a predecessor of what became known as Apple Adventure. The scene was a cave, and the character had to quest about underground with a lamp, a sword and batteries that were running out. I'm not sure how many hours I spent in that cave: My batteries always ran out, and I never did get through.

That's the impression that text adventures often leave. You really feel that you've been doing all of the things the adventure is about. Text adventures rely on rich prose and the vivid imagination of the player to create a whole other-world of action and adventure. You read the text, decide what to do, then type into the computer what action to take. Depending on your action, the game moves to a variety of points. Most text adventures have only one solution, but there can be many paths to the correct solution. Playing a text adventure requires not only reading, but mapping and problem solving skills. Frequently, adventures are spiced with puzzles which act as milestones in the completion of the game: The puzzle must be answered in order to proceed.

There are many text adventures available for both Apple II and Macintosh computers. Among the finest are the products of **Infocom**, a company long specializing in computer prose. Their classic Zork Trilogy (Zork I, II and III) and Enchanter Trilogy in many ways defined text adventures for many years.

**Infocom** makes a wide variety of adventure games, on a variety of themes. The Zork series, Wishbringer and the Enchanter series (Enchanter, Sorcerer and Spellbreaker) represent fantasy adventure of the Tolkien kind. Hitchhiker's Guide to the Galaxy, Leather Goddess of Phobos, Planetfall, Stationfall and A Mind Forever Voyaging are science fiction works. Moonmist, The Witness and Suspect put you in the place of a gumshoe detective with a murder to solve and a time limit on your hands.

These adventures require a range of skills to complete. The first issues in a series (Zork I, Enchanter, Planetfall, The Witness) often are easier to complete than their more challenging sequels, and develop skills in the players that they can expand in later games. Some games (Moonmist, Wishbringer, Sea Stalker) are specially designed for children with elementary reading skills (grade 4 and up). Some research has indicated that playing these games can actually help children to develop their reading skills.

Alas! even **Infocom** has submitted to the pressures of living in a video world. Just over a year ago, the company was acquired by **Mediagenic**, which also controls **Activision**. Last spring the **Infocom's** headquarters were relocated to San Francisco, and many of the old products were dropped due to lagging sales. The Enchanter series and Stationfall were among them. These may be available at very significant discounts from some local computer stores since they are 'discontinued.'

### Graphic Adventures

Graphic Adventures tell their stories through a sequence of pictures, with minimal text assistance. These pictures can range anywhere from a bare 3D representation of the corridors of a maze to sophisticated high resolution drawings in full colour.

Graphic adventures tend to rely more on the move-and-explore metaphor than text adventures do. The obstacles to advancing are usually evil-doers with swords that must be fought in pitched battle rather than puzzles or clever problems. This is not to say that graphic adventures are less sophisticated than text adventures, or less appealing. I have probably spent more time playing the first three Wizardry series scenarios on my Apple IIe than anything else I've ever done on a computer. Unfortunately, **Sir-Tech**, the makers of Wizardry, have only seen fit to release the first scenario on the Macintosh, while on the Apple II series they now count five (Proving Grounds of the Mad Overlord, Knight of Diamonds, Legacy of Llylgamyn, Return of Werdna



and Heart of the Maelstrom). Fortunately, other similar products (Bard's Tale, the Ultimas) are available for the Macintosh, as are some excellent shareware offerings. Many of these are based on World Builder. A very noteworthy exception is Theldrow, a shareware Wizardry play-alike.

The Wizardry series goes a very long way towards capturing in a graphic way the excitement of surviving in a maze that Infocom creates in their text adventures. Rather than working alone, you control a party of up to six adventurers who traverse a maze in search of some defined goal. Many monsters block the way. Battles win gold, experience points and a chance to move further in the maze. Players sometimes find objects in the maze, which can be identified by a bishop, or in town (for a price). Wizardry's first three scenarios required the party to return periodically to town in order to rest: The later versions apparently get around that (sometimes) annoying requirement. The graphic component in Wizardry is sufficient, but not wonderful. The maze is defined by lines, and special events (like encounters with bad guys) are marked by small images appearing on the screen at the appropriate time.

The Ultima series from Lord British is in many ways similar to Wizardry. Different scenarios (there are at least five) have different rules for movement, travel and fighting, but each involves a quest. The territory in the Ultimas is much larger than that of Wizardry, involving sailing, riding, walking, time travel and space flight at times, over very large territories, while Wizardry occurs within a single maze. I have personally found the characters in the Ultimas to be rather 'wooden' compared to Wizardry, as Wizardry permits a great deal of control over each character, while Ultima generally does not.

Somewhere between Wizardry and Ultima are the Bard's Tale adventures from Electronic Arts. They occur within a town, and involve the traversing of mazes and maze-like castles within the town. The Bard's Tale adventures are more Wizardry-like than Ultima-like, in that more character control is possible than in Ultima, and the interface permits more character options. The graphics are much richer than Wizardry's, however.

Another completely different kind of graphic adventure is the hi-res adventure, most notably from Sierra On-Line. These adventures use large numbers of detailed drawings with small quantities of descriptive text to provide the story. The player responds with short phrases in English, somewhat like in a text adventure. The SpaceQuest, PoliceQuest and King's Quest series,

available for both the Apple II and the Macintosh, are examples of these games.

### Mixed Text and Graphics Adventures

Recently a number of games have appeared that have tried to merge the best qualities of text adventures with automatic mapping and graphic images that are related to the graphic adventures in one package. Mediagenic, through Activision and Infocom, has been active in this area. Beyond Zork and Zork Zero, sequels to Infocom's classic Zork series, fall into this bracket. Quarterstaff, also from Infocom, is a Macintosh adventure game that epitomizes this genre.

Unfortunately, trying to be all things to all people has its price: I have found Quarterstaff to be almost unplayable due to its complexity. One of the problems associated with very complicated games is that the programmers seem to spend their energy on driving the program, and the play suffers. Quarterstaff has a number of milestones in it that are almost impossible to get past. All good challenges must be a little tougher than the player's skill level to be stimulating, and should help the player get better. A game that is suddenly impossible to advance in usually loses its place on the hard disk quickly: Quarterstaff is no longer on mine.

A very recent development in this area has been the HyperCard-based adventures, The Manhole and Cosmic Osmo. These adventures are so large that they are being offered on CD-ROM as well as on a stack of disks. They are the first to try to combine sound, quality graphics and text on a very large scale. Time will tell if they have done it successfully.

### Afterword

I have not tried to name, or to recommend, all of the available adventure games. There are just too many available after nearly a decade of production, especially on the Apple II. Adventures can be an extremely enjoyable pastime, and can even be a worthwhile educational experience for young readers and problem solvers. More importantly, they're fun, and a very unique computer related form of entertainment.

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from the Ontario \_Maple Orchard\_, 12/89  
via Steve George, mini'apples  
stgeorge@pnet51.orb.mn.org or  
crash!orbit!pnet51!stgeorge

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# Franklin: A Survivor of the Computer Wars

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## Computing History



by Dan Gutman,  
Nibble News

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Whatever happened to the computer companies that started out on top of the world, then crashed and burned in The Computer Slump of the mid-Eighties?

One of them—Franklin Computer—is on top of the world again, and they got there by breaking all the rules in the computer business.

Franklin was founded in 1981, when most of us hadn't bought our first PC yet. The company hit it big immediately with their Franklin Ace, a computer that could run Apple II software but was less expensive than Apple's machines. Franklin took in \$28 million that first year, and \$71 million the next.

Apple began to see all those millions of dollars being diverted to Franklin, and sued for copyright infringement in 1983. The courts ruled in Apple's favor, and Franklin was ordered to pay \$2.5 million in damages. The company was on the verge of going under.

In May of 1984, Franklin brought in Mort David, a well-known "turnaround specialist," to save the company. David had previously rescued Dynamics Corporation and The Mura Corporation from bankruptcy.

David had an unusual plan for Franklin—stopmaking traditional computers that run hundreds of software programs. Instead, make stand-alone, handheld computing devices that would be "dedicated" to one task.

At the end of 1986, a pocket-sized spelling corrector called "The Franklin Spelling Ace" was introduced. It was an enormous success, selling more than two million units.

Franklin knew a good thing when it had one, and went on to create 19 other handheld computers for word junkies—dictionaries, thesauruses, phonetic spelling correctors and word game machines.

