



# mini'app'les

newsletter

\$2

Vol. 15  
No. 7

The Minnesota Apple Computer Users' Group, Inc.

# JULY 1992

Calendar  
of  
Events

M	T	W	T	F
		1	2 <b>Mac Main Meeting</b> Bloomington Educational Center 90th St & Portland Ave. So. 7:00 p.m., Rooms 210-211 Subject: Financial Utilities Speaker: John Fox Mike Carlson: 866-3441 Melvyn Magree: 559-1108	3
6	7 <b>Shows &amp; Expo's</b> Washburn Library, 7-9 p.m. 5244 Lyndale Ave. So. Mpls. Topic: Multimedia Tom Gates: 789-1713	8	9 <b>mini'app'les Board Meeting</b> Lexington Branch Library University & Lexington Aves. St. Paul, MN, 7:00 p.m. David Laden: 488-6774	10 <b>Programers Workshop/Think-C</b> 1-4 p.m. VanCleve Park Bldg 15th Ave. SE & Como Saturday, July 11 → Keven Kassulker 535-2968
13 <b>Fourth Dimension™ SIG</b> Autoline, 2714 Patton Rd, St. Paul, 7:00 p.m., Ian Abel: 824-8602 <b>Apple II &amp; GS Main Meeting</b> Washburn Com. Library 7:00 p.m. 5244 Lyndale Ave. So. Mpls. Subject: GNOME, Multitasking Tom Ostertag: 488-9979	14	15	16 <b>FileMaker Pro SIG</b> Highland Park Library 7-9:00 p.m. Steve Wilmes 450-7448 <b>North Shore Mac CIG</b> Bethlehem Lutheran Church Grand Marais, 7:00 p.m. Jim Ringquist: 218-387-2234	17
20	21 <b>MacCAD/E SIG</b> Micro Age Computers, 5909 Baker Rd. Suite 530, Minnetonka 7:00 p.m., Bill Langer: 937-9240, Daron Applequist: 938-7001 <b>MircoSoft Works SIG</b> Highland Br. Library, 7:00 p.m.	22 <b>Mac Desktop Publishing SIG</b> Jefferson El. School, Rm 201 25th St & Hennepin Ave. So Bob Grant: 827-6294 <b>Shows &amp; Expo's</b> Oxboro Library, 7-9 p.m. Topic: Multimedia Overview Tom Gates: 789-1713	23 <b>AppleWorks® SIG</b> Fridley Library, 410 Mississippi, Fridley, 7:00 p.m. Subject: What's New for AppleWorks Jim Shields: 434-9836 (NOTE: A picnic is scheduled for August 27 for all members.)	24
27 <b>Mac Novice User SIG</b> Highland Park Library, St. Paul, 7:00 p.m., Richard Becker: 870-0659	28 <b>Mac Programmer SIG</b> Van Cleve Park Activity Bldg. 15th Ave. SE & Como, 7:00 p.m. Pro. Tools & Topic Gervaise Kimm 379-1836	29	30	31

**Notes:**

The deadline for articles is the 1st of the preceding month. If you want your article in August's newsletter, we must have your copy by the 1st of July. We accept advertising and want ads until the 10th of the month.

Coordinators, please call Dick Aura (941-1198) by the 1st to have your meeting listed correctly.

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

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



**Board Members:**
**Board of Directors**

President	<i>David E. Laden</i>	488-6774
	675 West Wheelock Pkwy, St. Paul, MN 55117	
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	2078 Highland Parkway St. Paul, MN 55116	
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Treasurer		
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Operations & Resource	Allen Mackler	424-8889
SIG: Macs	Tom Shaff	225-1191
SIG: Apples	Tom Gates	789-1713
Director At-Large	Jason Mooney	894-3778

**Coordinators**

Beginners Consultant	Earl Benser	884-2148
Dakota County Shows & Conventions Volunteer Coordinator	Tom Michals	452-5667

Mac Users SIG	Mike Carlson (days)	866-3441
	Melvyn Magree	559-1108
4th Dimension SIG	Ian Abel	824-8602
CAD & Engin. SIG	Bill Langer	937-9240
DeskTop Pub. SIG	Bob Grant	827-6142
FileMaker Pro SIG	Steve Wilmes	450-7448
HyperCard SIG	Peter Fleck	370-0017
Mac Computer Art. & Design SIG	Joy Kopp	440-5436
Mac Novice SIG	Tom Lufkin	698-6523
Mac Programming SIG	Gervaise Kimm	379-1836
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		
Beginner's Basic SIG	Tom Alexander	698-8633
Languages/Tech SIG	Wesley Johnson	636-1826
Tech. Adviser (hardware.)		

**Software Director's Staff**

Mac eDOMs:	Jacque Gay, Jim Spencer & Mary Kosowski
Apple eDOMs:	Bill Job, Randy Peterson & Tom Gates
eDOM Sales:	Mac - Allen Mackler & Mary Kosowski Apple - Les Anderson

**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	Karen Samuels	827-2966
TC/PC	Gervaise Kimm	379-1836

*Circulation this issue: 1000*

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**Questions** – Please direct questions to an appropriate board member. Users with technical questions should refer to the Members Helping Members section.

**Membership** – mini'app'les  
 attn: Membership Coordinator  
 P.O. 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	\$1.00
	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	disk,
<b>Non-Members:</b>	5 1/4" eDOMs	\$6.00	\$4.00
	3 1/2" Apple/Mac eDOMs	\$10.00	maximum.

Make checks payable to: mini'app'les  
 Mail to Mini'app'les: Attention: eDOM Sales  
 P.O. 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, David Undlin, 6670 West 133rd St., Apple Valley, MN 55124 or upload to David on the mini'app'les BBS or DTP Exchange BBSs. You can also reach Dave at 432-0913 (voice & FAX).

**Deadline for material for the next newsletter is the 1st of the month.** An article will be printed when space permits and, if in the opinion of the Newsletter Editor or Manager, it constitutes material suitable for publication.

**Meeting Dates** – Please phone calendar dates and changes to:  
 Dick Aura at 941-1198.

**mini'app'les BBS** – 892-3317, 24 hours: 8 data, 1 stop, 0 parity

**mini'app'les Voice Mail** – 229-6952

**Advertising** –

**Newsletter Publication Staff**

Publications Director		
Newsletter Manager	David Undlin	432-0913
Editor	Michelle Parks	571-3788
Advertising		
Production Manager		
Layout	Earl Holdridge	922-7311
Layout	Jane Vanden Plas	537-4384
Calendar/Delivery	Dick Aura	941-1198
Contributing Editor/Layout	Tom Edwards	927-6790
Contributing Editor	Peter Fleck	370-0017
AppleLink Contributor	Rand Sibet	560-8103



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### The Fine Print

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

### IF YOU ARE MOVING . . .

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

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

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

PRINT YOUR NEW ADDRESS HERE

Street: \_\_\_\_\_  
 City, St., Zip: \_\_\_\_\_

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

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

Please accept my  
 mini'app'les MEMBERSHIP APPLICATION.

Please Print or Type:

1. Name \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Res. phone \_\_\_\_\_ Bus. \_\_\_\_\_

Renew ID# \_\_\_\_\_ Exp. Date \_\_\_\_\_

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

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

3. Please tell us your special interests:

Which personal computer do you use:

- |  |  |
|--|--|
| <input type="checkbox"/> Apple II            | <input type="checkbox"/> Macintosh Portable      |
| <input type="checkbox"/> Apple III           | <input type="checkbox"/> Macintosh Powerbook     |
| <input type="checkbox"/> Apple IIe           | <input type="checkbox"/> Macintosh Quadra        |
| <input type="checkbox"/> Apple IIc           | <input type="checkbox"/> IBM or IBM clone        |
| <input type="checkbox"/> Apple IIc+          | <b>Areas of Interest:</b>                        |
| <input type="checkbox"/> Apple IIGS          | <input type="checkbox"/> Business Application    |
| <input type="checkbox"/> Laser - Other _____ | <input type="checkbox"/> Home Application        |
| <input type="checkbox"/> Macintosh Plus      | <input type="checkbox"/> Educational Application |
| <input type="checkbox"/> Macintosh SE        | <input type="checkbox"/> Desktop Publishing      |
| <input type="checkbox"/> Macintosh Classic   | <input type="checkbox"/> Other _____             |
| <input type="checkbox"/> Macintosh LC        | <b>Do you own or use:</b>                        |
| <input type="checkbox"/> Macintosh II        | <input type="checkbox"/> Printer                 |
| <input type="checkbox"/> Macintosh SE/30     | <input type="checkbox"/> Laser Printer           |
| <input type="checkbox"/> Macintosh si        | <input type="checkbox"/> Modem                   |
| <input type="checkbox"/> Macintosh fx        | <input type="checkbox"/> Scanner                 |
| <input type="checkbox"/> Macintosh IIcx/IIci | <input type="checkbox"/> Other _____             |

Referred by: \_\_\_\_\_

Check if interested in volunteer opportunities.  
 Special Areas: \_\_\_\_\_

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  
 P.O. Box 796  
 Hopkins, MN 55343

# AUGUST 1992

Macintosh Main Meeting.	Thur., Aug. 6	Bloomington Educational Center 90th & Portland	Note 6
Programers Wk. Shp..	Sat., Aug. 8	Van CLeve Pk. Bld. 15th Ave. & Como	Note 21
Apple II & GS Main Meeting	Mon., Aug. 10	Washburn Library, 5244 Lyndale Ave South	Note 11
Board Meeting	Thur., Aug. 13	Lexington Branch Library, St. Paul	Note 1(members welcome)
Micro Soft Works SIG	Tues., Aug. 13	Highland Br. Library, St. Paul	Note 10
Fourth Dimension SIG	Mon., Aug. 17	Autoline, 2714 Patton Road, St. Paul	Note 2
MacCAD/E SIG	Tues., Aug. 18	Micro Age Computers 5909 Blake Rd., Mtka.	Note 8 & 19
FileMaker Pro SIG	Thur., Aug. 20	Highland Park Library, St. Paul	Note 20 (New SIG!)
North Shore CIG	Thur., Aug. 20	Bethlehem Lutheran Church, Grand Marais	Note 15
Mac Novice SIG	Mon., Aug. 24	Highland Park Library, St Paul	Note 9
Macintosh Programmer	Tues., Aug. 25	Murray Jr. High, 2200 Buford, St. Paul	Note 18
Mac Desktop Publishing	Wed., Aug. 26	Jefferson El Sch Rm 201, 25th & Henn.	Note 3
AppleWorks® SIG	Thur., Aug. 27	Picnic at Sucker Creek for ALL members.	Note 10

1. Dave Laden	488-6774	6. Melvyn Magree	559-1108	11. Tom Ostertag	488-9979	18. Gervaise Kimm	379-1836
2. Ian Abel	824-8602	7. Joy Kopp	440-5436	12. Mark Evans	377-9000	19. Daron Applequist	938-7001
3. Bob Grant	827-6294	8. Bill Langer	937-9240	15. Jim Ringquist	(218) 387-2234	20. Steve Wilmes	450-7448
4. Mike Carlson	866-3441	9. Tom Lufkin	698-6523	16. Tom Michals	452-5667	21. Kevin Kassulker	535-2968
5. Peter Fleck	370-0017	10. Jim Shields	434-9836	17. John Hackbarth	(715) 246-6561		

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

## 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 during appropriate times.

<b>Macintosh</b>	<b>Key</b>	PostScript	8	Quicken	25	Prosel	2
Adobe Illustrator	21	Power Point	5	Talk Is Cheap	3	TML Basic	3, 10
Beginners	13, 14	QuickBasic	5, 6	TimeOut	2	TML Pascal	3, 10
Canvas	5	XPress	21	TO Graph	2	Writer's Choice	15
FileMaker II, Pro	1, 17						
Freehand	22	<b>Apple II</b>	<b>Key</b>	<b>Apple IIGS</b>	<b>Key</b>	<b>Apple III</b>	<b>Key</b>
General	14, 17, 18	AppleWriter	2	AppleWorksGS	15	General	12
Helix	16	AppleWorks	2, 23, 25	APW	20, 23		
HyperCard	6, 9	Ascii Express	3	Complete Pascal	10		
MacDraft	5	BASIC	5	Delux Paint II	25		
MacDraw	5	Beagle Buddy	23	General Information	3, 10		
MacPaint	5	Dazzle Draw	25	Graphic Writer II/III	15		
Mac OS	4	DB Master	7	GS/OS	3, 10		
Microsoft Excel	5, 6, 17, 18	Educational Software	25	HyperStudio GS	3		
Microsoft Word	4, 5, 6, 14, 17	General Information	25	Merlin 16+	15		
Microsoft Works	11, 17	Home Acc'n't	20	Mousetalk	15		
Networking	5, 6, 13	PublishIt!	23, 25	PaintWorks Plus/Gold	15, 25		
PageMaker	4, 6, 17	ProTERM	23, 25				

if you would like to be a "Members Helping Members" volunteer, please leave your name & phone number on our BBS or leave a voice-mail message at 229-6952.

1. Steve Wilmes	450-7448	E	9. Peter Fleck	370-0017	DEW	16. Arnie Kroll	433-3517	E
2. Tom Ostertag	488-9979	E	10. Randy Dop	452-0425	EW	17. Michael Foote	507-645-6710	DEW
3. Tom Gates	789-1713	EW	11. Ed Spiter	432-0103	D	18. Richard Becker	870-0659	EW
4. Tom Edwards	927-6790	E	12. Bob Rosenberg	377-4300	EW	20. Steve Peterson	922-9219	EW
5. Earl Benser	884-2148	EW		340-0234	D	21. Jodi Roste	933-1698	EW
6. Dan Buchler	435-3075	E	13. John Hackbarth	715-246-6561	D	22. Nancy McClure	227-9348	DEW
7. Ann Bell	422-1115	E	14. Jim Horswill	379-7624	DEW	23. James C. Fullwood	454-7610	EW
8. Fritz Lott	377-3032	E	15. Tom Michals	452-5667	DEW	25. Rand Sibet	560-8103	EW

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



# Announcements:

## Room For a View

— Viewpoint, that is. Terri Ross takes on local computer training centers in a new newsletter feature!

### Viewpoint



by Terri Ross

Very few of you who are reading this article were formally educated in the field of computers and software. Most of us have come to the rapid realization that our lack of awareness in the area of computers, if not addressed, would eventually force us to be out of touch with today's growing business opportunities. As if growing older was not difficult enough, we must now also be envious of the youth of today, who can grow up in an environment which teaches them that a "hard drive" is more than a solid hit off the baseball bat.

The need for computer training and education is best evidenced by rapid growth in facilities which offer it. A recent directory in *Computer User* listed over 75 training centers in the Twin Cities which offer classes and/or training on Macintosh and IBM systems and software.

Having personally attended several of these facilities, I will tell you first hand that the quality of education these classes offer is as varied as the personalities of the people who teach them.

So, how does a neophyte determine which school to attend when in need of computer education?

... I will be writing a monthly article on the different Macintosh classes available from this diverse range of educational facilities.

Beginning next month, I will be writing a monthly article on the different Macintosh classes available from this diverse range of educational facilities. Each month I will select a different facility, which I will evaluate based on criteria which include class

offerings, facilities, qualifications of the instructor(s), price (relative to other facilities), ease of access, etc. My evaluation will be the result of having audited several of the course offer-

*Viewpoint continues on page 18*

## New Members

by Rand Sibet

### New Members:

Aaland, Owen	55992	507-732-5697
Austin, Chris	55437	612-893-0191
Czuprinski, Henry	55419	612-874-9774
Hawkins, George S.	55418	612-781-0465
Hiatt, Marilyn	55407	612-729-6513
Ho, Tony	55414	612-566-1312
James, Kevin L.	55401	612-673-9115
Kuczaboski, Michael G.	55117	612-489-8336
Lee, Kevin	55108	
Lyon, Craig	55416	
Mackey, Sandra	55105	612-690-0264
Peterson, Brian	55125	612-738-9399
Polymeros, Boya	55441	612-541-0954
Pursel, William	55416	612-377-2122
Reardon, Richard C.	55126	612-784-5884
Sheggeby, Steve	55331	612-470-6800
Starobin, Michael A.	55105	612-690-3017
Vlcek, Nick	55347	612-943-0952

### Corporate Members:

McGraw-Hill Healthcare Group  
Northern Hydraulics

### Sustaining Members:

Dop, Randy L.  
Gates, Thomas A.  
Hoaglund, Gary B.  
Laden, David E.  
Lufkin, Thomas M.  
Miner, James F.  
Nelson, Clarence W.  
Settevig, Lisa  
Shaff, Thomas  
Woods, Cordell

### Sponsoring Members:

Anderson, Les  
Bieger, Walter  
Carlson, Greg  
Dop, Randy L.  
Fleck, Peter  
Gates, Tom  
Grant, Bob  
Laden, David E.  
Lufkin, Tom  
McFarlane, Bill  
Mooney, Jason  
Ostertag, Thomas  
Rasmussen, Gerry  
Sibet, Rand  
Sommers, Dan  
Trotman, John  
Undlin, David  
Wilmes, Steve

New  
Members

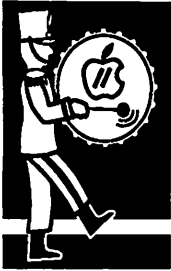


by Rand  
Sibet



# June Apple II Main Meeting Minutes

## Main Apple II Meeting Minutes



by Tom  
Ostertag

The omens for this meeting weren't good ... the meeting date in the Newsletter was wrong, I had the same problem with a meeting at work, I didn't have the computer, the overhead projector, the PC viewer ... I hadn't been able to talk to the presenter until an hour before the meeting ... talk about frustration! As things turned out, Mike Carlson did leave the viewer and projector at the Library, Erik Knopp brought the computer, Mike Horwath showed up with his software and everything just fell into place ... (We don't just appreciate serendipity, we rely on it. ...)

We had introductions and then announcements ... the first being that the Main Apple meeting was not on the 15th ... (Fortunately, Tom Gates is having a meeting for the Software Fair at Washburn at 7:00, so he may pick up a few additional attendees.) The AppleWorks Meetings will be held at the Fridley Library on 410 Mississippi for June and July and then there will be a Picnic on 27 August, 6:00 at the St. Paul Waterworks Picnic Area, just east of Rice Street on Hwy 96.

There were several interesting questions and as usual, they were amply answered by the Apple II attendees ... why doesn't my GS recognize my 5.25" drive under System 6.0, (reinstall System 6.0 ...) anyone using "Pointless", (yes, and Jim Gronvall even had a sample printed on an Image-Writer ...) Any new eDOM's ... (sure, just ask Les Anderson ...) After the spirited Q&A, Tom Gates introduced Mike Horwath, who is a local GNO/ME programmer. Mike volunteered to demo some new shareware for System 6.0. One of the programs, Desktop Utilities (DTU) allowed one to see more information about files than just the standard found with the icon. Another allowed one to launch other programs from a second menu ... a third, called Scarabaeidae went and collected all of the Finder fragments that were scattered throughout memory (wasting space ...) and consolidated them. BTW, this is the family name for scarab beetles and dung beetles ... I assume that's why the program was named that, 'cuz it goes around and collects all of the drop-pings. After that the presentation focused on ProSel 16, which Mike said was the greatest thing since sliced bread. Lots of questions on ProSel ... and then the Librarian showed up and said that the Library was closing.

The meeting regathered at Perkins for food, conversation, comments and discussion of the relative merits of various bulletin board programs. Also discussed were esoteric topics like programming with punched tape and how did the french

fried cheese sticks taste. The crew was still going strong when I left, talking about Star Wars on the University of Minnesota mainframe a few years back. ...

Next month, Mike Horwath will return and talk about a multitasking environment application on the IIGS running under GNO and System 6.0. He affectionately referred to the program as GNO/ME ... Anyway, if you'd like to find out about multitasking on the IIGS, come to the Washburn Community Library on 13 July at 7:00 p.m. You won't be disappointed. See you there. ...

Tom 🍏

*Mac SIGs continued from page 7*

Kimm, 379-1836, has the most accurate information about time and place.

by Steve Axdal

## Mac HyperCard SIG

Next Meeting: **NO MEETINGS SCHEDULED**

SIG Coordinator Wanted

Effective with the June 22 meeting, I am resigning as the Special Interest Group Coordinator for the HyperCard group. I hope to devote more time to writing (including writing for the club newsletter) and to volunteering in other ways for the club.

**Duties:** The bottom line is to schedule the meeting site, get the club computer and the projection equipment to the meeting, and announce the site and time in the newsletter. Extras include scheduling speakers and demos.

If you are interested in becoming the coordinator, please call me at 370-0017. You can also leave a message for me on the BBS.

You do not have to be a HyperCard expert to coordinate the SIG! It is a great way for a novice to learn more about HyperCard by talking to the pros and arranging to have them come and present programs.

If no one volunteers to coordinate, I may try to put together another SIG in the fall. Watch the newsletter for details.

by Peter Fleck 🍏



---

# Macintosh SIG Minutes

Macintosh  
SIG Minutes



by Steve  
Axdal and  
Peter Fleck

---

## Mac Programmer's SIG

The May Mac Programmer's meeting was held on May 26th, the regular fourth Tuesday of the month, at Murray Jr. High School in St. Paul, just behind Luther Northwestern Seminary. The meeting began with a discussion of code generators. Building on April's demonstration of Prograph, this discussion dealt with the differences between Prograph, Serious, ZBasic, AppMaker and Marksman, as well as comments on class libraries.

AppMaker, Marksman and Prototyper are examples of interface generators. They are particularly useful in early stages of program development to quickly put a personality on a program. Marksman was commended for serving as a glorified resource editor, allowing generation and arrangement of resource details. Marksman also has some capability of simulating a program. ZBasic comes with a program generator which offers very similar interface generation capabilities but also allows the actual program algorithms to be developed as well. All four programs mentioned generate source code for their interfaces and provide demonstrations on how to use and call system resources. Prograph and Serious, like ZBasic and Smalltalk, provide an environment to program in. However, their environment is largely graphical. You don't so much write code as draw it. Currently, Serious allows quicker program generation, but restricts you more to built-in objects. Prograph appears to be closer to the base machine, but allows more access to the insides of its objects. Think Class Libraries were also mentioned as ultimate interface generator aids. With *suitable* class libraries, you simply invoke an instance of the object and off you go. If you don't like it, create a subclass and modify only those aspects which you want to change. The kicker is finding those *suitable classes*! The upshot of the discussion was agreeing that the August 25th Programmer's SIG will feature a 'shoot-out' comparing Marksman and AppMaker.

The main topic for this meeting was SuperCard, presented by Jeff Brown. At first glance, SuperCard looks like HyperCard. Then you notice the multiple windows and the color. Closer inspection divulges support for System 7 and Apple Events, beating Claris in their own game. SuperCard actually comes as two programs, SuperCard and SuperEdit. SuperEdit is the toolbox, containing nifty tools for managing SuperCard projects in a ResEdit flavored way. However, SuperEdit won't run the project. SuperCard is the environment for running the project, but with greatly inferior tools for managing resources. This personality split begs for unification.

SuperCard is based on the concept of a project rather than HyperCard's stack. A project has a window, or several windows of different types. The multiple windows are the most obvious difference from HyperCard, which provides a predefined window for the stack. From there, windows and stacks both contain backgrounds, which contain cards, which contain fields and buttons. Both allow other stacks or projects to be accessed just below the parent level to include handlers from other projects (stacks).

Jeff demonstrated SuperCard with a program which graphically displayed personality traits. The key feature of the program was the real time updating of the personality trait graphs, allowing near instantaneous comparison of the personalities of different people. Additional text fields displayed trait scores calculated from a base set of indicators. SuperCard was selected due to its ability to show arbitrary geometric shapes and colors. Development of the program highlights the power of independent windows within a project. Reports from the personality data could be generated with additional windows to provide a smooth and responsive program (especially on the IIfx target machine). The application also demonstrated the power of prototyping environments for use in niche applications. Use of SuperCard meant that the program could be developed in a timely fashion with innovative refinement of the features and still be affordable. Jeff estimated that developing a similar application from the ground in C or Pascal would have taken at least five times longer just to get an initial application up. This was the case even with the time needed to become proficient with SuperCard rather than HyperCard.

June's program will cover (will have covered?) a General Introduction to Object Orientation by Steve Link, and also a program called tickle, based on the tiny command language, tcl. July is a bit up in the air, the date is July 28th, and probably will cover MPW, Apple's designated development environment. August is the Marksman vs. AppMaker shootout. Sometime in the fall, depending on Apple's release of version 2.5 of HyperCard, Peter Fleck will be invited to give a review of HyperCard. The monthly programmer's workshop is on the second Saturday afternoon of the month. The Saturday meeting is intended to be a hands-on workshop for dealing with specific questions, and a venue for demonstrating neat hacks. Saturday times are from 1 p.m. to approximately 3-4. Location is still variable, so this is just a heads-up notice. Gervaise

Mac SIGs continues on page 6



# HyperChatter

## Getting Answers on Our BBS

by Peter Fleck

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Problem  
Solving on  
our BBS



by Peter  
Fleck

What follows is a series of messages from the HyperCard area of the Mini'apples' Mini'Info'Net BBS. It took place during a week in June. Even if you're not interested in HyperCard, this is a great example of how members are helping members on the BBS.

All Mini'apples' members are able to link up with the BBS and share in these discussions. Other areas besides HyperCard are: About Mini'apples, Chit-Chat, General/Misc., Talk.Bizarre, System News/Suggestion Box, Apple II People, Mac People, Newsletter, Apple IIGS Users, Marketplace, Appleworks Q&A, eDOMs Q&A, Apple II Novice, Mac Novice, Desktop Publishing, Shows & Expo's, and Fun 'n Games. Just call 892-3317 (8 data, 1 stop, 0 parity). The BBS is online 24 hours a day. Have your membership number ready if it's your first call. (The membership number is on your newsletter mailing label or on your membership card.) This is the best way to stay current on what's happening in *your* club.

Subject | "SORT" Command  
To | All  
From | Kevin Houle

I could use some advice/suggestions/opinions, etc. I've been finishing up a new Book Library stack for my wife and I use it to catalog all of our books. I've included a "Sort" button that will sort all the cards by "Title," "Author," or "Classification" (these are all bg fields). It sorts everything fine, and I've even scripted the button to sort the authors by last name even though the names are entered —> First Last. What I'd like to figure out is if there is a way to skip the first words "THE" or "A" when sorting by "Titles." We could enter them —> "HyperCard Beginner, The," but we'd rather be able to enter the titles 'as is' and have "The"s and "A"s skipped when sorting.

I've been able to put together a nice stack so far, but I'm a beginner at scripting and I can't seem to find a solution to this problem in any of the HyperCard manuals, so ...

What I'd like to figure out is if there is a way to skip the first words "THE" or "A" when sorting by "Titles." We could enter them —> "HyperCard Beginner, The," but we'd rather be able to enter the titles 'as is' and have "The"s and "A"s skipped when sorting.