The company's most recent success has been "Language Master 4000," a dictionary/thesaurus that speaks—in a very human-sounding voice. The most unusual product in the Franklin line is "The Electronic Holy Bible"—the entire Good Book stored in a computer the size of a cigarette pack.

With products like these, the company reached sales of \$67 million in 1989.

I visited Franklin's plant in Mt. Holly, New Jersey recently and asked Mort David about his idea

of computers that perform a single task, as opposed to conventional computers that perform many tasks.

"There's no question that there is a huge segment of the American public who like totally dedicated products," David says. "They have simplicity of use that you can never achieve once you introduce multiple functionality."

"We sell knowledge," claims David, "and we're trying to make it as palatable and user-friendly as possible."

These machines are no dummies. I typed the letters "K-A-W-P-H-Y" into Franklin's "Translation Master" (a Spanish/English translating tionary). The computer instantly recognized the word as "coffee." That's pretty amazing, considering that none of the letters match.

More handheld computers are in the works from Franklin. "The Concise Columbia Encyclopedia," "Oxford Advanced Learner's Dictionary," a series of bilingual dictionaries and a Russian/English dictionary. Last week, the company changed its name from "Franklin Computing" to "Franklin Electronic Publishing."

The possibilities for electronic reference computers are unlimited. Books like "Bartlett's Quotations," "The World Almanac," the Yellow Pages and "The Baseball Encyclopedia" would make useful computing devices for many people.

Other companies have jumped into the field of dedicated handheld computers. Microlytics of Pittsford, New York even has a competing Bible. But Franklin has a big head start.

Now that Franklin has successfully turned itself around, a turnaround specialist such as Mort David might be looking for his next company. "No, I'm committed to Franklin," he says. "It's too exciting and has too much potential. I'm going to make Franklin my career."

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from Nibble News, 6/90, via Steve George,  
Mini'app'les Contributing Editor  
stgeorge@pnet51.orb.mn.org or  
crash!orbit!pnet51!stgeorge



The  
Twin  
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**ELECTRONIC  
PUBLISHING**

**91**

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**Wednesday, August 14, 1991**  
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- 7:30-8:30 a.m. Registration & continental breakfast
- 8:30-9:00 a.m. Introductory remarks
- 9:00-11:30 a.m. Keynote Presentations:  
The Economics of Desktop Publishing -- Steve Hannaford, Mac PrePress Bulletin  
The Future of Publishing -- Jack Davis, Verbum Magazine
- 11:30-12:30 p.m. Lunch & presentation of design contest winners

**Room A**

12:30-1:30 p.m.

**FONT TECHNOLOGIES UPDATE**

A look at trends in technology such as TrueType, PostScript Type 1, Adobe's new optically scaled fonts.

1:45-2:45 p.m.

**DESKTOP COLOR SOLUTIONS**

This is a presentation geared towards the advanced electronic publishing user; included are Q & A on developments in OPI, DCS & high-end systems.

3:00-4:00 p.m.

**CREATIVE PHOTO ENHANCEMENT**

Presentations by two experts on digital retouching systems; we will look at examples from Photoshop (Macintosh) and AT&T Rto (MS-DOS)

4:15-5:15 p.m.

**TRAPPING TECHNIQUES on the DESKTOP**

Advanced techniques for users of design software such as FreeHand, Illustrator, Corel Draw, etc. who wish to share more of the technical burden traditionally shouldered by the service bureau

**Room B**

**INTRODUCTION TO COLOR**

A first step towards color theory as it applies to printing for those new to publishing and dtp users experienced with one color.

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Presentation: Tips for good layout & design  
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Electronic design systems have tackled the tasks that lent themselves to the early generations of software; now designers can dare to 'push the envelope' even more.

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A panel discussion on various dtp user issues including pay ranges and billing rates; job search; support systems; health issues; ergonomics; monitor radiation; carpal tunnel, etc.

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## Reader Response: ProDOS patches

I was pleasantly surprised to see the article about Franklin computers and ProDOS (Mini'apples, 1/91). In addition to being a long distance member of Mini'apples, I am also an officer of Aces High Franklin users group. Franklin people are so accustomed to being glossed over that it's really nice to get some attention once in a while.

I do have a few comments to add to the article:

- The advice given in the article will work for most Franklin 1000 and 1200 computers. There are a few Franklin 1000 computers that still cannot boot ProDOS—these are the "softboot" versions of the 1000 which require DOS 3.3 and the file FPBASIC to boot any disk. These machines can RUN ProDOS, but it must be poked into memory from a DOS 3.3 disk.
- There is an alternative to patching ProDOS that works with any version of ProDOS except version 1.9 (128K requirement). There are several sources for replacement ROM chips that eliminate the bug that causes ProDOS to hang. Once one of these replacement ROM's is installed in a Franklin 1000 or 1200, there is no longer any need to patch your ProDOS. These chips do not work in the "softboot" Franklin 1000.

If anyone would like additional information or support for their Franklin computer (all models including the PC8000), Aces High is apparently the only surviving Franklin users group, but we are here to help owners and users of Franklins and Franklin clones.

You can reach Ross McIntosh (aka Doc Franklin), c/o Aces High, P.O. Box 527, Englewood, CO 80151

### New Voice Mail Number

For the latest on meetings, for more information on Mini'apples, or to leave a message call voice mail line at 229-6952.

#### Letters



From Ross McIntosh, Aces High

## RAMCO under new management

I've been a professional broadcaster for 47 years. I've earned my living in TV and Radio broadcasting, but now I'm up to my Adam's apple in Apples! (or is that Jobs' Apples?)

Actually, it's the late *Dick Marchiafava's* Apples. Yes, I'm the guy who bought Dick's RAMCO SALES. Dick's death was a great personal loss to my wife Andrea and me, and a tremendous loss to the computer world (Apple computers in particular).

The three of us would enjoy dinners at each other's homes. Dick was nuts about Oriental food and revelled in preparing special dinners in which he would always try some personal culinary touch to surprise us.

Dick's reputation was world-wide. I just hope to fill a respectable portion of his shoes.

Owning and operating RAMCO has been much fun so far. I'm not making a pile of money but I have met some wonderful people. Some have even stopped by my home to show me certain procedures to make sure I wouldn't screw up data. Guys like *Tom Ostertag* and *Dick Peterson*. Phone support from *Sharon Gondek*, *Linda Bryan*, *Dave Undlin* and others. I'm getting calls from school district and college purchasing agents who are pleased that they would still have a "pipeline" to the fast service that Dick Marchiafava provided.

The RAMCO phone (561-8144) is normally answered from 9 a.m. to 9 p.m. Monday through Friday and I see people on weekends by appointment. When I go to KARE-TV to do commercials at 4 p.m. every day, Andrea, my child bride, takes the calls or else I turn on an impersonal answering machine.

Oh yeah... if you watch Channel 11 you'll hear my voice but not see me... guess I'm just too old and ugly!

#### Press Release



by Rodger Kent



# Computers As Attention-Focusing Devices

## Kids and Computers



by Phil Shapiro,  
Washington  
Apple Pi

*"Computers are the most efficient educational devices ever invented, because they make it impossible for you not to learn. Teachers can be insensitive, books can be dull, but computers produce a system in which only you count. And you cannot be insensitive or dull to yourself."* —Isaac Asimov

According to the doctrines of classic child psychology, preschoolers have an attention span of about ten to fifteen minutes, first graders have an attention span of about 20 minutes, fifth graders can sit still for up to 45 minutes, and high school students can spend up to one hour without getting antsy. But what do we mean by attention span? Is it an objective, actual entity, or a subjective, artificially defined one?

Anyone who works with children knows that younger children cannot concentrate for the same length of time as older children. Younger children are easily distracted, and cannot keep their minds on a specific task. They lack the intellectual self-discipline that naturally develops as the mind matures.

Yet when we say that a young child cannot concentrate for more than ten or fifteen minutes, what exactly do we mean? Surely we don't mean just sitting still, for many a youngster can sit still through an absorbing, hour-long Disney film.

The film is sufficiently interesting to hold the child's attention. True, the child's mind may wander during periods of the film, but by and large, the young child's mind is occupied for the duration of the film.

Usually when people talk about attention span, they speak in terms of academic drills. So a young child cannot spend more than half an hour learning a new subject, or developing a given type of academic skill. Consequently, kindergarten teachers adapt their curriculum so that the children are given a variety of activities to do throughout the day.