Any help would be greatly appreciated!

Subject | Re: "SORT" Command  
To | Kevin Houle  
From | Jacque Gay

I don't think there's an easy way around your sort problem. The best way is to bite the bullet and go ahead and enter your titles as "HyperCard Beginner, The." Sorry.

Subject | Re: "SORT" Command  
To | Jacque Gay  
From | Richard H. Becker

Jacque, isn't it possible to have HyperCard read in the title, take the first word of it, compare it to "The" or "A," and if they are the same, have it then use the second word. (I suppose it may have to strip the first word, store the revised titles in a temporary container (?), invisible field (?) or something, sort that, and then read back. OOPs, the read back versions will be the stripped ones. Sorry.)

Subject | Re: "SORT" Command  
To | All  
From | Kevin Houle

Thanks Jacque and Richard ...

I'm still tinkering ... haven't found a solution yet, but I'm still trying. Any other ideas out there?

Subject | Re: "SORT" Command  
To | Kevin Houle  
From | Leroy O Sorenson

Kevin, you asked if there were any other ideas out there (to solve the sort problem with titles beginning with "the" or "A." Well, you could avoid buying books that begin with "the" or "A."

Subject | Re: "SORT" Command  
To | Leroy O Sorenson  
From | Steve George



Give this man a cookie!

Subject | Re: "SORT" Command  
To | Richard H. Becker  
From | Jacque Gay

I'd thought of your solution but it seemed like too much scripting for a novice (aren't I presumptuous?) What he'd have to do is write a script that scanned every card, looked for an initial "A" or "The," and if the article exists, rewrite the title in reversed fashion and store it in a temporary container (a variable would be fine if he's using HyperCard 2.x, otherwise a hidden bg field which stored the altered name on each card.) Then he'd do a sort on either the variable or the hidden field. Then he'd have to run another script that scanned the second item of each title and put the title back together the way it was if the title contained "a" or "the" at the end.

Since speed might be an issue here, I thought this solution a little awkward. But it is possible to do if that is the desired effect and speed isn't a concern.

Subject | Sortin' and snortin' in HC  
To | Kevin Houle  
From | Thomas W. Edwards

Always some other way to skin the cat ...

I'd say that you have all of the pieces to pick from with the previous answers. My choice would be to use a background field (hidden) that is the "sort field" stand-in for the Title field. Each time that you close the title field, the closefield message would be intercepted by a background handler (on closefield) to look at the title, organize it as you want by stripping "The" "A" etc and place the sortable form in the hidden field. Your sort routine then just needs to be directed to the hidden field when you sort on the title.

The sort field is always ready to go this way. The "overhead" of preparing the field is only done when the title field has been changed.

Subject | Re: Sortin' and snortin' in HC  
To | All  
From | David Undlin

Although I am not proficient in HyperCard, it seems to me this discussion may have enough interest to be included as an article in the newsletter. "HyperChatter from Our BBS" or something such as that. Is someone willing to organize and submit the material?

# TELECOM DICTIONARY

From PAC News

- MODEM:** What landscapers do to lawns.
- TOKEN RING:** A virtual engagement gift.
- ETHERNET:** A device for catching the Ether Bunny.
- DATAPAC:** A size 14 girl in a size 8 bikini.
- ASYNCH:** A place to wash your hands.
- BSYNCH:** The place where Elton John washes his hands.
- BBS:** Tall tales told by insects that produce honey.
- ASCII:** Ancient god of Telecommunications. Rumored to give vast amounts of data to believers. Hence the phrase, "ASCII and you shall receive."
- BLOCK PARITY:** One heck of a good time enjoyed by the whole neighborhood.
- CARRIER DETECT:** Raison d'etre for premarital blood tests. Also, listening for the postman's footsteps.
- FILE TRANSFER:** Procedure followed by staff who are tired of their jobs.
- HAYES COMPATIBLE:** Prone to riding with a grizzled old cowhand who sings off-key. Gabby Hayes is the industry standard.
- SERIAL INTERFACE:** A spoon.
- TERMINAL EMULATION:** A function performed by a canary that lays on its back with its legs in the air.
- X-MODEM:** A device on the losing end of an encounter with lightning. Or, 300-baud modem after the user has seen a 2400-baud modem.
- TELEPHONE JACK:** The guy that installs your telephone.
- YMODEM:** Because it's fun!

*from ACES  
uploaded to our BBS by Rand Sibet 🍏*

Subject | HyperCard "SORT"  
To | All  
From | Kevin Houle

Jacque, Richard, Thomas, Dave, etc....

Thanks again for all the suggestions!! You're right, Jacque, I'm still a novice scripter, but through all my reading and studying, I think I now know enough at least to try the hidden field idea. I'll have to re-read the previous posts a few times and make sure I understand the process. If I do succeed, then I can decide how the speed of the overall SORT is affected. As far as all this being part of a Newsletter ... Why not? Especially if it'll help out other novices like me. Thanks again, all (and if you think of some other ideas, be sure to let me know!).

Subject | Newsletter article  
To | David Undlin  
From | Peter Fleck

David, I'll go through the material and prepare an article for the newsletter. I'm going to keep it pretty simple and I'm going to include message headers in some shape or form to give folks some idea of what our BBS is like. Will be in your hands by 6/10.

Subject | Sorting  
To | All  
From | Peter Fleck

Here's the script I put together after reading all the comments. Put it in your "Title" field, Kevin. It's based on Tom Edward's post although Richard and Jacque certainly provided fuel.

```
on closeField
  get target
  if the first word of it is "The"--
  or the first word of it is "A"
  then delete the first word of it
  put it into field "Sort Key"
end closeField
```

To sort your cards, just create a button or whatever and use the line:

```
sort stack by field "Sort Key"
```

Refinements? Enhancements? I did think of a user-defined handler etc. but for someone starting out with scripting, I think this is the easiest way.

Subject | Re: Sorting  
To | Peter Fleck  
From | Jacque Gay

That works. I guess you don't need to tack on the

"a" or "the" at the end of the sort field since it will alphabetize fine without them. (I probably would anyway, but then, I'm kind of compulsive.)

Subject | Re: HyperChatter  
To | Dave Undlin  
From | Leroy O Sorenson

Good idea, Dave, and thanks to Peter for volunteering to massage the postings into a newsletter

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**SUCCESS!!** Thanks to everyone who contributed ideas and suggestions for solving my "Sort" dilemma!!

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article ... I particularly like Peters idea of keeping the format close to original, to try to give our non-bbs members an idea of the flavor of bbs chatter. And I note we always seem to be getting more new people showing up: WELCOME! and join in!

Subject | Sorting Success!!  
To | All  
From | Kevin Houle

**SUCCESS!!**

Thanks to everyone who contributed ideas and suggestions for solving my "Sort" dilemma!! Using Peter's script (see previous postings on this board) in the "Title" field of my library cards, here's the script for the SORT button that sorts \*and\* indexes the stack:

```
on mouseUp
  answer "SORT your PERSONAL LIBRARY by. .?"--
  with "Title" or "Author"
  put it into sortReply
  if sortReply = "Title"
  then sort stack by bg field "Title Sort"
  if sortReply = "Author"
  then sort stack by last word of bg field sortReply
  lock screen
  put empty into indexVar
  repeat with countVar = 2 to the number of cards
    set the cursor to busy
    go to card countVar
    put bg field "Title" & return & bg field "Author"--
    & return & Return after indexVar
  end repeat
  go to card "Index"
  put indexVar into card field "Entries"
  unlock screen with visual dissolve slow
end mouseUp
```

*From Our BBS continues on page 18*



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# How to Review Software

A step by step guide to writing an evaluation of software and generating material for the Mini'app'les newsletter. [hint, hint -Ed]

---

software  
news



submitted by  
Rand Sibet

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What the reader would like to know is whether or not you think this is an appropriate program for the user, and under what circumstances it is useful (or not, as the case may be). It would be useful to have your judgement on the level of user it is targeted for (novice, average, expert) and how well it does its job. If you have had occasion to call on the publisher for support, it would be useful to know how good that support is (another way, we suppose, of finding out how buggy the program may be.) Try to give the readers the information that you would look for, if you were in the market for this type of program.

- Name of Program (and version)
- How much have you used it? A few hours? A few weeks? Short description (word processing, page layout, 3D graphics, etc.)
- What does it do?
- How well does it do it (if possible, contrasted with similar programs)?
- What do you like most about it?
- What do you like least about it?
- Do you recommend it, and for whom? Ease of use?
- Quality of documentation?
- Help files available?
- Name and address of publisher
- Telephone number (800 number if possible)
- Copy protected?
- Compatibilities, if known (kind of computer, MultiFinder-compatible, memory demands, what else is required, etc.)
- List price and street price, if known.

[This was copied from the Washington Apple Pi Journal, July 1991 issue, page 19. It is part of their "Authors Guide". It was written by Tom Piwowar, Peter Cook and "others" (their own words) - Rand]

Submitted by Rand Sibet 🍏

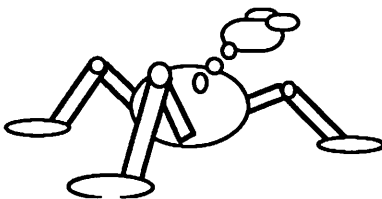
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## From *The Complete HyperCard Handbook*, by Danny Goodman

page xxii

(Bill Atkinson, in discussing the creation of HyperCard ...)

"That's when I started thinking about gradually unfolding a path that starts with clicking and browsing — something that anybody could do and that would be useful for a lot of things. The up to some painting, which isn't that much harder if you've used something like MacPaint before. And then onto cutting and pasting buttons and making some authoring tools in a kind of erector set approach. You're really making a program. But



you're making it just by cutting and pasting little pieces. And then, finally, all the way up to teaching what I

do, which is programming. The HyperTalk language is sort of a humane starting language for people who want control of their computer."

(and in response to how the functionality of HC has changed ...)

page xxv —xxvi

"... The initial intention was for it to be an authoring system, but not necessarily a programming system. Through HyperTalk, it has really gained much more generality and has become much more of an erector set for building applications."

Submission and graphics by Leroy Sorenson 🍏

[Thank you for the "erector-set" graphics, Leroy, they are an interesting illustration of Bill's concept. Maybe you will stimulate other members to share their graphics with us. -Ed.]

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from the  
literature



submitted by  
Leroy  
Sorenson

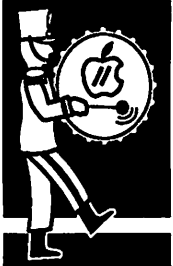
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# Ask Doctor Franklin

by Ken Franklin, MD

Submitted by Tom Gates, selected from the GENie Lamp for Apple II

Apple II help



Submitted by  
Tom Gates

## The Doctor is In! - Good Afternoon

Good afternoon, and aren't air conditioners wonderful? Spring cleaning is well underway, and I'm glad to say that includes cleaning out my in box - which is full of interesting questions like these:

**Dear Dr. Ken: What is multi-tasking?** — Synchronous Shirley from Sausalito

**Dear Shirley:** Simon says rub your tummy with your left hand. Simon says pat your head with your right hand at the same time. Simon says say the Gettysburg address while continuing with both hands. Now hop on one foot. Ah-ha! I didn't say Simon says; you're out.

Now you know what multi-tasking feels like to a computer.

Most microcomputers are programmed to run one program at a time (like a word processor). But sometimes a program needs to run without your help (like sort 20,000 names and addresses, or calculate a huge spreadsheet, or download a file by modem), and you're forced to watch while it chugs away. I usually pick up a good book during these times. Wouldn't it be nice if you could play a game or run another program during these times?

Multi-tasking allows this. Each program thinks it's the only one running, but the computer's operating system switches back and forth between them several times a second. To you it looks like they are running at the same time, albeit a bit slower. The Amiga crows about its ability to do this. However, for most of us micro-munchkins, it is rarely very useful — and for system programmers, it's a major migraine.

Limited multi-tasking, called "background tasking", is more practical. The most common example is a "print spooler". It grabs print requests from other programs (like a word processor) and tells the program they're done. Then, while you work on other things, the spooler feeds the printing job to the printer. If you have several long letters to edit, this can be a real time saver.

There are two more good examples of background tasking. One is the digitized sound hardware on

the IIs, which plays sounds without stopping or slowing the main program. The other is a screen blanker utility, which sits and watches how long since you've touched a key (and pounces on your screen if it's been too long).

**Dear Dr. Ken: I heard that Apple now sells a 1.44 megabyte high-density disk drive for the IIs.** For what purposes would someone buy such a drive? I use my GS about once a week, with a database application, to sort and print the 17 active people in my church group. Would a high-density drive help? Supposing I had a choice of buying a 40MB hard drive, or the high-density drive. Since the price would be about the same, when would each of these drives be recommended over the other? — Solly Schneider from Saskatoon, Saskatchewan

**Dear Solly:** Forget about the hard drive — let's worry about your church group. Seventeen members? We gotta get a MAJOR revival going in Saskatoon!

For you, I'd buy the hard drive. It's much faster than the high-density drive, and will allow you flexibility should your needs change in the future.

In general, the high-density drive has two advantages. First, it allows you to save more stuff on a disk for backups; and second, it allows you to read MS-DOS and Macintosh disks (if you have the software). This second advantage only applies to II users with a PC Transporter, or to IIs users who want to convert files from Macs (like HyperCard stacks, sounds, and graphics). It is MUCH slower than a hard drive at reading and writing information, and you must buy a special kind of 3.5" disk to be able to format for 1.44 megabytes. These special disks cost 50-80% more than standard 800K floppy disks.

I only use 1.44MB disks to make hard drive backups, because it makes a shorter stack. And by the way, the TMS Shadow 52MB hard drive is about the same price as well, so don't settle for a measly 40MB.

**Dear Dr. Ken: What is Teach text and how does it differ from ASCII?** — Sharp Sven from Chicago

**Dear Sven:** Teach text carries imbedded rulers, which your computer uses to rap your knuckles if you daydream or throw spitballs at the monitor. It also automatically generates pop quizzes every fourth time you access the file.

Now if I were part of the "Wayne's World" fad,



here's where I would say "NOT!!!!!!" But I'm not, so I won't.

Teach text is a format created by the Macintosh folks and recently moved over to the IIGs world. It's a file with two parts: one is straight (or ASCII) text, and the other is a set of codes with font and formatting information (like boldface, italics, and so on). Straight ASCII files cannot contain formatting information (unless you want sentences like "This is \*BOLD START\*not\*BOLD END\* a pretty way to \*ITALIC START\*communicate\*ITALIC END\*!")

Teach files are most commonly used for on-disk program documentation (the "Read Me" or "Latest Release Info" files), though you can use them for any text information.

**Dear Dr. Ken:** When running with an accelerator board, should it be slowed to normal speed when doing super critical things like optimizing or backing up a hard drive? — Slinky Sparky from Silver Spring

**Dear Sparky:** You should only slow the accelerator down when processing school or hospital files, or when a police memorandum wants the right of way. Otherwise, floor it, bubba.

Your accelerator board, if it's working properly, should not have any problem accessing your hard drive. But if you have problems, before you toss the card, check a few things.

Does your SCSI card (the hard drive interface card) have a "DMA" switch? If so, turn your computer off, turn that switch off, and try again. Some accelerator boards and SCSI cards modify memory without telling each other, and that confuses your computer.

Are all the cables and sockets firmly seated? Sometimes a poor connection makes these boards intermittently flaky - and you'll hate it when that happens. Try taking each card out (with the power off, of course), wiping the contacts with a clean T-shirt, and reinserting them.

Is your Apple full of cards? You may be overtaxing your power supply, which causes the computer

equivalent of low blood sugar-confusion and shakiness. Consider buying a heavy duty power supply.

Finally, do you have quality software? I would recommend a quality package, like Glen Bredon's "Prosel" or Vitesse's "Salvation" series, over a utility like "Bill and Rusty's Disk Toolkit and Bowling Simulator".

Once again, campers, I'm out of blathering room. Remember, you can send electronic mail questions to me on GENIE as KEN.FRANKLIN or on America Online as Dr Ken FP.

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Submitted by Tom Gates 🍏

### 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 (6 disks)	6.0	4/92	3.5"
HyperMover (2 disks)			3.5"
<b>Macintosh</b>			
System 7.0 (9 disks)	7.0	4/25/91	3.5"
System 7 v1.1.1 Tuneup	n/a	4/25/91	3.5"
Quicktime (2 disks)	6.0.7	10/09/90	3.5"
HyperMover (2 disks)			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:

System/Program Disks are available only as a complete set.  
GS/OS System v6.0 is \$10.00 per set.  
Mac System v7.0 is \$15.00 per set.

# July Main Apple II Meeting to be Multi-Fun!

Main Apple II  
Meeting  
notes



submitted by  
Tom Gates

Apple Computer's own software developers said it couldn't be done and the challenge was on to provide a Multi-Tasking environment for the Apple IIGS. I've had the good fortune to watch over the shoulder of Mike Horwath, a GNO developer, and see the IIGS do things it's not supposed to be able to do (according to Apple).

Come to the July Main Apple II Meeting at the Washburn Library and draw your own conclusions on GNO (pronounced gah-no'). The following information will give you a little idea of what you'll have to look forward to seeing.

**GNO/ME™ Multitasking System for the Apple IIGS**

Procyon, Inc. made themselves known at the Apple Central Expo at the NOMDA center in Kansas City. There they introduced an early release version of the GNO Multitasking Environment. Reactions varied, from "Really?" to "Crazy!"

Multitasking is a method whereby several programs seem to be executing at the same time. It's an important concept; the industry is quickly moving towards standardization around the Unix™ operating system, which supports multitasking. GNO is the first such product for the Apple IIGS microcomputer.

GNO is an extension to GS/OS™, the native IIGS operating system. GNO enhances the functionality of GS/OS, and provides changes to allow multitasking. It also keeps track of use of the ToolBox, to prevent concurrent programs from getting in each others' way.

GNO is NOT a "Multi-Finder" program. GNO provides true preemptive multitasking, a method where programs do not have to be written carefully in order to keep the flow of things going. GNO switches between programs 60 times a second, to provide the most realistic multitasking effect. The v1.0 release of GNO does not allow multiple desktop programs to run concurrently. However, you will be able to run one desktop program with any number of text applications.

In order to make GNO as useful as possible, it was written to be fully compatible with GS/OS and the ORCA™ development environment. Any shell utilities which you can use under the ORCA shell can also be used with GNO. GNO also comes with a myriad of utilities which are FREE — you can freely distribute them to your friends, no strings attached (note that some utilities may require use of the GNO system). All of the ORCA languages can be used in the GNO system, and in fact are made more powerful and robust.

GNO comes with a standard shell, called 'gsh'. It's a command line interface that mimics the operation of popular Unix shells such as 'ksh' and 'csh'. gsh allows you to run programs in the background. For instance, you can start a program compiling, then go back to editing the source code. The power this seemingly simple ability gives can be the difference between simply getting your work done, and getting it done well.

Distributed along with GNO is a growing Unix compatibility package. This allows you to compile many BSD Unix programs for use on the IIGS without any modifications. Since GNO is a true multitasking environment, you will be able to run many Unix programs that were previously unavailable on the GS.

GNO provides powerful communication abilities, including high-speed serial drivers, I/O redirection and true piping, as well as Inter-Process Communication (IPC). Included with the serial drivers is support for TTYs; you'll be able to connect to your GS with a modem or terminal and use the shell without affecting the person sitting at the IIGS. MultiUser BBSs, UUCP, and other powerful telecommunications programs will all be possible (and simple!) under GNO.

You might be wondering, "This all sounds very neat, but what can GNO do for me?". Multitasking is an "enabling technology"; it enables you to do things you simply couldn't before. The applications are as endless as your imagination. When you begin to use GNO, you'll see whole new vistas of programming possibilities open up.

## GNO/ME Features

### Kernel

- Pre-emptive multitasking on top of GS/OS
- Clones of many Unix system calls (fork, execve, kill, signal, getpid, wait, semaphore routines, process group control, signal, sigblock, sigpause, sigsetmask, etc.) make porting powerful Unix software easier than ever.
- Traps BRKs and invalid COP instructions, terminating the process cleanly and returning control to the shell. No more endless rebooting!
- Powerful 'debug' modes — detailed information on kernel and GS/OS activity is displayed

*Multi-Fun continues on page 19*



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# From the Desk of Our Software Director ...

New eDOMs



from Greg  
Carlson and  
crew

Well, we have had another busy month ... we have for your viewing entertainment the following rundown of new eDOMs, © 1992, Mini'app'les.

## MAC DISKS

**Mac eDOM #842 -Graphic Apps 2** contains four new or updated versions of graphic applications. This disk was compiled by Jacque Gay, your Mac eDOM software coordinator.

### Print2PICT 2.0:

This is a printer driver that previews and saves printed pages to PICT files or to the clipboard. The PICT file format is a standard format for saving graphics on a Macintosh and most graphics applications can read PICT files. PICTs copied to the clipboard can be pasted into any document that can include pictures. Use Print2Pict with any application that prints using the standard Macintosh interface. This utility allows you to set the type and creator of the PICT file if you are saving it to disk. Pages which are previewed can be zoomed for a close-up view or saved to disk or clipboard after previewing if desired. \$10 shareware from Baudouin Raoult.

### GIF Watcher 2.0:

GIFwatcher is a Macintosh desk accessory for viewing GIF files, especially during download. Using GIFwatcher, you can see what you're getting before your download has been completed. You not only get something to watch during downloading, but you get the opportunity to cancel a download if you don't like what you see. New features include the ability for fast decompression and viewing of complete GIF files, the ability to save images as PICT files and start-up screens, magnified monochrome dithering, color dithering, and full display viewing. For images that may have originally been scanned sideways, an image rotation feature is provided. \$15 shareware from Kerry Shetline.

### GIF Converter 2.2.10:

An application which allows viewing and manipulating GIF files on any Mac, including black and white machines. For machines which do not support color, GIF Converter dithers the image to simulate gray scale. Documentation is spotty but the program is well done. \$40 shareware from Kevin A. Mitchell.

### Giffer 1.1.2:

Giffer is another application which allows you to view and convert GIF files. This works only on color Macs. It will display GIF files for viewing, alter their color palettes if you wish, resize them, or change the color depth. It can convert and save GIFs as PICT or startup screens. Has a wild window closing routine. \$20 shareware from Steve Blackstock.

**Mac eDOM #843 - GIFs 1** is a collection of GIF files for use with applications that can read this graphic format (eDOM #842 supplies two of these applications. Some commercial graphics programs can also read GIF format.)

GIF stands for "graphic interchange format" and was developed by CompuServe Information Services to provide a standard graphic format which any computer platform could read. Virtually all computers in existence today have developed software to access the GIF graphic format.

GIF graphics are often characterized by photographic realism and brilliant color, though many exist in black and white as well. There are literally thousands of GIFs available; this disk contains a tiny fraction as a sample. Use these as desktop backdrops or startup screens, in presentation programs, or just to look at and enjoy.

This disk was compiled by Gary Kjellberg who graciously volunteered his time to help with this month's eDOMs.

The GIF files included on this disk are:

KIRK.GIF, 199 x 278 Gray scale view of Captain Kirk.

SPOCK.GIF, 245 x 321 Gray scale view of Mr. Spock.

FERRARI.GIF, 320 x 200 color view of a Ferrari.

JESSICA.GIF, 437 x 581 color view of Jessica Rabbit.

FANTASIA, 640 x 400 color view of Mickey Mouse.

BUGS BUNNY GIF, 320 x 200 color view of Bugs Bunny eating a carrot.

EAGLE.GIF, 320 x 200 color view of an Eagle's head.

LEOPARD.GIF, 320 x 239 color view of a leopard.

SATURN2.GIF, 480 x 360 color view of Saturn.

FISHY.GIF, 640 x 400 color view of two Tropical fish. Set display to full screen for a spectacular view.

**Mac eDOM #844 - GIFs 2** contains more GIFs compiled by Gary Kjellberg. Use with disk # 842 which contains GIF viewers and converter applications.

The GIF files on this disk are:

COLLISION.GIF, 640 x 480 color view of a meteor hitting the earth. Display set to full screen looks best.

CASTLE.GIF, 640 x 400 color view of a castle.

GREENFROG.GIF, 640 x 480 color view of a green frog. Display set to full screen looks best.

SIMPSONS.GIF, 640 x 350 color view of the Simpson family.

GOODEARTH.GIF, 640 x 480 x 256 color picture of the earth as seen from space. Scanned from an original NASA space photo. The background is black so that earth may be clipped and used in other art. Set display to full screen for a spectacular view.

SHUTTLE THERMAL.GIF, 640 x 480 color drawing of the shuttle Columbia reentering Earth's atmosphere.

GRAND CANYON.GIF, 320 x 200 color view of the Grand Canyon.

ET10.GIF, 512 x 400 x 256 color GIF. ET's ride home has just arrived. In this shot, he's looking up at the spaceship getting ready to say goodbye.

**Mac eDOM #845 - GIFs 3** contains still more GIFs compiled by Gary Kjellberg. Use with disk # 842 which contains GIF viewers and converter applications.

The GIF files on this disk are:

APPLE BALLS 128C GIF, computer generated 640 x 484 color pic of colored balls suspended in air reflecting the Apple Logo.

BALL ON HORIZON GIF 256, computer generated 640 x 480 color pic. Very unique.

BALL.GIF, computer generated 314 x 319 color pic of a silver ball reflecting the Apple Logo.

BALLS 1. GIF 256, computer generated 640 x 400 color pic of balls suspended over a checkerboard pattern and reflecting same.

BALLS OVER CHAOS GIF 256, computer generated 320 x 200 color pic of colored balls on a multicolored surface.

BALLS OVER CHESS BOARD GIF 256, computer generated 640 x 400 color pic of different colored balls over a chess board.

EMERALD CITY, computer generated 640 x 400 color pic. Very unique and if you like green, then you will enjoy this picture.

GLASS GIF, computer generated 640 x 400 color pic of colored balls surrounded by a brick design.

ISLANDS RAY GIF, computer generated 640 x 480 color pic of an island and its reflection in the water.

JEWEL GIF 256, computer generated 640 x 480 color pic of more colorful balls in suspension.

TETRAHEDRAL FANTASY GIF 256, computer generated 640 x 480 color pic of a ball, the sky, pyramid over a checkerboard.

I thought all of the GIFs on this disk looked better when the display was set to full screen size.

**Mac eDOM #846 - Movie Stack** contains a HyperCard stack for movie buffs, as well as the StuffIt Expander utility for decompressing the file. This movie stack was submitted by Tom Mehle, who generously volunteered his time to provide the disk and the review. Jacque Gay, your Macintosh software coordinator, added Tom's own Dinosaur Stack to the disk.