This all makes sense—to a certain degree. Until, that is, you see a young child engrossed in working with a computer. For some reason, the child's attention span gets stretched like a rubber band. Half hour sessions occur with some frequency. And occasionally a preschooler will spend a full hour and a half designing graphics with a paint program.

The subject of attention span was illustrated while I was giving a private computer lesson to a vivacious preschooler. This young fellow came to computers at an early age by watching the lessons I was giving his older brother and sister, in the third and fourth grade. While still in diapers, he would amble over to the computer to watch his

siblings interact with this wondrous animated machine.

But that was long ago, when he was two. Now that he's four years old, he insists on having computer lessons of his own. Usually his noisy demands can be quelled by giving him a half hour lesson at the end of the lesson for his older siblings. But lately he's been complaining that a half hour is "way, way too short."

All this would not be so unusual, except for the lesson I gave last week. With his older brothers and sisters away on vacation, it looked like the young fellow had a full hour's lesson coming his way. We started off with Math Rabbit, an excellent collection of number games for young children. We spent about five to ten minutes on each of the four activities on the disk. So after half an hour we changed pace to a mouse-based painting program.

This was the first time my young friend had used a mouse, so he spent a good ten to fifteen minutes experimenting with how this curious device worked. He made a number of scribbles on the screen, using the various kinds of painting tools available. Then he took great delight in using the eraser tool to erase parts of his drawing. My role, as teacher, was to provide guidance when required, and to otherwise provide commentary and support for any emerging artwork that developed.

Well, forty-five minutes passed by quite quickly with the paint program. His enthusiasm unabated, we proceeded to play a fun maze game. The maze was quite challenging, so I assisted him with the beginning part of the maze, and asked him to help me complete the maze. The more times we played the maze game, the more proficient he became at analyzing his way out of the maze. Time flew by quickly for both of us.

As Isaac Asimov states, computers can serve as intellectual mirrors of the mind. Working with a well designed program is almost like interacting personally with the sharp wits of the person who designed the program.

It's no wonder that young children take so well to this "wondrous animated machine." And no wonder that the computer is stretching the concept of attention span to new, enlarged dimensions.

*(The author develops educational software for the Apple II, and teaches computers in elementary school.)*

from Washington Apple Pi (DC), 9/90, via Macintalk (Nashville) via Steve George, Mini'apples Contributing Editor:  
stgeorge@pnet51.orb.mn.org or  
crash!orbit!pnet51!stgeorge

# CEI Announces – The Shipping Handler



CEI Software SH 0001

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UPS Zone 7

Package # 1     Over Size

Weight (lbs.) 5.89     A00

Shipping Charge 5.85    Declared Value 199.95

Total Weight 5.89    COD Amount 0.00

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**Clemenson Enterprises, Incorporated (CEI), a software developer for Macintosh computers has developed the very first shipping manifest that downloads into Great Plains Accounting Software – THE SHIPPING HANDLER!**

Press  
Release



by Michael J.  
Winters

Where most computerized shipping manifests will compute the cost of shipping a package and print a summary of the days activity, the **SHIPPING HANDLER** performs many more valuable functions. Extra functions include electronically reading the scale and printing all mailing labels and COD tags.

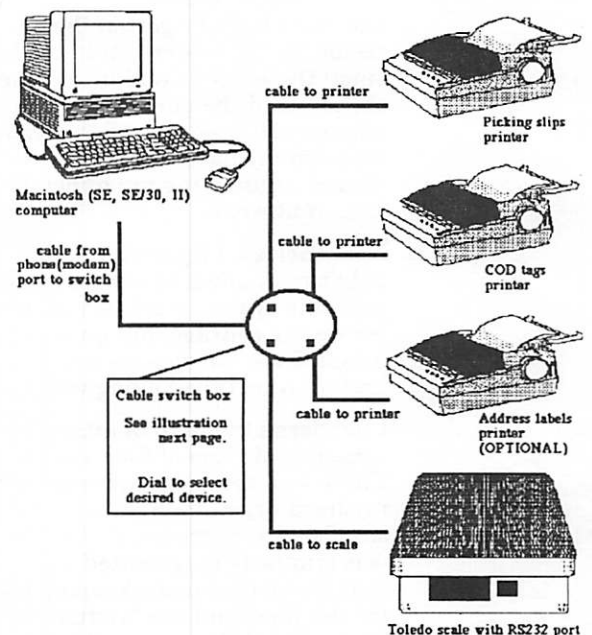
However the most exciting feature which advances the **SHIPPING HANDLER** into a class all by itself is the direct feed into Great Plains Accounting. After **SHIPPING HANDLER** computes the shipping charges they are electronically downloaded into accounts receivable. This feature saves the Accounting Department thousands of hours of additional data entry.

Michael J. Winters, National Sales & Marketing Manager for CEI says, "Using a shipping manifest that does not automatically download into the accounts receivables is like sweeping all the dirt on a floor into a pile and then not sweeping it up. The dirt will get scattered around and someone else will have to finish the job."

The **SHIPPING HANDLER** can be modified to fit your company's particular needs. For more information call or write CEI. Demo disks are available.

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Contributed by Cindy Reeve



## Hardware Configuration

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## A "first look" at Apple's Macintosh Seven Point Oh System Software by a decidedly non-Ninja user.

Macintosh  
System  
Software



Review by  
Tom  
Edwards

# The 'Mac-nificent' Seven

I have a "connection" that can sometimes get early looks at Apple products while they are under development (notice that I didn't say "under development"). Apple's System 7.0 has been one of the least-best-kept secrets of the computing community. I think that there have been more beta testers of this system software release than there are users of the Macintosh. (Rumor has it that Apple IIGS users could drop into a beta version by pressing ⌘-Reset-Seven at the startup screen for Wizardry! [I can't get it to work like that! —Ed])

The set of disks that showed up at my door were so close to "golden" [final release version —Ed] that I was sure that alchemy was involved (someone must have forgotten the eye of newt in the recipe, as these were still beta labeled). I could smell the sulphur and brimstone residue still in the air, and the porch floor was slightly scorched where each disk lay. After placing images of the disks on my hard drive, the original disks disappeared, confirming my hunch that alchemy was indeed at work.

Nonetheless, I figured that, if my hard drive didn't melt down to a mass of plastic and chips, I'd give this system a try. It took several days to muster up the courage, but since the drive remained intact, I was fairly sure that no lingering curse had been installed along with the code.

I pondered the plan of attack, hoping to avoid any catastrophic loss of files, convenience or face. There was some vacant space yet remaining on my hard drive, though having it partitioned into 5 smaller drives meant that the remaining space was similarly fragmented. Installation would require further housekeeping just to make room for the files, and the "virtual memory" feature of Seven-Point-Oh may well be hampered for lack of an adequate block of disk space, as well as the handicap of the "unclean" ROMs in my SE/30. I didn't have a clone of Tom Alexander's "Wizard" hat to wear as I attempted this task, so I 'made-do' with a Vikings headband to keep the sweat out of my eyes while I gathered all of the courage that I could and plunged into the effort of giving Seven-Point-Oh a try.

First, to gain some strategic intelligence about whether or not any of my right-hand programs

would work under Seven-Point-Oh, I ran the "Compatibility Checker" HyperCard stack (even before looking at the "Before you Begin" stack!). I was surprised at how fast it whipped through the 70-or-so megs of files. The report it created, however, was a mixed bag—just a handful of programs fell into categories of greatest interest: those known to work, those known to fail and those known to "get by." The bulk of the listing was relegated to a purgatory of vagueness where information was not available to place it in one of the other categories. I figured that the stack must have been adapted by a congressional hearing committee.

Not being a total zero on the IQ scale, I went for another trial run approach. I made a "minimal" system and fit it onto a 1.4 MB floppy. This allowed me to test drive the Seven-Point-Oh Ferrari, with Rick Mears right along side to grab the controls if the track got slick. Even this proved a bit scary, for Seven-Point-Oh tosses up some dialog boxes the first time that it goes through your disks. The message "Rebuilding Desktop..." made my eyes bulge, but I pressed on. When I saw something about "setting up disk for new software" I thought I should have opted for a diaper instead of the headband!

Alas, nothing was fatal. I made it through without any losses (except to my dignity and composure—a few cautions from Apple about what to expect as the Installer does its thing would sure have helped keep the shorts out of the hamper!) and was able to play with Seven-Point-Oh like a Virtus 'Walk-Through': all of the excitement but no risk.

After a couple of days mulling over the cryptic compatibility listing, rerunning it on different partitions and checking the "Read Me" files, I decided that "information not available" just meant that I would have to find out on my own. "Damn the torpedoes! Full speed ahead!" I gasped for all the air that I could cram into my lungs and took the real dive onto Seven-Point-Oh!

### Ninja attack

Operation Disk Storm kicked into full force. First, I backed up the partitions as they stood with System 6.0.7 as the operating system. Then I made enough room on a secondary partition to make a clone of my 6.0.7 system folder and mirrored those files to it. I "unhooked" all the INITs,

*Mac-nificent GOTO next page*



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## *Mac-nificent from previous page*

Suitcases, virus detection, etc. to give the "install" program less to contend with. With barely a look at the adrenaline meter, I triggered the double-click on the "Installer" with a firm finger of confidence—the battle was engaged!

The Installer went on and did its thing, accepting my decision to go for the "easy install" without a confidence-shaking dialog like "Are you sure...?" or "Don't you want training wheels first?" With the counting-finger cursors marking time, it was all over about as fast as you can rub the cover off a lottery ticket. The dialog box gave no choice... I had to reboot to enter the land of Seven-Point-Oh!

But enter I did. And soon I was exploring all of the new features: watching "Balloon Help" flash as the cursor points at different objects, looking at familiar-yet-different windows on the desktop, and wondering where the heck all my neat DAs, INITs and CDEVs had gone. No smoke from the top of the computer. No directories void of files. No disk partition mysteriously absent from the desktop. No dialog box saying "Gotchya!" with one button that only says "Erase Disk"!

### **Taking a look**

So I have played around with Seven-Point-Oh for all of about 4 days, as this is entered into the computer. The more that I discover, the more that I like what I find. The long list of "information not available" programs on the compatibility report show signs of at least booting, for the majority. The most serious casualty so far is with ConcertWare+ MIDI, a mainstay for my composer-son. The Writer program consistently bombs after playing a song, though other segments appear to work OK. The not-so-convenient work-around has been to boot from a floppy, then switch to the hard disk to avoid Seven-Point-Oh.

One of the most tedious efforts has been to figure out where all the miscellaneous system files are best placed in the System Folder. Prior to Seven-Point-Oh, you just dumped all into the System Folder, only organizing with folders inside that if it was required or offered by the program you were installing (or are an organization freak and can't bear to see something get messy). With Seven-Point-Oh, there are some specific reasons to do this organization, and some of it is even done for you by the Installer, or as you move files of certain kinds to the System Folder. Items (or aliases) in the Apple Menu Items folder show up under the Apple menu; CDEVs in the Control Panel folder become "applications" which you can run by double-clicking; stuff in the Startup Items are programs that are opened under

MultiFinder as you start up; Extension items are the Chooser items of old, and so on.

The list that follows is the current arrangement that I have. If you look close, you will see that all of the DAs have not made it to the appropriate folder. Some things do not work, when placed where Apple thinks they should go. You need to do a little experimentation on your own by moving balky items to different folders.

- **System Folder:** Apple Menu Items (folder), AutoMac™ III, Claris, Clipboard, Control Panel Items (folder), Directory Assistance, Disinfectant INIT, Disklight, Excel Settings, Extensions (folder), File.Help, FileSaver, Finder, Finder(keys), MacroEditor, MacroEditor help, MacWrite Options, Merriam Webster's Ninth, PageMaker 3.0 Defaults, Preferences (folder), Scrapbook File, Startup Items (folder), StartUpScreen, SuperClock!, Word Settings (4).
- **Apple Menu Items (folder):** Chooser, Control Panels (Alias), Fast Find, Go-Go!, Key Caps, KeyFinder, Locator, Music Player (Alias), Print Monitor, Scrapbook, SetSound.
- **Control Panel Items (folder):** After Dark, AfterDark Files, Color, Easy Access, File Sharing Monitor, General Controls, INIT Manager, Keyboard, Labels, Map, Memory, Monitors, Mouse, Sharing Setup, Sound, Startup Disk, Users & Groups, Views.
- **Extensions (folder):** AppleShare, DAL, File Sharing Extension, Finder Help, ImageWriter, LaserWriter, Network Extension.
- **Preferences (folder):** DAL Preferences, Disinfectant Prefs, Disk Clinic Info, Finder Preferences, ResEdit Preferences, StuffIt Classic Preferences, StuffIt Deluxe Preferences, Users & Groups Preferences.
- **Startup Items (folder):** Microsoft Excel (Alias), Microsoft Word (Alias).

Other items of note that might keep you from frustrating rediscovery on your own:

**Scroll 2.0v2.** This "works" but leaves the elevator bars undrawn until you click on them or resize the window.

**Norton Utilities.** The program gives a caution (warns that the Finder and System might be incompatible), but seems to work OK after you brush the dialog box aside.

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*Mac-nificent from previous page*

**"LAYO".** This 6.0.x Finder resource allowed me to "pack" more lines in a text-view window, by doing some tweaking with ResEdit. The new System files don't use this, and I haven't yet found any alternate access to this setting.

**MenuBar.** I miss the ability to "customize" the Finder menubar by using ResEdit to set command-keys for things like "Empty Trash..." The work-around has been with AutoMac III to define "macros" rather than modifying the Finder or System.

**SUM Partition.** I can't get the CDEV part of this to work, though the DA does come up.

**SuitCase II.** If you have a version older than 1.2.9, do not expect it to work. Should you want to use SuitCase (and it may be the only way to get some DAs, fonts, etc. to work), you'll need to upgrade.

**"Window to Back" FKEY.** I found this to be a neat utility, but can't get it running yet.

**A/ROSE.** This is a file that was on the disks I received, but there was no mention in the documentation (recall, my system came from the beta ranks). Nosing around in the file suggests that it is something that improves compatibility with NuBus cards.

**Space.** With the SE/30 screen, there's really a premium on menubar space. The new menu features (Labels, Balloon Help) gobble room, and menubars which are already busy may just get pushed beyond the limits of the screen.

**Virtual Memory.** This is a 'no-go' on my system. I haven't cleared enough space for one thing. The other problem comes from the "dirty" ROMs. They limit me to 8 MB. The System seems to want to allocate a 5 MB chunk, and that, added to the 5 MB in chips, pushes me over the ROM limit. Thanks, Apple.

I used the "Easy Install" feature, but will probably reconfigure as a "minimal" system and add from there. This should cut down a lot on System memory size (about 1.5 MB currently, with a 128K cache). I don't need the "file sharing" and some other features of Seven-Point-Oh at the moment. Nothing has been "cramped" yet, but I do have 5 MB of RAM. I'd shudder to try all this out on a 2 MB system.

### **Finder changes**

The Finder is greatly improved with amenities. The new "Find" utility and the "alias" function are good. I'm not sure how helpful the "Label"

attribute will become. At the loss of some speed, you can get more information on disk space and folder sizes as part of the display. Hiding window clutter is now a menu selection.

A Cmd-click on the name in the title bar will give you the list of pathnames to the folder that you have open. There are further "short cuts" which can be found in the "Help" menu when you are in the Finder.

When duplicating files, the new file name ends with the word "Copy" so that the new file shows up as expected in the directory listing. The old way, all copies ended up in the "c" zone (Copy of...), if you used the "name" view.

When you highlight a file, there is a box drawn around the selected file name. Other changes also limit the chances to delete the name of the file by accident.

### **Nice additions**

Balloon Help is OK for selected times, but is not something that many will use for long. The idea is for programs to support this, so that you can turn it on as needed to learn a new piece of software or relearn an infrequently-used one.

The Apple menu can hold things for immediate access, but I'm not sure that I like all the "icons" in the "Apple menu." If you place an alias of a program file here, you can quickly open it without going through the Finder.

The dialog for opening files offers some new twists. The font is slightly compressed if the file name is long, allowing the whole name to be read.

So far, no "HEAP," open files or open window limits have shown up. The new folder "peek" feature is neat, but again takes up more real estate on my screen.

No question, you need to have a tutorial to gain quick and easy access to all that's new. I'm sure that I'm missing techniques and features. Read the magazines for tips. Get the "Macintosh Bible" book of Seven-Point-Oh hints. Maybe the club could have a class session to get folks going?