Movie Guide:

A Compack Pro file of the HyperCard stack Movie Guide. This stack is in a compressed format because it is too big to fit on an 800K floppy. The compacted size is 497K; expanded it consumes 1,049K. Here is a real reference tool for movie nuts! The stack contains 3601 cards, each containing information about movies. Using the built-in HyperCard "find" facility, it is easy to locate movies starring your favorites. Information includes the G/PG/R ratings, the date released, a field for marking if you have viewed the movie, the length of the movie and a short review. The reviews contain nudity, violence and language warnings too, for those for whom that information is important.

Dinosaur Stack:

A well-done series of dinosaurs scanned into a HyperCard stack. Each dinosaur will speak its own name if you have MacinTalk installed in your system folder under System 6.x. A good way to learn what these saurians looked like and excellent for youngsters who have an interest in dinosaurs. By mini'apples member Tom Mehle.



### StuffIt Expander\*:

This program is an expand-only utility that will decompress StuffIt and Compact Pro format files as well as AppleLink packages. It is able to decompress the Movies.Com file included on this disk. This utility is also available on eDOM #841 but is included here for your convenience. Free from Aladdin Software.

## GS DISKS

### GS.43 - ASTRONOMER GS - 2 DISK SET

Astronomer GS was created as a seven disk set, and to make it readily available, this 2-disk ShrinkIt™ set was created. Follow the procedure described below to unshrink the files into either 7 disks or install on your hard drive.

Astronomer GS is not for the faint-hearted. It is not graphics oriented, but is great for the user wishing to perform actual visualization of the night sky.

Astronomer GS consists of seven ShrinkIt™ files, one for each disk in the 3.5 inch section. First create the seven disks as described above, and using ShrinkIt, unshrink each file into the disk that is described in the folder.

### READ THE READ ME FILE ON DISK 'A'

The following was written By: Larry D. Bell, P.E.

Portions of this program are ©AbSoft Co.

The Run-Time libraries may not be used, distributed or modified (except with this program) without their written permission

Astronomer GS ©1991 is a SHAREWARE program. It is not free! The idea is that you try the program a few times to see if you like it. If you decide to keep it you MUST send \$19 to the author. If you don't plan to keep it, simply erase it or give it to someone else so they can try it. You may give this program to as many people as you want but each must either destroy the program or pay for it. Schools and licensed teachers may obtain a site licence that will allow them to use the program on as many computers as they wish within a single class room or school for a fee of only \$19.

Right now I am working on a version 2; however, I WILL NOT be releasing it as shareware in quite the same way. Future revisions and upgrades will be released to registered owners of V1.0 ONLY. You won't be seeing V2.0 on the boards. Each copy of V2.0 will be coded with the owner's S/N and distribution will not be permitted. Consider this a full featured demo program. If you wish to register, or if you have problems or questions feel free to contact me.

## INTRODUCTION

The purpose of this program is to make it possible for people to appreciate the night sky. To the uninitiated, the sky is just filled with points of light; but if you know what to look for there is much more to see. You'll notice that unlike most Apple // Astronomy programs this is NOT a sky simulation or planetarium program. Such programs do have their uses and if you want one I suggest you try Tonight's Sky. However, I want to encourage you to use your computer to plan a viewing session and go outside and see the real sky; learn to appreciate what's been over your head since you were born. Its not as hard as you might think, but it will require some effort on your part. You must train yourself to see a little differently than you do now AND you're going to need to understand some of Astronomy's

basic definitions and conventions. Astronomer GS can help with that but you should try to find a decent beginners book on astronomy. The public library is full of them.

The first thing you have to do is "install" the program. Astronomer GS is rather large and complex. Turn to the section on installations and follow the directions there to get things running.

This is one program that you must READ THE MANUAL!

GS.44 - ZZ COPY v2.20 is from the last FRENCH UNITED CRACKERS KLAN's production

ZZ COPY is another disk copy utility for 3.5" disks. I thought it would be a welcome change to using PHOTONIX. Included with ZZ copy is 9 pages of documentation imbedded into the program. They can be printed out in hardcopy if desired.

ZZ COPY must be booted by itself. It cannot be installed on your hard drive. Included with this is:

- A virus "deverminator"
- A screen blanker
- A copy "optimizer"
- A game to play when bored.

This copy program is every bit as fast and versatile as PHOTONIX, but has great graphics and sound accompanying it.

Enjoy!

Greg Carlson 🍎

## APPLE // DISKS

**eDOM 74 - Print Shop™ graphics** is a bunch of various Print Shop graphics suitable for use with Print Shop, Print Shop Companion, New Print Shop, or Print Shop GS. Included in this 2-sided disk are the following:

Animals	16
People	19
Artifacts	20
Baseball	16
Basketball	10
Buildings	3
Color Borders	5
Hockey	10
Mono Borders	5
Transportation	7 (111 total)

**eDOM 75 - More Print Shop™ graphics** are a few more various Print Shop graphics suitable for use with Print Shop, Print Shop Companion, New Print Shop, or Print Shop GS. Included in this 2-sided disk are the following:

Full Panel	5
Maps	2
Misc.	12
NBA	23
Sports	7
Summer Olympics	21 (70 total)

**eDOM 76 - More Print Shop™ graphics** are more various Print Shop graphics, readymades, signs, etc. suitable for use with Print Shop, Print Shop Companion, New Print Shop, or Print Shop GS. Included in this 1-sided disk are the following:

PS.Save	12
Readymades	19
Signs	16
Tiles	4 (45 total)

submitted by Greg Carlson 🍏

The best thing about solving this problem with everyone's help was that not only did I get my stack to do what I wanted it to, but I also learned a LOT more about HyperCard and HyperTalk in the process!

Finally, I still think it's a great idea to write this up in the Newsletter. I hope this will all lead to more stimulating discussions.

```
Subject | Sort Article
To      | All
From    | Peter Fleck
```

I'll warn you all that most of what has appeared in the last week will be in the article including Roy's (Leroy's) great suggestion to stop buying books if the title won't sort correctly. The comments are great and thanks to all for contributing! I hope Tom Edwards drops by again too.

*Peter Fleck is the HyperCard SIG coordinator for Mini'app'les, and owner of*

*pf Hyper, a HyperCard/Macintosh training and consulting business.*

[Voila! From electronic media to hard copy (aka paper and ink, still the security blanket of those of us computerphobes who once thought that if you shook a disk the words fell off.) Call me crazy, but on a personal library stack I'd simply omit the articles "the" and "a" altogether when typing in the titles, I mean, nobody's grading you on this. -Ed.] 🍏

**Mini'app'les BBS**

**892-3317**

8 data 1 stop 0 parity

24 hours

### Viewpoint continued from page 5

ings, reviewed the curriculum and talked with both the instructors and school administration regarding both their training and "mission statement."

As my opinions are most admittedly subjective, and I come to this project with a somewhat developed degree of computer skills (bad as they may be), I will be enlisting the help of several computer illiterates. If anyone has any comments to offer, based on their experiences, or are particularly interested in an evaluation on a particular facility, please feel free to contact me at 593-9085.

To quote an associate, I will be a Siskel & Ebert (sans Ebert) of computer education in the Twin Cities. However, instead of a thumbs up or thumbs down, the schools themselves will have the tables turned as my evaluation determines whether or not they "make the grade."

by Teri Ross 🍏

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*Multi-Fun continued from page 14*

on screen (or, if redirected, on another screen!)

- Job control — complete control over processes via simple keyboard commands like ^c (terminate process), ^z (stop process, restartable via the shell). No special programming is needed to benefit from this feature!
- Powerful terminal drivers include high speed console output and advanced keyboard buffering. High speed serial I/O allows you to easily write communications applications, and even hang a terminal off your IIGS for remote login, or new debugging power.

**gsh (command line interface)**

- Powerful regular expression facilities make choosing groups of files easy. The list of files chosen is determined before your program executes — you no longer have to use Init\_Wildcard in every program.
- configurable history buffer with save-to-disk option
- command and file-name completion. Typing a partial filename followed by TAB will automatically complete typing the name for you.
- fully customizable prompt allows items like current directory, time, history number to be displayed in the prompt
- full range of variable manipulation features for configuring the shell and any program that chooses to use them.
- aliases allow you to 'shortcut' complex commands, and provide another way to customize and configure software.
- 'path' variable allows almost instantaneous access to executable programs in any number of directories.
- job control — the user can run programs in the background, temporarily suspend programs, and change program status to foreground or background.
- I/O redirection to any GS/OS or GNO file or device.
- true pipes — the programs in the pipeline execute concurrently for maximum performance.
- advanced command line editor that supports the Apple Human Interface Guidelines.
- many built-in commands to control processes and provide information on the system

**Environment**

- Fully compatible with System Software 6.0
- Compatible with utilities and development tools (compilers, assemblers, linkers) written for APW and the ORCA shell (versions 1.x and 2.0).
- GNO comes with full printed documentation; a

Shell User's Manual, a Kernel Reference Manual detailing all of the new system calls available in GNO and describing changes and additions to existing GS/OS and ToolBox calls. Text versions of all documentation are provided for quick access on-line. In addition, GNO comes with a utility program which displays the original AppleWorks GS manual pages on the text screen!

- The documentation is provided in loose-leaf form to allow for easy manual updates, and to allow the binder of your choice.
- GNO comes with a large number of utility programs common on Unix machines: banner, binprint, cal, cat, conv, dhrystone, du, grep, head, kill, ls, more, now, ps, purge, qtime, sleep, strings, sun, tar, tee, touch, tr, uniq, wc, wumpus, and microEmacs — and more are being ported every day. What's more, these utilities are FREE. You can give them to your friends, upload them, or even feed them to your dog if you like. And as icing on the cake, source code is provided for ALL of the utilities. [Many of these utilities also work under ORCA, and are available separately from GNO for a minimal charge to cover shipping and disks.]
- GNO comes with a Unix compatibility library — commonly used C subroutines are no farther than a link away. Porting software from other machines was never this easy!
- Extremely responsive technical support is available through the Internet (comp.sys.apple2 and info-Apple), GENie, America Online, and by phone.
- Installation is simple — GNO runs straight off the disks supplied, and only three files need special attention when changing the configuration.

GNO is currently available directly from Procyon, Inc. The cost is \$80, plus shipping (\$3 Continental US, \$5 International Airmail).

Procyon, Inc.

1005 N. Kings highway, Suite 309

Cape Girardeau, MO 63701

For further information or for ordering by credit card, contact Matthew Gudermuth or Jawaid Bazyar at: (314) 334-7078.

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GS/OS and IIGS are trademarks of Apple Computer, Inc.

ORCA is a trademark of Byte Works, Inc.

GNO/ME is a trademark of Procyon, Inc.

*submitted by Tom Gates* 🍏



# Who's Who In Apple II

## a GENieLamp Profile of Karl Bunker

a profile



submitted by  
Tom Gates

[This is the first in a series of profiles planned by the editors of the Apple II version of GENie Lamp. These profiles will spotlight some of the uniquely creative individuals that have contributed time and energy to making the Apple II such a wonderful computer. -ED]

**GENie Lamp:** How did you first become interested in the Apple II computer? And can you share with us some anecdotes of your first forays into computer programming?

**Karl Bunker:** Early in 1986, I decided to buy a computer. For the life of me, I can't think why I wanted to do this. I literally had never touched a computer at this time. After looking through a Consumer Reports paperback on personal computers, I decided to get an Apple //c. I chose the //c because I liked the look of it. I don't mean the features, or the display options, or the available software; I mean the LOOK. I liked the design of the external case. Also, I could afford it.

Once I had the computer, I figured I'd better learn how to use it, so I got a book called "Understanding the Apple //c." This book just happened to contain a lot of information about AppleSoft BASIC programming. I tried typing in some of the programs from the book, and before I knew it, I was hooked — I had discovered why I had bought a computer in the first place. My first "original" program was one that continuously printed an obscenity at random locations on the screen. I thought it was hilarious; then, as now, I had a pretty juvenile sense of humor.

I bought a copy of AppleWriter (a word processor) along with my //c. After I had learned a little bit about BASIC programming, I

figured I could use this knowledge to modify AppleWriter to correct some of its faults. I was quite surprised and disappointed to learn that I couldn't just "LOAD" and "LIST" AppleWriter. (AppleWriter, of course, was written in assembly language, about which I knew nothing.)

**GL:** Over the years you've released some very high quality Apple II freeware utilities. (Such marvels as DOGPAW and Sneezee come immediately to mind.) What was your motivation in sharing these programs for free with other Apple II users? Do you have a personal philosophy about such things?

**KB:** Well, first off, many programs much better

than any of mine have been released as freeware. I've gotten a lot of use and benefit from things that others have donated to the Apple II community, so I feel compelled make a contribution myself — and that's how the tradition is perpetuated.

With Dogpaw (a text file displayer/printer) in particular, I wanted to create something that could be used to display or print out the instruction files that are distributed along with freeware and shareware programs. For this to work, I had to allow Dogpaw to be freely distributed, so I made it public domain. Sneezee is free because it started out life as "Window", a program written by someone else and released as freeware. I modified and improved this earlier program, eventually putting it through about 10 zillion iterations and increasing its capabilities enormously, but kept it as freeware. Sneezee is now probably one of the most versatile and powerful freeware utilities available for Apple II's. (Sneezee is a combination text viewer/printer, graphics viewer, program launcher, and file manager.)

Most of my "major" programs have been released as shareware. I love the institution of shareware; the voluntary, honor-system nature of it, the fact that all payments and other communication go directly from user to programmer, with no "MBA" middle-man deciding what the customer wants and what the programmer should do. I say in the documentation file to one of my programs that a shareware payment "provides inspiration and moral support that goes far beyond its monetary value", and it's quite true. I LOVE getting those little checks!