### **Keep exploring**

For the time being, while I "experiment" with Seven-Point-Oh, I am keeping a 6.0.7 System Folder on one of the partitions, with Seven-Point-Oh on the "boot" part of the disk. The plan was to use this as a backup in case some "must use" program does not work with Seven-Point-Oh. Although the idea sounded good, I find that the trick of an Opt-Cmd-doubleclick to switch

*Mac-nificent GOTO next page*

# Mac PageMaker 4.01 resumes shipping

Macintosh  
Software



Phil Gaskill,  
Aldus Corp.

I am happy to announce that Mac PageMaker 4.01 has resumed shipping. In case you didn't know, we decided to stop shipping it when we found a problem in the program that affected Book printing.

If you had not yet received 4.01, you should (assuming you're registered with us and we still have your correct address) be getting the new version soon.

I still do not know how we are going to handle replacing the earlier version if you had already received that. It either has not been decided by the powers that be (of whom I am not one), or we in Tech Support just haven't heard yet. Please stay tuned here. If you can avoid calling us for a few days, I should be able to post the answer here, and our phone lines can perhaps not get totally clogged. (I really can't ask you not to call; use your own judgment.) *[FLASH: You must call Aldus to get the corrected upgrade if you have previously received the buggy version.—Ed]*

Here's how you can tell what "version" of 4.01 you have. If you haven't received 4.01 yet, you might want to hang on to this information until yours comes.

The easiest way to tell is to Get Info on the application. The earlier version (that we stopped shipping) will say "Version 4.01" but the new version (that has been shipping for a few days now) will say "Version 4.01." (including the extra dot).

Notice the additional period after the "01". That's how you can tell. It actually says it in two places in the "Get Info" dialog box: right at the top, and under "Version:" below the dates.

The dates and file sizes of the two versions are:

	(early)
(new)	4.01
4.01.	_____
Size	1,468,244
1,468,288	
Created	3/20/91, 12am
4/11/91, 12am	
Modified	ditto
ditto	

*[Editor's Note: The 'About PageMaker' dialog box does not distinguish between the two versions of 4.01.]*

Happy PageMaking. Again, keep your ear open here, and I will definitely post information as soon as it's available to me about what we're going to do about replacing the "earlier" version if that's what you've got. *[Again, you must call Aldus to get the free upgrade if you have previously received the buggy version.—Ed]*

Downloaded from the Chuck Bjorgen's DTP Exchange BBS.

*Mac-nificent from previous page*

Finders in System 6.0.x does not allow you to get out of Seven-Point-Oh (also true when using MultiFinder in older systems, too). I tried the "Startup Disk" control panel module, and that too fails to permit me to change startup disks on boot-up. The only way out of this so far is to boot from a 6.0.x floppy, then do the Opt-Command-doubleclick on the Seven-Point-Oh Finder in the partition. Not elegant, but it lets me use older software until something is done for an upgrade that works with Seven-Point-Oh.

Evaluation at first blush? I like what I've seen so far, and I like the fact that most programs haven't caused catatonic states. I will be less than happy if a "must use" program needs to be upgraded just to work with Seven-Point-Oh. As time goes on, the "sharing" features will need to be explored. If I need to buy a newer version to access that, then it becomes a choice of value: is the feature worth the price(s) of the upgrade(s)?

More bytes later...

TWE



# EASY COLOR PAINT

Macintosh  
Software  
Review



By Michael  
Stephenson,  
AMUG

Easy Color Paint 2.0 (ECP) by Creative Software is a low priced paint program for the Mac. It comes on 1-800k disk and is not copy protected so you can copy it to your hard drive with no problems. The minimum requirements are a Mac Plus with system 6.0.2 and up with 1MB RAM and (of course) it supports color on color Macs. I was using a Mac IIsi with system 6.0.7 and 2MB RAM (1280K free RAM after sys and inits).

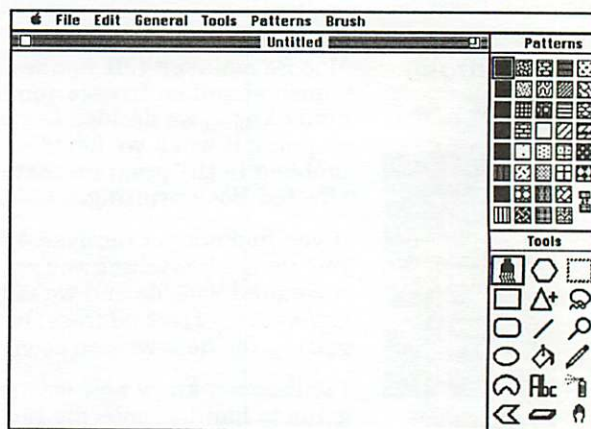
The manual (not usually the first thing I go for) is fairly basic. It runs through the commands one by one with short paragraphs on the function of each command. After the first 4 or 5 pages of this 50 page manual I got bored and had to speed-read the rest. I figure if I get stuck I'll come back to the book for help. I did have to come back to it a few times and found that it lack depth in some subjects I needed help with.

As I launched ECP I got a warning that memory was low. I went back to the manual but it was no help. Looking around I found the Get Info box said the program requires 1000K and the suggested setting was preset at 1300K. Changing this setting to 700K (this is what Canvas requires) took care of the warning but the area for painting was only about 6.5 x 5 inches. This was not good enough for me. I need at least 8.5 by 11 inches. Going back and turning off all my inits gave me 1555K free ram. This still didn't change the drawing size much. Finally, I went to the control panel and switched from 256 colors to 16 colors. This gave me all I needed. I'm not sure what is needed for full page 256 color, but 4MB RAM (not the 1MB the box says) will probably do it. I still wonder why a program that is only 175K needs so much memory.

Back into the program, the tool menu pops up on the right (that's different) and the color table at the bottom. The menu bar on top seems standard with additional headers appearing when certain tools are selected. The paint window takes up most of the screen but doesn't have any scroll bars. There is a hand tool for moving your page around in the window.

The tools pallet (below) looks normal. As expected you can select line thicknesses, fills and polygon shapes thru the menu. These tools have some nice features. For one, with the lasso you can capture a region automatically, without painstakingly tracing it, if the outline is easy to follow. Another thing I like is the ability to change the size of the radius on the rounded rectangle. All objects are bitmaps and there is a good "fatbits" screen for editing. There are also some extra tools available. An example is the

eyedropper for selecting a previously used color. It appears by holding down the shift and option keys and you select the color by placing it over the color you want on your painting and click the mouse.



ECP also has a good patterns pallet. Not only does it have the regular 2 color patterns, it also has multi-colored patterns. And you can custom design an 8 x 8 bit pattern with any colors you choose.

An added bonus that comes with ECP is their "High Tech Coloring Book". This is a collection of clip art that you can use to practice your coloring skills before mastering you artistic skills. When you have finished creating your masterpiece you will be able to save it in PIC, TIFF, or MacPaint formats. You can also open your previous works of art as long as they are in PIC or MacPaint format.

You can print to any printer in black and white, and to color quickdraw printers and Imagewriter II in color. My "Christmas Candle" printed on an Imagewriter II came out fairly well printed in color and may even find a spot on our refrigerator if I'm persistent enough.

This program has some good tools and may be suitable for children or new Mac users as well as "old pros" who just want a simple paint program. It would have been nice to have some sort of ruler to size objects. And selecting the page size was a little awkward. All in all, though, ECP seems like a nice little program and it is available from MacWarehouse for \$47.00 which seems like a fair price. It will be great for creating simple color drawings or importing MacPaint files and adding color.

From the Arizona Macintosh User's Group (AMUG) CD-ROM. Submitted by Darryl Zurn, downloaded from Chuck Bjorgen's DTP II TeleFinder BBS.



# HyperBytes: Making Your Scripting Easier

HyperCard  
Tips



by Tom  
Edwards

## HyperBytes Trivia from browsing HC 2.0

I added an "on closeStack" handler that compacts the stack if it has more than 10000 bytes free. (Frequent compacting is a recommended process to keep stacks efficient.). The compacting works fine, but there is a rather curious occurrence if I simultaneously "Quit" HyperCard. On return to the desktop (Finder), to the open folder where the stack that was compacted just prior to quitting resides, there is a new stack named "Hyper Temp 1" that has been created by the compacting operation. If I wait long enough... about 10 seconds with my SE/30... the icon of the stack that I was just working with will "jump" to the location of the "Hyper Temp 1" icon (actually replacing it, or so it seems).