**GL:** Who do you consider your mentors? What about them do you most admire?

**KB:** There are many, many extraordinary Apple II programmers, past and present. A list of the ones I admire would go on for pages. Actually, it's easy for me to admire other programmers, because I'm not really that great of a programmer myself. I think that I get some good IDEAS for programs, and that I can design a pretty decent user interface, but when it comes to being a whiz at writing code, or inventing the killer algorithm, I'm honestly nothing special. It took me AGES to learn assembly language, and MORE ages to learn IIgs toolbox programming, and right now I'm in the process of learning C — and it's taking me AGES!

Probably the most significant "mentor" in my life was William Ross, a woodworker who gave me my first job when I was 16. He taught me a lot about good craftsmanship, attention to detail, and that getting something RIGHT is more important than how long it takes. These principles apply very much to computer programming.

GL: Where do you see the future of personal computing going?

KB: It's not going in the direction of more and better Apple II's, that's for sure. < sigh >

But the future of computer technology is an interesting subject. There will certainly continue to be vast improvements in hardware (more, cheaper, faster, smaller), but software will continue to be something of a bottleneck. Programming is still difficult (even for smarter programmers than me), and I don't see any great breakthroughs coming that will make it significantly easier. Artificial intelligence continues to be the Great Promise for the future of computers. Apple Inc. produces promotional videos touting the hypothetical "Knowledge Navigator" of the future — a handy-dandy personal computer that you'll be able to talk to like you'd talk to your mother, only it will understand your spoken sentences better than your mother probably does, and have more intelligent and useful responses than your mother probably does. This sort

of thing has been a pipe dream since the earliest days of computers, and it's still a LONG way off, in my opinion.

GL: Can you tell us a little about the types of things you like to do for fun? (Speaking of "non-computer" fun, here.)

KB: I read a fair amount of non-fiction, and I tend to "go through" a lot of interests; reading about many different topics. My current favorite non-computer subject is military history. I've also done a lot of reading lately on the topic of failure — great planning disasters, engineering failures, military disasters, historical embarrassments, etc. I think that spectacular failure is a fascinating subject.

GL: What accomplishments are you most proud of?

I think one's best, proudest accomplishments should always be the ones you haven't done yet; the ones you're still working on.

More prosaically, I especially like my IIGs program-switcher "Quit-To". I use it constantly myself, and it makes my computer much faster and more productive. The IIGs and its system software make for a terrific machine, and I get a real kick out of the fact that something that I've writ-

ten can enhance the system so much.

Looking at my life as a whole (not just the computer side of things), I'd have to say that the accomplishment I'm most proud of is my relationship with my wife. Hokey, but true.

GL: Are there any long term goals that you've set for yourself?

I'm learning Mac programming. (Boo, hiss, says the crowd.) I fully intend to continue programming on the Apple II, but I also want to move out into a market that isn't being actively buried by the company that controls it.

GL: Do you have any favorite motto?

KB: Sure, lots:

"Why the \*&^% did THAT happen?"

"Oops, that doesn't look right."

"I thought I FIXED that!"

"I don't understand this at all."

"I wonder what's on TV."

GL: Are you active in the local user group in your area? If so, what kinds of activities are going on involving the Apple II.

KB: I'm too shy and antisocial to go to user group meetings. One of the many pleasures of computers for me is that I get to interact with people via screen and keyboard — an environment that I feel more at ease with.

GL: How long have you been on GEnie?

KB: Since about 1988, I think.

GL: Does your daytime job involve computers, too? If so, kindly detail trade secrets and other compromising information.

KB: My daytime profession is mechanical technician. It's boring and doesn't involve computers, but it lets me spend lots of time thinking about whatever program I may be working on at the time. I'm constantly jotting down little programming-related notes to myself during the day.

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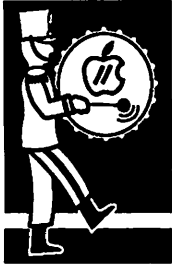
taken from GEnie Lamp for Apple II

Submitted by Tom Gates 🍏

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# A2 News Digest — June 1992

Issues in  
Computing



submitted by  
Rand Sibet

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by Steve Weyhrich

## —New AppleWorks Bug Unearthed!

Beverly Cadieux, of Kingwood Micro Software, recently discovered a bug in AppleWorks 3.0 that has previously gone undetected. Joe Kohn (writer for inCider/A+) had complained about a problem using the built-in spelling checker to get a word count on articles he writes. It seems that AW tended to return a count of 65535 misspelled words when he was checking a document, and he was quite frustrated by the problem. His call for help led to an answer within a couple of days from Cadieux.

She wrote on May 31st: "The 655xx numbers are caused by having duplicate words in your custom dictionary. Let's say you used the word 'BozoWorks' in your document and for some reason you have it in your custom dictionary twice. You'll get a misspelled count of <misspelled minus 1>, which in AppleWorks is <0 - 1 = 65535>. [That is, when AW does simple math, subtracting 1 from 0 results in 65535, rather than -1]. If you have 'BozoWorks' (or any other word) in your custom dictionary 9 times and all other spellings are correct, you'll get a count of 65527 [derived from subtracting 9 from 0]. The solution is to load your custom dictionary into the database, clean out the duplicate words, and re-save by printing a text file to disk."

## —Apple II SCSI Card Upgraded

Matt Gulick, the Apple II SCSI expert, is now working at Radius. He did mention that before he left Apple a change was made to the firmware and hardware on the Apple II High Speed SCSI card. Matt states: "The card no longer requires an outside source for power to its own terminators. It still does not supply term power to the bus but it does power its own terminators. As for the firmware, the SCSI Card will wait for 32 sec for SCSI ID 7 to power up. If 7 is not found it will then walk the bus. If the card is set to ID 7, it skips the check for that ID as well as the delay. By setting the new card to ID 6, and the boot drive

to ID 7 you can power both up at the same time and the system will wait." No information as to whether upgrades would be available for those who would want these features.

## —Ultra 4.0 News

Randy Brandt posted an update message on May 22nd:

"JEM Software is now taking advance orders for Ultra 4.0, the ultimate add-on to AppleWorks. Months of hard work and years of experience have gone into this major rewrite of TimeOut UltraMacros. Most existing commands have been improved, and approximately 50 new commands are included. Additional commands may be added later simply by copying new command files to your AppleWorks disk."

"Advanced users will love the new power and debugging features, while less experienced users will appreciate new commands which make it easy to accomplish tasks formerly to difficult to attempt. Users with BASIC experience will love the For-Next loops and other new commands. Everyone will appreciate the little improvements, such as the <uc>, <lc>, and <read> commands working with an insert cursor."

"Ultra 4.0 runs on any IIGS, IIC or enhanced IIE with at least 256k memory. It requires AppleWorks 3.0 and TimeOut UltraMacros 3.x and ships on a 3.5" disk unless 5.25" disks are specified."

"Ultra 4.0 lists for \$40 and will ship in July. Support one of the last dedicated Apple II developers and reserve your copy today for only \$30 plus \$3 s/h (\$5 overseas)."

But wait! There's more! On Jun 3rd, Randy posted this further info:

"As mentioned earlier, JEM Software is now taking advance orders for Ultra 4.0. For another \$13, you can also reserve a copy of Ultra Extras, a collection of added commands and other goodies which is due out by August 26, 1992. It will retail for \$20 + s/h when released, so you get it for half price by advance ordering it along with Ultra 4.0."

"New commands include extended math variables by Mark Munz, allowing numbers like -6784321.28, which would be a terrible checkbook balance. Other commands allow scrolling lists in pop-up boxes, advanced string searches and sorting, IIGS-specific commands and much more. There will be at least 40 new commands on the disk, which will work out to less than 25 cents each. Such a deal, and it doesn't even count the other goodies which include an advanced debugger!"

CO residents add sales tax. Send a check to JEM

A2 News continues on page 28



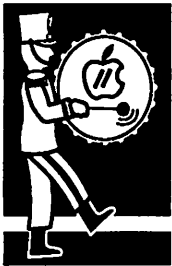
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# The Mostly Complete Guide To Finder 6.0 Icons

## (And Other System 6 Stuff)

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Issues in  
Computing



submitted by  
Rand Sibet

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*From the A2 News Digest —  
June 1992*

*by Steve Weyhrich*

Courtesy of Lunatic (yes, that really is his name), A2's resident Iconologist, here are some handy tips that may be helpful in the proper care and feeding of icons when using System 6.0. (When there is a "v1.1" associated with a Finder Tip, that means that this tip has been revised since the first time it was posted):

**Finder 6.0 Tip #1, v1.1:** If you have any problems with Finder 6.0 re-mapping your icons to something you don't want, do the following:

- 1) Set your Preferences so that Finder will show invisible files.
- 2) Determine the disk that the original icon Finder re-mapped is on (icons taken from the resource forks of applications, including Finder, will be on the same disk as the application.)
- 3) Delete the file "Desktop" in the Icons folder on the disk that icon is on.

**WARNING:** You will lose any links to icons on this specific disk that you have made under Finder 6.0.

[Tim Swihart of Apple points out that this is a heavy-handed approach to making a single change like this; instead, he suggests holding down the Option and Control keys while double clicking on the icon you want to remap. You will be presented with a directory dialog box, and the selection that you make will be saved in the "Desktop" file for future use. If you want to make it so that there is no application associ-

ated with the icon, then you just might have to delete the "Desktop" file.]

**Finder 6.0 Tip #2:** If you want to make sure that you never accidentally add a comment to a file under "Icon Info," simply lock that file. (Adding a comment to a file creates a resource fork for that file, thus ensuring that ProDOS 8 applications will never be able to use that file again. If you are not sure about a certain file, just don't add any comments to it!)

**Finder 6.0 Tip #3:** Make sure that any icon files that are "generic" (an icon for all TXT files, for instance) come after the more specific icon files in the \*/Icons folder. If you put more specific icons (such as an icon for a text file named "Attention") after the generic icons, the generics will win out and the specific icon will not be displayed. Be especially careful that any icons file that contains replacement icons for the standard Finder icons is last in the Icons folder. [This is the backwards from previous System Software releases, where the Finder read the files in the \*Icons folder in reverse order].

**Finder 6.0 Tip #4 v1.1:** If you want to have as many of your document icons as possible placed into your \*/Icons/Desktop file(s), simply go into an icon editor and edit the application path(s) of all your icons so that they contain only the file name of the application. Now, Finder will ask you to Locate all of those applications when you double-click on those icons. As soon as you Locate those applications in Finder, it will put those icons into the "Desktop" file.

**ADDENDUM:** If you put in a volume name before the name

of the application in the application path, Finder will present you with the name of the application to launch. Otherwise, it will just give you "".

**Finder 6.0 Tip #5:** Old-style (pre-System 6.0) document icons must have some data in their Application path attribute for Finder 6.0 to ask you to Locate the application that corresponds to them. If the Application Path attribute is blank, Finder 6.0 will only tell you that it cannot find an application for that document.

**Finder 6.0 Tip #6:** There is no Tip #6.

**Finder 6.0 Tip #7:** There can be more than one Desktop file. Finder 6.0 creates one in the icons folder of every disk that has applications on it which Finder has linked to document icons.

**Finder 6.0 Tip #8 v1.1:** For those of you who don't like yellow folders and don't want to wait for some resource editor to come out that can recognize the rRectList resource in Finder 6.0: Folders that are already set in place with an existing Finder.Data file are left white and not coloured yellow. Folders can be re-coloured white with the Colour menu and will stay white if you save a Finder.Data file for that window. (P.S. Any standard resource editor can be used to edit the menus of Finder 6.0 to correct the spelling of the "Color" menu and the "Initialize ..." item. [Lunatic obviously prefers the British spellings.]

Also, if you are using a custom folder icon (such as my "pop-open" folders), you can load the icon file into D1cEd, go to the attribute editing dialog for that icon, and select the "Color"

checkbox there. Finder will no longer re-colour your folder icons, however, you will also no longer be able to re-colour your folder icons with the "Color" menu, either. IconEd does not support setting the color bit for an icon (IMHO, its greatest failing). [IMHO = In My Humble Opinion]

**Finder 6.0 Tip #9:** Certain filetypes cannot have Comments attached to them in the Icon Info window under ProDOS. The types I have identified as such, so far, are:

- Folders (\$0F/\$xxxx)
- TrueType Fonts (\$C8/\$0001)
- GS/OS System files (\$F9/\$xxxx)
- FSTs (\$BD/\$0000)
- ProDOS 8 applications (\$FF/\$xxxx).

Why TrueType fonts and GS/OS System files cannot have comments attached to them, I don't know.

**Finder 6.0 Tip #10:** To minimize icon conflicts, especially if you ever switch between System 6.0 and earlier version of the system software, I would suggest editing all of your icon

files so that all icons for a specific filetype are contained within one file. Then, the order of the icon files within an icons folder will be much less important. Of course, you still must have more "generic" icons located later within those files.

**Finder 6.0 Tip #11:** The method of renaming files has changed slightly under Finder 6.0. If you click twice too quickly on the name of an icon, Finder will try to open that file. Under Finder 6.0, after clicking on an icon, you should wait about a second before clicking in its file name to edit it. Another way to edit a file's name is to select the file with the mouse, and then simply start typing. If you only wish to edit the existing file name slightly, just use the cursor keys before typing. If an icon has already been selected after performing some action on it (Icon Info, copying, duplicating, etc.), simply press the Return key before typing or using the cursor keys to edit its file name. If you make a mistake while editing a file's name, pressing the Escape key will return it to what it was originally, as in previous versions of the Finder.