This "delayed reaction" bit of animation is disconcerting. My guess is that no harm is done by this Blackstone slight-of-hand, but it is certainly not what one expects to see from the Mac. Experimenting (with copies of the stack document) suggests that I can "toss" the "Hyper Temp 1" file without damage... it seems to be just what it's labeled, a "temporary" file written (or named) during the compacting process. It cannot be opened (HyperCard opens, if you dbl-click the "...Temp 1" stack, and complains with error message -43.). However, if you trash your stack, thinking that "Hyper Temp 1" may somehow come to your rescue, beware! It won't, at least not without some hacking beyond the power of this very unHyper soul.

This "anomaly" only exists if you do the "Compact" and then immediately Quit HyperCard. If the compact is done during the session of working with the stack, and there is more than 10 seconds from the end of the Compact to the Quit selection, then this "swapping" is accomplished out of sight of twisted minds and prying eyes! (Egad! I'm sure that you all wanted to know about this! Trivia is not dead!)

### And another feature to enjoy...

The "windoids" that are now a more accessible feature of Hypercard (for "the rest of us") have proven rather neat. One in particular, "Super Grouper," has a serendipitousness use that I have accessed a couple of times.

When building stacks, there is usually an "order" that you want the fields to reside in... mainly so that they can be "tabbed" to in a logical sequence for data entry. HyperCard does provide a means to shuffle items up and down in the hierarchy,

but this seemed capricious and something that I always found hard to accomplish in earlier versions. Matter of fact, I still don't like messing with the Command and (+ or -) to get this done.

Since this is usually part of the stack construction phase, I'm more interested in getting the "order" of things right, rather than the "art" of the background (although I'm sure that the art can be moved, with no loss, in a separate operation). The following is probably something that you would do before there was any data entered into the fields, too.

If you have set all the fields, but need to get their "order" straight in the tabbing sequence, here's the tip:

- Get into the "Edit BackGround" mode
- Call up "Super Grouper" (SG) onto the screen (This is a tool from the "Power Tools" stack that comes with HC 2.0. See "MilqueToast..." below for how to get SG into your stack.)
- Select the SG "group" button (at the top-left corner of the windoid)
- Click on each item that you want from the backGround, but click them in the REVERSE ORDER of the tabbing order that you want to end up with. That is, the field that you really want to tab to FIRST would be the LAST field clicked on as you assemble the group, etc. Double-click on the last field in the group (which is the field that you want first in the tabbing order) to signal that the group is complete
- Select "New BackGround" but do not check the "Copy Current BackGround" box. You will be presented with a new, blank, background
- In the SG windoid, click on the "duplicate" button. You will be asked if you want to duplicate the current group now. Answer "Yes".
- SG will then create a new set of fields, organized in REVERSE of the order that you selected them (which ends up to be the order that you really want them!). Be patient, HyperCard takes its time to complete this, especially if you have a bunch of things to be duplicated
- Go back to your original background and delete it (after scrounging any artwork or other goodies that need salvaging).

*HyperCard GOTO next page*

I'd guess that the technique will work fine with buttons, cards, whatever. In my mind, it beats fussing with each item, one at a time, and is easier to manage for this brain damaged scripter.

Another handy item from the "Power Tools" stack is the "listObjects" function. This gives you a scrolling list of all buttons and fields on the background and card arranged in orderly sequences. The "functionality" of the routine is just to enable you to "hide" or "show" something, without having to figure out what you named something before you hid it... and promptly forgot what you called it. The routine misses the mark just a bit, 'cause each time you do a "hide" or "show" the window closes. It would be a better power tool if you could click on several items, then send the window away just once and have all of your requests taken care of at one time.

For a printed record of fields and their numeric position, hook the following script up to a "Utility Button:"

```
repeat with x = 1 to the number of bg flds
  put x&&the name of bg fld x into line x of temp
end repeat
open printing
print temp
close printing
```

(I keep a utility button in the background just to do idiot work like this while building a stack. I fill it with dumb scripts that handle mundane chores. Handlers that are not needed at the moment are quickly "deactivated" with the "script commenting" feature in HC 2.0.)

### Making Mr. MilqueToast into Rambo...

It's easy to add the utility of features such as Super Grouper and listObjects. That's available by yet another whistle in HyperCard 2.0, the "start using stack..." command. Of course, you could add these to your stacks individually, by cutting and pasting lots of scripts, resources and the like. But just adding the "start using..." line to your stack script is ever so much easier, and it helps to keep things manageable. Not only that, but you get all of the other bells and whistles within "Power Tools" as well. Try it!

More bytes later...TWE

## Finding the key to lineHeight...

I was going to use a card field to list a series of field titles, as an alternate to doing a card "picture" with field labels entered on the picture. I thought that the latter method would make it hard to align the "picture labels" and the fields that were to hold the text, what with the fields being boxes with a tad of space between the tops and bottoms of a stacked group of fields.

The "lineHeight" property for field text seemed to be just what the doctor ordered... with regular spacing on the field boxes and a similar textHeight for them, I guessed that the "lineHeight" of the underlying field earmarked for the labels could be experimented with until a good match with the field boxes was obtained.

I didn't realize just how much experimenting would be needed.

Name	
Company	
Address1	
Address2	
CityStZip	

The bottom field holds the "labels" with the "fixed lineHeight" property set to "True." This allows the lineHeight to be set to a larger (or smaller) value than would be done automatically.

Reading through a book that defined text and field properties made it sound so simple. "LineHeight" could be set in points to determine the distance from baseline to baseline. My intent was to use a textSize of 9 points for the "labels." The default lineHeight would be 12 points, but with the space between the overlaying boxes, I figured a lineHeight of about 16-18 points probably would work out about right. I set up the underlying "label" field and plopped the fields for the data on top of it, using the 9 point textSize for the data fields.

With a shrug, I instructed HyperCard to set the lineHeight of the label field to 16 points, thinking that it would be close but maybe would still need a bit of playing with to get it just right.

The lineHeight for the label fields didn't budge... 12 points, wet or dry. Changing the textSize to 12 points did move the baselines to about where I wanted them, but that made the text of the labels larger than the data. The width of the text also expanded to where it didn't fit in the horizontal space that was allocated.

I re-read property functions. Ya, just set the lineHeight to whatever you want. In the examples, the text scrunched together or spread apart just as one would figure. I tried sneaking up on the keyboard to enter the lineHeight, tried putting parts of the instruction in parentheses, even burned a small sacrifice to the HyperTalk demons to no avail. It was as hopeless as trying to get money out of the ATM with last year's passcard.

After trying all kinds of really creative HyperTalk code (some of it only shouted at the keyboard and screen!) and other stupid pet tricks, I lucked into the solution. The key to setting the lineHeight property is to set the field property to "Fixed LineHeight." This simple little



# HyperBytes: Making Your Scripting Easier

## HyperCard Tips



By Tom  
Edwards

### Conquering Menus...

Getting the idea of working with menus in HyperCard 2.0 was pretty obtuse, until reading and experimenting finally drilled the following fact home. I offer it here with the hope that my hard-won enlightenment can save a beginning scripter from having to trod the same rocky path to knowledge.

Thinking of the **menuBar** as a "container" within HyperCard helped me to put some of the pieces together. However, the **menuBar** contains containers, more like a background contains (possibly) many components, rather than as a "field" container that is pre-occupied with just text. The **menuBar** object contains the **menus**, such as **menu "File"**, which *also* are containers that contain things too; their individual menu items.

We are also dealing here with "keywords," words that HyperCard 2.0 "understands," words that are in **bold** here to help illustrate this concept. That is why you can type **hide menuBar** into the message box and viola!, rather than HyperCard complaining with an error dialog, it does your bidding instead; the **menuBar** goes away (presuming that it was showing).

Likewise, you can type **put the menus** into the message box and the "contents" of the **menuBar** will appear in the message line with the familiar "Apple File Edit Go", etc. (What did you say, that didn't work? All you got was "Apple"? That's because the contents of the **menuBar** are items on separate lines of a list, and the message box can't show deeper than one line. If you put the **menus** into a multi-lined field you'll see the whole enchilada.)

gem is not revealed in the HyperTalk Help stack. It's kind of like reading a manual on how to make love which fails to you it takes two to make the sparks fly!

So remember. If you need to set the **lineHeight** property in a field, be sure to set the "fixed **lineHeight**" property to true. They go together like Bud and Lou... or is that Bud and Spud?