**Finder 6.0 Tip #12 v1.1:** Finder now checks to see if a file matches a different icon immediately after you rename a file. Unfortunately, Finder doesn't do the same thing if you change a file in some other way, such as making it active or inactive, or changing its filetype or auxftype with a non-Finder 6.0 aware DA [desk accessory] or improperly written extension. If you wish to immediately see Finder update the icon of a file on the desktop or in an open window, after it's changed in some way other than by being re-

named, simply select that icon and press the Return key once or twice. This tricks Finder into thinking the file's name has changed, so it checks that file's icon match again.

**Finder 6.0 Tip #13:** There is a bug in Finder 6.0 related to having documents on the desktop. When trying to launch a ProDOS 8 application by double-clicking on a document icon that is on the desktop, Finder will present the message "Documents which launch ProDOS 8 applications must reside on ProDOS or AppleShare volumes." However, if the position of that icon on the desktop has previously been saved by Finder in a Finder data file, the ProDOS 8 application will launch correctly. The necessary Finder data file that Finder uses to save the position of icons on the desktop is called Finder.Root. It resides in the root volume of the disk on which the file on the desktop is located (it's an "invisible" file, so you have to set your Finder preferences correctly to see it.)

To save the position of a file on the desktop, first drag the file onto the desktop, and then do the following:

Set your Finder Preferences to "Save Finder information to disk," or hold down the Control key.

Then

Drag the disk with the file on it into the Trash,

- or -

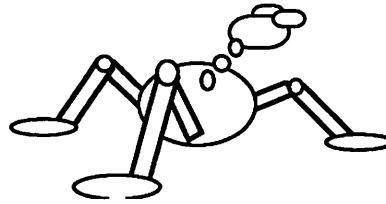
Quit Finder (either by selecting "Shutdown," or by launching an application).

The next time you insert that disk or return to Finder, the file will be on the desktop, and you will be able to use it to launch ProDOS 8 applications.

**Finder 6.0 Tip #14:** If you have a bunch of old custom icons for BASIC programs which point to BASIC.Launcher as their application, and for some reason you do not wish to change their application path attributes to point to BASIC.System, you can

simply make a copy of BASIC.System in the root directory of your boot volume and name it BASIC.Launcher. The programs will then continue to launch correctly without any modification of their icons. (A good reason would be if you needed to switch between Sys 5.0.x and 6.0 a lot.) [Otherwise, use an icon editor to change the application for those custom BASIC icons to point to BASIC.System instead of BASIC.Launcher].

**Finder 6.0 Tip #15:** There is a bug in Finder 6.0 which prevents it from using icons correctly if they have a wildcard (the asterisk, "\*") in their application filename field and use lowercase letters in the rest of the filename. Icons that match



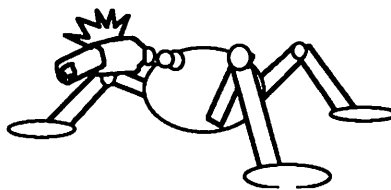
only a specific file name can use lowercase in their file name field and they will still work. (For example, an icon that matches "download.shk" will work, but an icon that matches "\*.shk" will never work. An icon that matches "\*.SHK" will always work, regardless of the capitalizations of the names of the files it is matching.)

To make sure that you never experience this problem, edit all of your icons so that they all contain only all uppercase file names.

**Finder 6.0 Tip #16:** If you have some specific icons in old-style icon files that are working properly, but then fail to show up after you launch a GS/OS application (currently, HyperStudio and UtilityWorks GS are prime candidates), it's likely that Finder is installing some icons from that application into a Desktop file when it is launched. To find out, move the "Desktop" file on the disk where the suspect application is located out of that Icons folder. Now check to see if your custom icons are showing up again. If they are, then there are icons in that Desktop file which are overriding your custom icons. At this point, you could simply delete that Desktop file, but the next time you launch that application Finder will install its icons into a Desktop file again and your custom icons will stop showing up. So what you want to do is this: 1) Move the Desktop file back into the Icons folder it came from, and 2) Hold down both the Control and Option keys while double-clicking on a file that shows your custom icon. Finder will present you with the Directory Dialog box and you can select the application you want to permanently link that file to. Before actually launching that application, Finder will first put your custom icon into the Desktop file in the same Icons folder as the one the icon is in. With the icon now in the Desktop file, Finder should be able to find and use it correctly even if a more generic icon exists in that Desktop file that would match.

## —HyperStudio vs Icons

Lunatic has been busy with more than just documenting what the icons in Finder 6.0 do. He has also been working on tracking down a problem with HyperStudio (3.0 or 3.1) running under the newest Finder. Apparently once HS is launched, and then you return to the Finder, any special icons that were made to show HS stacks will be gone. HS uses the resource fork, but doesn't have any "rIcons". Lunatic posted on May 31st: "When Finder reads the rBundle, it doesn't find any rIcons for it, so it uses the 'Unknown' icon. Since there is an rBundle and rFinderPath, though, double-clicking on an HS stack will still cause HS to be launched. Since Finder always checks the Desktop file on a disk before it checks the old style icon files, it finds the rBundle and



stops looking, so it never gets to any custom HS icons you might have in icon files."

"There are two solutions to getting your custom HS icons to show up. One has already been stated. That is, to move or delete the Desktop file from the disk HS is on, and then hold down Control and Option while double-clicking on an HS stack (Of course, you have to exit Finder and return to have your custom icons show up, first.) The other solution is to put your HS icons on a disk earlier in Finder's search chain than the disk HS itself is on. If HS is on your boot disk, this obviously won't work. If HS is not on your boot disk, then placing

your HS icons onto your boot disk will cause them to show up again, without having to Control-Option double-click anything."

"In the course of this investigation, I found out the full order in which Finder searches volumes for matching icons. First, it searches the last disk inserted, then the second to last, and so on until it gets to the first disk inserted. Then, it searches the boot volume. Next, it follows the order of the other disks online when Finder was started up, from first to last. So be careful of this seeming inconsistency. Just remember inserted disks are last to first, and disks already online at startup are the reverse, first to last."

### Other System 6.0 Tips From Lunatic:

ExpressLoad, like BASIC.Launcher, has now been incorporated into

other parts of the system software. It is no longer needed as a separate file.

There are two ways to change the "standard" icons in Finder 6.0:

- 1) Use a resource editor to open up Finder's resource fork, and directly edit the icons there.

- 2) Create a new icons file with the custom icons you wish to use, and place it in an icons folder. Just be sure that (A) it isn't called Finder.Icons or Finder.Icons.X [since Finder 6.0 ignores those files], and (B) it's in the icons folder on your boot disk if it contains icons for the trash can or the boot volume itself.

I personally would recommend option #2. That is, in fact, exactly what I do, even though I have a resource editor. I think it's a lot easier to make minor modifications and additions to all of my icons at the same time, if they're all in standard original icon files.



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## —System 6 vs Disk ][ Update

I mentioned in the last A2 News that some people with older Disk ][ drives and/or interface cards were having problems accessing those drives under System 6.0. It has been unofficially announced that the AppleDisk5.25 driver from System 5.0.4 can be safely used under System 6.0, and will overcome this problem. Tim Swihart came through A2 to mention that this will probably work, but it is not “Officially Supported”, so use the old drivers at your own risk.

## —System 6 vs AppleWorks

Bill Shuff reported on May 12th that some people at a local user group meeting had reported problems of AppleWorks Classic files suddenly refusing to be saved, either on the current drive on onto any other drive. Some others mentioned that they had developed a problem with files suddenly becoming unreadable, even though they had previously loaded without error. These problems apparently arose both with patched and unpatched versions of AppleWorks. Randy Brandt responded to the question and offered this answer. “I know exactly what the problem is, Bill. It’s GSOS and the new P8. I don’t know why, but on some systems, files get marked with a minimum ProDOS version necessary (it should be 0). The files are identical to normal ones, but can’t be read, directories can’t be saved to, etc. To rescue messed up files, use the Finder to copy to a new disk. Then AppleWorks can read them again, even if booted with old version of ProDOS.”

I’ve not been able to reproduce this problem on my system, but what Randy is referring to has to do with a change in the definitions of file entries that was made in a System software upgrade during the past two years. In each file entry in the ProDOS file system there are a series of bytes that have a specific meaning for that file. When this system was originally designed for the Sophisticated Operating System (SOS) for the Apple III, each of these bytes was assigned a meaning. This was transferred more-or-less intact to ProDOS when

that system was designed for the Apple II. Two of the thirty-nine bytes used in each file entry in the directory were defined as indicating the “Version” and “Minimum Version” for the file stored there. The Version number would indicate which version of ProDOS saved this file, and the Minimum Version number would tell what was the lowest version of ProDOS capable of using this file. The use of these two bytes would allow for future upgrades in the file system without necessarily trashing what had previously been designed.

As it turned out, ProDOS itself has undergone modifications over the years, but the file structures have not changed much. The major change that was introduced with GS/OS was the concept of “forked files”. A forked file has two parts, a “data” fork, and a “resource” fork. This change was handled by defining a new storage type, rather than changing the Minimum Version number. (This explains why some ProDOS 8 file utilities that don’t check the file storage type appear to be able to copy forked files, but in reality copy only the data fork.)

When the GS/OS designers wanted to make it possible to display filenames in both upper and lowercase, they chose to redefine the meaning of the Version and Minimum Version bytes in the file entry (since they had really never been used and would likely never be used in the way they were designed.) Each bit in these two bytes is used to determine whether a letter in the filename should be displayed as uppercase or lowercase. (AppleWorks Classic does this in a different fashion, by making a similar modification in the auxiliary filetype bytes.) The drawback of this use of the two bytes, however, is that if ProDOS 8 gets confused and decides to look at the Minimum Version number before doing something with a file, it may refuse if that number is not zero. (The problem that Bill Shuff referred to above could possibly occur if an AppleWorks file was altered under the newest version of GS/OS and ProDOS 8, and then an older version of ProDOS 8 was used to try to access the file.)

So, if AppleWorks is misbehaving with System 6, try Randy Brandt’s solution. And don’t rename AppleWorks files with GS/OS utilities so the names are upper/lowercase displayable by GS/OS!

## —System 6 Easter Egg

Jay Krell (J.KRELL1) posted this tidbit on May 16th:

“To see the toolbox and OS versions, hold down the command key and click on ‘System 6 Program Launcher’ in the launch standard file dialog in the program launcher you go to after quitting the startup application. The launcher is in a code resource in the file Sys.Resources.”

To clarify this: The System 6 Launcher is what appears if you “Quit To Previous Application” from the Finder (if that is the first application you start when launching System 6). The Launcher displays a file selection dialog, and the title “System 6 Program Launcher”.

*submitted by Tom Gates 🍏*

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# Gloom and Doom: A Bug in Word 5

*Bugs and  
other Gloom*



submitted by  
Emmeline  
Grangerford

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Fellow Microsoft Word 5 users, word has hit the BBS systems that there is a Word 5 Bug. This is serious stuff for anyone who wants to generate reliably formatted text files.

I'm sure I have seen the bug. Old documents that I bring up now have junk fonts in the letterhead. I think the announcement of the bug also explains anomalies in a mysterious document that a client and I pass back and forth. I have been noticing that I have to redefine the base styles in that document. And since I put System 7 on my drive, New York has begun to enter the documents, even if it's not supposed to be in anything I ever use. I keep scolding this client for using it, but he's getting huffy. He claims that he's using my styles.

I enclose the following file, that describes the problem and also contains two workarounds that you might try.

When you experience Word 5 weirdness, don't take it personally. Just keep telling yourself, "It's not me! This problem is not caused by me! It's somebody else's fault!"

—*Emmeline*

## from Tidbits #126, June 1, 1992: Word Style Flaws

by *Adam & Tonya Engst*

A few weeks ago I received a call from Prudence Holliger of Seattle's Mac Downtown Business Users' Group. Prudence was not happy and it was definitely Word 5.0's fault. Prudence has been working on a 300 page manual, and this manual has been in existence for several years, back as far as the late Word 3.0 days. Like any good Word user, Prudence used custom styles heavily, and other people have added their own styles on occasion, sometimes duplicating existing ones, sometimes not. The result is a seriously complex document, in part due to sheer size, and in part due to numerous styles, some of which may not even go with any text any more.

So why was Prudence unhappy? Well, there's this bug, you see ... (Don't you hate sentences like that?.) This bug under certain conditions sets the font information in user-defined styles back to the font of the Normal style. You are left with all of your text and your text still has your styles attached, but those styles do not contain the proper

font information. With a small document with only one or two styles, this isn't a serious problem, since all you have to do is edit your style and add the font information again. But when you are working on a 300 page manual with a ton of styles, you probably have better things to do than spend a day fixing up the document one last time.

### Causes

There appear to be several actions that may activate the bug. If you create a document in Word 5.0 with styles in it, and then copy that document to another Mac, you might lose the font information. Lest you feel too much relief since you seldom copy files to other Macs, the other condition that can sometimes destroy the styles is adding or removing fonts from your System file. It's not clear if using Suitcase, Master Juggler, or the useful but stripped-down Carpetbag 1.2 (\$5 shareware, and I highly recommend it for those who don't need the power of the commercial applications), will also cause the bug to show its ugly face.

### The Workaround: RTF

Luckily, there is a workaround and a method that will probably prevent the bug from occurring, although you're unlikely to think of either on your own. To work around the problem once it has occurred, do NOT save the document when you see it with the incorrect font information. Return to the original machine and open the document (or simply work with the original if it is still available). It should have the correct fonts. Save in Interchange format, perhaps better known as RTF (Rich Text Format), and then transfer the file again. Everything will work fine because RTF is a straight text format that is terribly hard to read because it describes every layout or typographic change with a textual marker. However, as straight text, there's little that can go wrong with RTF documents, and in fact, saving in RTF and reinterpreting is a good way to clear up other strange problems that may occur with Word files.

If you are want to prevent this from happening, Microsoft recommends that you make sure that your machines have the same fonts available, so it sounds like there is some quirk with that old bugaboo, font IDs and font names. I ran into this several years ago with some older programs when I had Suitcase II renumber my fonts so there weren't any ID conflicts. Suddenly a bunch of my documents appeared in the wrong font, because

the program stored the font by ID, which had just changed, rather than name, which is unlikely to change.

### Microsoft Explains ...

Microsoft Tech Support told Prudence that it was a known, though rare, bug, and the Microsoft PR people offered this statement. "Microsoft is committed to quality products. We are aware of this problem and have suggested methods for working around it. We understand the severity of this problem and are planning to fix it and make it available free of charge to customers experiencing the problem." From the horse's carefully-worded mouth. ...

I'm pleased that Microsoft realizes that the severity of this bug outweighs its rarity and will be fixing it for free. Sure, you can argue that there is a workaround and a method of prevention, but if someone doesn't know about the workaround, or a less sophisticated user encounters the bug, that person will have to recreate work, probably assuming that the computer is just acting up again. This is not to mention that saving in RTF all the time is a pain — in this day and age we shouldn't have to muck with such arcane tricks. And if you want to argue that because the bug is rare, it's not a big deal, you can tell the same thing to the very few people who lost a lot of work to the recent viruses. The fact of being in a small minority doesn't make reconstructing work any more fun.

### How It Affects Work Patterns

To tell the truth, this bug concerns me more than most. I'm less concerned about bugs that can cause the Mac to crash. You can always protect yourself from crashes by saving more frequently. This bug can secretly modify your work, which I feel is more serious than a simple crash. Consider this situation. If you are a student who works on your Mac at home in Word 5.0 but prints on the public LaserWriters on campus, you will have to copy the file to a disk and take it to the printer. If you're anything like most students at Cornell University, where I watched this behavior for several years, you'll work on any given paper until the last possible minute, at which point you'll print it out and hand it in, just on time. Being bitten by this bug as you trudge to the computer center, disk in hand, could make for some serious frustration. On the other side of the coin, if you work in a public computer room at a college, tell your coworkers about the workaround. If nothing else you're guaranteed to impress someone if you miraculously save some poor student's work.

Perhaps far more dangerous is the instance of the graphic design firm that swaps files around a network with System 7 FileSharing. Design firms are more likely than students to rely heavily on styles because page layout programs can import

and use those styles. In addition, such businesses are more likely to be mucking about with loading and unloading fonts frequently, thus increasing the possibility of the bug surfacing. Obviously, this bug does not affect the original file if copying the file is the cause, but the font trigger would indeed affect the original, and while a student can hand in a completely unformatted paper, a design firm will lose its collective shirt on such a practice, and it will be nice to see Microsoft release the fix. In any event, I encourage everyone to pass this article on to anyone you know who uses styles in Word — you could save them gobs of unnecessary effort.

### Another Workaround

[In a followup item in Tidbits #127, Engst quotes Bob LeVitus, a CompuServe correspondent who writes, "I've encountered the Word 5 styles bug

many times over the past few months, working on book chapters (Dr. Macintosh, Second Edition and The Dr. Macintosh Guide to the On-line Universe). I discovered another workaround, one that's easier and faster than the RTF method you mention, as long as you have at least one other document that uses the same set of styles as the document displaying the bug. In my case, that wasn't a problem. To fix your document, just import all the styles from a similar document. So, for example, if I opened Chapter 6 and found that the fonts had changed, I open the Define Styles dialog box, then use the Open command to open a different chapter, one with the proper font/styles. That's all it takes. Chapter 6 is now right as rain. Works every time. (But I hope Microsoft fixes it soon!)"

*Submitted by Emmeline Grangerford* 🍏

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### A2 News continued from page 22

or order with VISA/MasterCard by calling or faxing (303) 422-4856.

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### —AppleWorks GS / Pointless Tip

On May 22nd Dennis Doms (A2-CENTRAL), posted a useful item: "I got a call from a friend at Claris with an 'easter egg' that might be of interest to Pointless users. Try holding down 'Shift-Option' when selecting 'Choose font'. You should find that you can enter point sizes larger than 48." Dennis went on to say that he'd been successful in scaling Helvetica to a size of 255 using this tip. Earlier versions (pre-6.0) of the IIGS system software could not reliably use fonts with point sizes larger than 48, so they chose to "hide" this feature until now. Dennis says that Bill Marriott at Claris is the one to thank for this "easter egg".

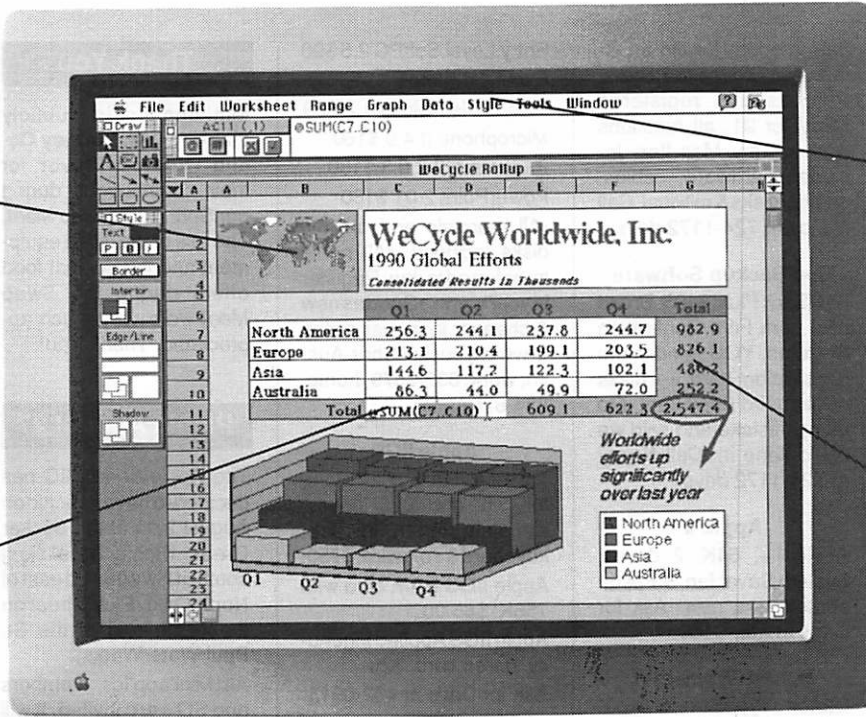
*submitted by Tom Gates* 🍏



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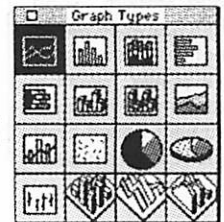
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## Introducing 1-2-3 for Macintosh

Lotus

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# Classified Ads\*

## For Sale

### Mac SE

Mac SE, 40MB HD, 2.5MB RAM, Std. keyboard. Ask for Barb, 827-2782.

### IWII Printer

ImageWriter color printer, color cartridge & box of paper: \$250.00. Ask for Barb at 827-2782.

### Mac +

2MB RAM, mouse, manuals & Kensington System Saver fan: \$400. Ask for Jim at 227-6496.

### Computer Desk

O'Sullivan desk: \$50. Ask for Jim at 227-6496.

### Radius Accelerator

Radius accelerator for a Mac SE will run your SE 4 times faster. Numerical calculations are 100 times faster. Great for System 7. \$450.00. Ask for Bill: 931-9047 (home) or 939-2795 (work).

### Mac FAX/Modem

DoveFax. \$70 used. 9600baud Fax and 2400baud Modem. Send faxes from your applications as though you were sending to a printer. Receive faxes into files on your system and then view & print them. Also use as a regular

data modem for file transfers and access to BBSes. Purchased & registered Sept/Oct 91; all functions work on my Mac IIcx. Includes hardware, cables, original disks & manual. Call Nancy at 724-1172 days.

### Mac Backup Software

FastBack Plus. \$105. Brand new from Fifth Generation Systems. YOU send in the registration card — disks never used (they sent it to us by mistake and said we could keep it). Call Nancy at 724-1172 days.

### Apple II

Apple II+, 64K, 2 drives, System Saver fan, & Epson printer. Like new! Ask for Chris at 432-0160.

### Canon Typewriter

Canon TypeStar 5 typewriter. Runs on batteries or direct current, 16 character display, automatic centering, underlining, CR, choice of typefaces, 1 line memory, electronic editing. Very lightweight and portable. Make an offer. Includes 2 free ribbons. Call Jacques Gay, 722-1239.

### Software for Sale

Access PC 1.1 \$60  
Clarix Power Pack \$335 (MacWrite II, MacDraw II & FileMaker Pro)  
DeltaGraph Pro \$150

Entry Level SoftPC 2.5 \$90  
Excel 4.0 \$224

Mac Tools Deluxe 1.2 \$59  
Microphone II 4.0 \$160  
Panorama II 2.0.3 \$180  
PowerPoint 2.01 \$180

\*All manuals and original disks included. \*All rights transferred to you. Register in your name. \*Good as new & cheaper than mail order. Save big bucks! Chris Austin, work: 832-6579, home: 884-8767.

### Apple IIGS

1.5 megs RAM, color monitor, 3.5" and 5.25" drives, Kensington fan, mouse, keyboard & software: \$750.  
Apple IIGS RAM card with 756K: \$65.00.  
Apple IIGS Applied Ingenuity stereo card: \$20.  
Ask for Dave at 432-0913

### ImageWriter Printer

Apple ImageWriter II (color) printer with new printhead and two new color ribbons: \$240.00. Apple, 800K 3.5" drive: \$120.00. Dave: 432-0913.

### Weights/Table

120 pounds of cement-filled plastic weights with bar, collars, etc. Padded table with mechanism for leg-workouts. \$60. Ask for Dave at 432-0913.

## Thank You

Mini'app'les is publicly thanking J.C. Penney Co. and Create-a-Flavor for their contributions during our Spring '92 Swap Meet. The use of the video equipment and the special food offers during the Swap Meet were very much appreciated. Thank You!

## Picnic August 27

The AppleWorks SIG has decided to have a Picnic on August 27th at the Sucker Creek Picnic area (just south of Hwy 96 and east of North Oaks/Rice Street on the North end of the St. Paul WaterWorks).

All Mini'app'les members and SO's are invited. It will be B.Y.O. food and beverage and Potluck dessert to share with the others. This is not just for Apple II people, Mac people are welcome and MSDOS people can even attend if a Mac or Apple person will vouch for them.

## Notices

\* You can leave your ad by calling Dave at 432-0913, our BBS at 892-3317 or our Voice Mail phone number at 229-6952. You may also mail your ad to our Post Office box. Ads are due by the 10th of the month.

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

## Wanted

### Member Help

Science Museum Software Expo coordination meetings. All are invited to attend. Looking for ideas and help for the upcoming Software Expo.

The July 7th, 7 p.m. meeting at the Washburn Library will continue multimedia presentation & begin schedule plans for show staffing. Contact: Tom Gates - evenings 789-1713, voicemail 229-6952 (24 hrs), BBS 892-3317 (24 hrs).

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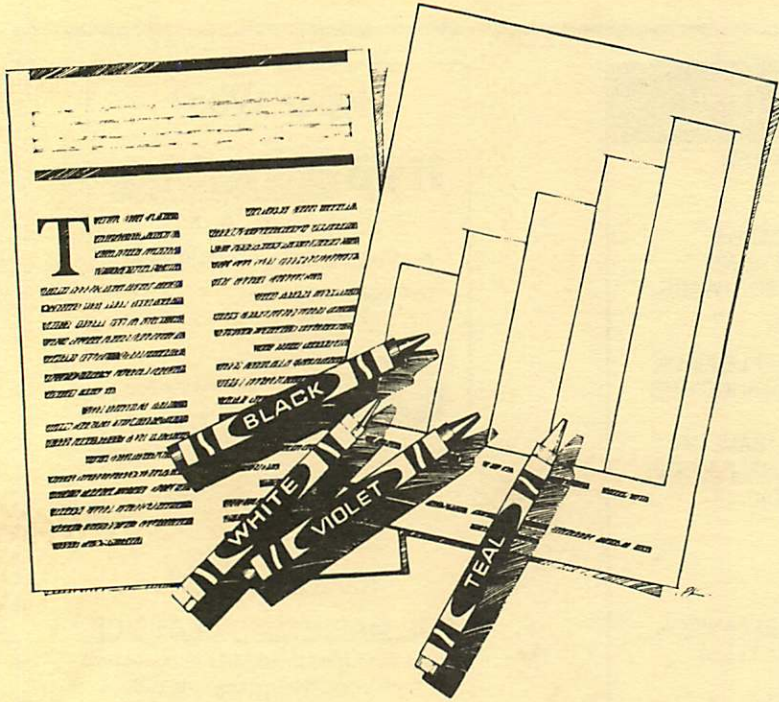
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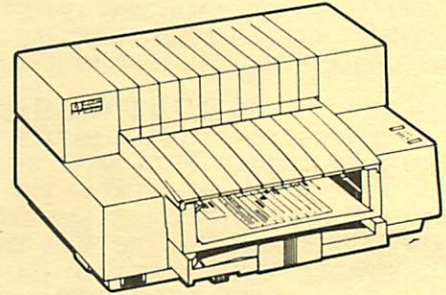
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