More bytes later...TWE

Going the next step demonstrates that each menu of the **menuBar** is a container for yet another level of information. To see this for yourself, create a scrolling card field (name it something creative like "wizardTWE") somewhere that you can use as a test bed for this demo. Type **put menu "Go" into cd fld wizardTWE** into the message box and keep your eye on the field "wizardTWE." Did it work? It should have, and if so, each item on each line of **cd fld "wizardTWE"** is an item from within the container (that is, the menu) "Go."

"Real" HyperCard wizards may have some other rationale, but this is what helped me to understand the structure of menus. I'm far from graduating to a pointy black hat with a moon and stars on it, but at least this qualifies me for a bandana emblazoned with "I HyperTalk with Winkler!"

More bytes later...TWE

P.S. Don't forget that you have to set your "user level" to 5 to try out these examples. You access that setting on the "Preferences" card of your HyperCard 2.0 Home stack, or a similar point in earlier versions. If you can't see these selections on your copy of HC 2.0, then you are dealing with the "crippled" product shipped by Apple. The settings you want are really there, but just hidden from casual prowlers. I'll have to make that a subject for a future "HyperByte" to help you gain full utility of what you paid for.

This must be Apple's "April Fool" joke on those that pop for one of the new machines. You'd like to say that they are ahead of the calendar, but we all know that it's really the other way 'round.

### New Voice Mail Number

For the latest on meetings, for more information on mini'app'les, or to leave a message, call the voice mail line at 229-6952.

### mini'info'net BBS

892-3317

8 data 1 stop 0 parity

24 hours

# HyperCard 2.1 Info

## HyperCard 2.1 Info



By Peter  
Fleck,  
HyperCard  
SIG  
Coordinator

Following messages are about HC 2.1 which was released with System 7.0. You have to BUY the new System or buy HyperCard to get it. If you have already purchased HC from Claris, you can call for an upgrade (see below for Claris phone number). The messages were copied off the **All American Information Service BBS**, 612/338-8844, where they were posted by SYSOP Don Fitzwater after capturing them from AppleLink.

**From: John Kevin Calhoun (Apple/Claris)**

Q: What is HyperCard 2.1?

A: HyperCard 2.1 is the latest (approx. June, '91... Ed.) revision to HyperCard. It takes advantage of new features in System 7.

Q: What are the new features in version 2.1?

A: The main new feature is support for System 7 Inter-Application Communication (IAC). This allows HyperCard scripters to create programs that can communicate across AppleTalk networks, as well as to control and communicate with other System 7-aware applications.

Q: What are the system requirements for HyperCard 2.1?

A: Version 2.1 requires system version 6.0.5 or higher. Two 800k floppy drives or one floppy drive and a hard drive are required, and a hard drive is strongly recommended. When running System 7, the Macintosh should have a minimum 2.5 megabytes of RAM.

### **How to get HyperCard 2.1:**

**By calling Claris Customer Relations  
408-727-8227**

Q: How do people who bought HyperCard 2.0 from Claris get version 2.1?

A: Registered users can receive a free update to 2.1 by contacting Claris Customer Relations at 408-727-8227. Registered users are people who purchase the HyperCard 2.0 upgrade or Development Kit from Claris or a Claris reseller and who have sent in their product registration cards or registered with Claris by phone.

Q: I didn't upgrade to HyperCard 2.0 through Claris. What should I do?

A: Order the \$49 upgrade from Claris or authorized Claris reseller. The upgrade includes 5 disks of software, a 70-page New Features

Guide, and 500-page Script Language Guide.

Q: Will user groups be allowed to distribute HyperCard 2.1?

A: No. The only way to get the complete HyperCard 2.1 Development Kit or Upgrade is through Claris or its resellers.

Q: I just bought a new Macintosh. How can I get into HyperCard?

A: If you're a new Macintosh owner or haven't worked with HyperCard before, you should purchase the HyperCard Development Kit from a Claris reseller.

### **Corporate and Education Users**

Q: My company (or school) bought the System 7.0 Group Upgrade Kit CD-ROM. Can we distribute the HyperCard that came with it?

A: Up to 20 copies of the HyperCard program can be made by buyers of the Group Upgrade Kit to help with the administrative work in upgrading users to System 7. To make a greater number than this, a license must be obtained from Claris. See the instructions in the kit or the HyperCard Upgrade Licensing stack in the Administrator's folder on the CD-ROM.

Q: I am a corporate customer with a lot of HyperCard users. Do I have to buy an upgrade kit for each one?

A: No. Corporate customers can upgrade through a Volume Purchase from Claris, which requires that the customer be granted a Right To Copy license. Volume Purchases provide customers with a license to copy the software. Upgrade Manuals can be ordered separately as needed. Customers who have already licensed HyperCard 2.0 through a volume purchase are automatically covered for version 2.1 at no extra charge.

Q: What if I only need the HyperCard program, not a complete upgrade?

A: Volume Purchase terms are available for just the HyperCard program.

Q: I subscribe to Apple's System Software Update Program (ASSUP). Is HyperCard still included in this?

A: No. But some subscribers to ASSUP may have licenses which included rights to distribute HyperCard in their organizations.

Check with a Claris representative to determine if a license obtained through ASSUP currently covers HyperCard. In most cases licenses that included HyperCard have expired. If so, a new license can be obtained through Claris' Volume Purchase program.

Q: What about education customers?

A: Education sites may purchase the HyperCard Development Kit singly at a deep discount. Volume purchase discounts are available for the Development Kit and for the program only. See your Claris representative or reseller for details.

### HyperCard in the Macintosh box

Q: Is HyperCard 2.1 still bundled with every Macintosh?

A: Yes. A HyperCard 2.1 sampler will be bundled with every Macintosh in the same configuration that existed with version 2.0. That is, one 1.44MB diskette with the HyperCard 2.1 program, a Home stack, Appointments stack, Addresses stack, and the Audio Help stack.

Q: Is this a runtime version of HyperCard?

A: No. While the higher user levels of the program are hidden in the Home stack, the HyperCard program which comes with new Macintoshes is fully capable. There is no runtime version of HyperCard.

Q: If HyperCard comes with my new Macintosh, why would I want to buy the Claris HyperCard Development Kit?

A: The HyperCard sampler that is bundled with new Macintoshes is designed to introduce new Macintosh owners to HyperCard. Three useful stacks are provided so new Macintosh users can immediately put HyperCard to work, however, the bundled edition is not designed for authoring. The HyperCard Development Kit includes complete documentation to take users from beginning to advanced work, and includes 5 diskettes of libraries and tools for building software. For would-be HyperCard programmers, the Development Kit is more than just additional manuals, it is also the collection of tools and resources available in the development kit.

### HyperCard and System 7

Q: Is HyperCard 2.1 shipping with System 7 upgrades?

A: Yes. The HyperCard 2.1 program is part of the System 7 Group and Personal Upgrade Kits. The System 7 upgrades don't include

the documentation and other tools to build stacks using the new features in HyperCard 2.1. To get these you should order a HyperCard upgrade from Claris.

Q: Can we distribute the HyperCard included in the System 7 Group Upgrade Kit?

A: The license in the Group Upgrade Kit allows up to 20 copies to be made of the HyperCard program for use with stacks in the kit. To make more copies than this you must obtain a license from Claris.

Q: How do I make additional copies of HyperCard 2.1 for my organization?

A: Arrange for a Volume Purchase from a Claris representative or reseller. The HyperCard Upgrade Stack provided with the U.S. version of the Group Upgrade Kit can print the necessary license forms. This stack also includes information on how to contact Claris for pricing on Volume Purchases.

Q: Is HyperCard also included with the System 7 Personal Upgrade Kit?

A: Yes. It is in the same configuration as ships in every Macintosh accessory kit, and includes a one-user license.

Q: What about users outside the USA?

A: Except for Canada, Britain, Australia, and France, Claris and Apple have no plans to offer localized international versions of HyperCard 2.1 at this time. HyperCard 2.0 will ship with most System 7 upgrades outside the USA.

### Licensing to Commercial Developers

Q: Can a developer still license HyperCard 2.1 to include with their product?

A: Yes. Developers can license the HyperCard 2.1 program and a generic Home stack for inclusion with their value-added products for resale. They apply through Apple Software Licensing, and the fees have not changed. Developers must specifically apply for a HyperCard 2.1 license; the new version will not automatically be shipped to them.

Author: CLARIS.TECH@applelink.apple.com



# Classified Ads\*

## FOR SALE

### IW LQ Printer

ImageWriter letter quality printer. \$250. Ask for Bruce at (507) 663-3092.

### Color Studio

Color Studio program available for \$150. Call Teri at 593-9085

### Mac cable

Apple 18" system cable, \$15. Ask for David at 432-0913.

### Labview 2.0

Software and 16-channel I/O—the best in Data Acquisition systems for the Mac. Includes 2.0 & 2.06 update, both still in original shrinkwrap. National Instruments NB-MIO-16 board.

Never used. Lost engineering contract for which it was purchased. Original cost is \$3000, will sell for \$1000 or would consider swapping for used Mac II hardware, Laser-Writer printer or HP plotter. Call George at 571-7961.

### Color Printer

Tektronix ColorQuick inkjet printer with software and cable; 280dpi with ATM; works with Mac or PC. Make generous offer. Asking \$1,500 (\$2,495 new). Maridee or Joe at 944-7610.

### Apple IIGS System & Imagewriter II Printer

Apple II GS with one 3 1/2" drive and 1 1/4 mg memory on Applied Ingenuity Card upgradeable to 4 mg. Includes software. **\$1,000 or best offer.**

Imagewriter II printer - **\$250.00 or best offer.**

\$1,200 for both items if bought together.

Call 934-7500 or 1-864-3467 and ask for Cindy or Keith.

## WANTED

### Mac/printers

I am looking for a Mac II and two ImageWriter printers. Please contact Teri at 593-9085.

### Layout People

We need people to assist in the layout of this newsletter on either Macintosh or Apple computers. Call Darryl at 638-0315.

You will notice that your newsletter is quite late this month. I stated at the Main Mac Meeting that I was not going to do all the layout again. Well, I didn't have to do all of it, just 25 pages. Darryl edited most of the articles and laid out two pages and Jane Vanden Plas laid out five pages. I do not have 40 hours to devote to this every month. I have a mortgage, 11 cats and two kids to put through college. If I get stuck doing layout again I will quit altogether. I am very grateful to those who did help. I did have a group here for four hours, but how much can you accomplish in four hours? Most of it was spent trying to straighten out the club Mac.

Cindy Reeve

Mini'app'les members may run a free ad each month in this space.\* We must receive your copy by the 8th of the month.

## NOTICES

\* You can leave your ad by calling Dave at 432-0913, our BBS at 892-3317, or our new Voice Mail phone number at 229-6952. You may also mail your ad to our Post Office box.

Our staff reserves the right to make changes for completeness, clarity, appropriateness and length.

## THANKS

"Thank You" to the following for contributing content and advertising to the June issue of our newsletter:

Donald Brown  
Linda Bryan  
Thomas Clark  
Al Collard  
Randy Dop  
Tom Edwards  
Peter Fleck  
Steve George  
Phil Gaskill  
Tom Gates  
James Horswill  
Paul Jacoby  
Barry Jay Levine  
Tom Ostertag  
Cindy Reeve  
Bob Sjostrom  
Jim Shields  
Roger Wagner

&

-America Online  
-Laser Print Supply  
-MUG News Service  
-RAMCO

Your contributions of content and advertising are directly responsible for the success of our Mini'app'les Newsletter.

"Thank You" to the following Bulletin Boards for information used in this newsletter:

mini'app'les BBS  
892-3317

8 data 1 stop 0 parity  
SYSOP, Dick Peterson  
&

DTP EXCHANGE BBS  
636-7580

Sponsored by B/COM  
Publications

SYSOP, Chuck Bjorgen  
A mini'app'les member  
A BBS for Macintosh  
Desktop Publishers  
National Online  
Addresses

America Online: AFA  
Chuck

GEnie: C.Bjorgen

CompuServe:  
71241,1520

## Software Clearance Sale

### Apple Programs

Sensible Grammar Was \$99/Now \$79  
Sensible Speller Was \$125/Now \$99  
Grammatik IV Was \$99/Now \$79

### Many More - Call for Titles

"Time Out" Programs at 20% off  
The New Ultramacros  
Platinum Paint (GS)  
Mac Programs

### Printer Ribbons

Citizen C-Itoh Imagewriter Star Epson  
Sekosha

### 4 MG Memory Board for IIGS

Reg. \$495.00 - Special \$299.95

AE Memory Cards  
Memory Expansion Chips

Floppy Drives Hard Drives Computers  
(All Brands)

Modems Printer Buffers Cables  
Power Supplies

### Need Help?

Just Call: Immediate personal local response

### RAMCO II SALES

Brooklyn Park

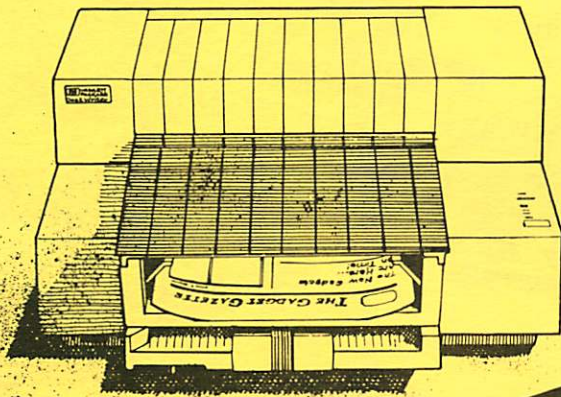
(612) 561-8144 Rodger Kent

Ramco II Sales purchased from Estate of Dick Marchiafava

## Monthly Newsletter Advertising Rates

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Sharon Gondek	(612) 644-7418	
Dave Undlin	(612) 432-0913	

# Plug and Play!



All work and no play makes for very dull documents. Here's the easiest way to put more zap in your life:

The DeskWriter printer from HP.

It has 35 available fonts. It produces crisp, clear characters in water resistant ink. It's fast. It prints at speeds comparable to laser-printers. It retails for under \$1,000.

And, it's ready to go the instant you plug it in.

See why it pays to have fun. Get down to business with the DeskWriter printer from HP.

Murray Junior High School  
2200 Buford, St. Paul  
Meeting Place for:  
Apple II DTP, AppleWorks® SIG



# TCCN

## It's FREE !!

**Twin Cities Computer Network**

- ◇ USA Today News
- ◇ Many, many forums
- ◇ 15 Access Lines
- ◇ Product Testing
- ◇ KTCA Program Listings
- ◇ Electronic Mail

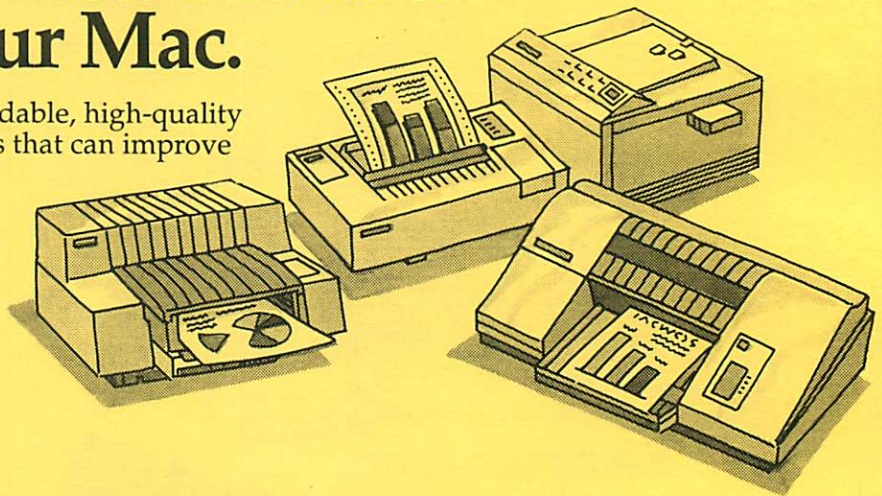
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# Laser-print Supply

## Look What Hewlett-Packard Can Do For Your Mac.

Now there's a complete family of affordable, high-quality Hewlett-Packard printers and scanners that can improve the look of your Macintosh output.



### HP ScanJet Plus Scanner For The Macintosh



**\$1077**  
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*including Macintosh interface*

- High-quality text and image scanning
- Easy operation with one-screen scanning, Live Preview, and on-line help
- Grayscale and color image-editing software included
- Optional 20-page feeder for text scanning

## Laser-print Supply

1568 Selby Avenue  
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*1/2 mile south of I-94, Snelling Ave. exit*

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