



mini'app'les

newsletter

\$2

Vol. 15
No. 10

The Minnesota Apple Computer Users Group, Inc.

OCTOBER 1992

Calendar
of
Events

M	T	W	T	F
			Mac Main Meeting Augsberg Park Bldg 7100 Nicollet 7:00 p.m. Subject: New MAC Products Speaker: Curtis Julper Mike Carlson: 866-3441	
5	6	7	mini'app'les Board Meeting Lexington Branch Library University & Lexington Aves. St. Paul, MN, 7:00 p.m. David Laden: 488-6774	9
Fourth Dimension™ SIG Lampson & Tew 2700 East 82nd Street, Bloomington, 7:00 p.m., Ian Abel: 920-5520 Apple II & GS Main Meeting Washburn Com. Library 7:00 p.m. 5244 Lyndale Ave. So. Mpls. Subject: Scaled Graphs Tom Ostertag: 488-9979	13	14	North Shore Mac CIG Bethlehem Lutheran Church Grand Marais, 7:00 p.m. Jim Ringquist 387-2234 File Maker Pro SIG Highland Park Library 7 p.m. Steve Wilmes 458-1513	16
19	20	21	AppleWorks® SIG Murray Jr. High, 2200 Buford, St. Paul, 6:00 p.m. Topic: Word Processor Module Jim Shields: 434-9836	23
Mac Novice User SIG Highland Park Library, St. Paul, 7:00 p.m., Tom Lukin: 698-6523	Mac Programmer SIG Murry JHS 2200 Buford St Paul 7:00 PM Gervaise Kimm 379-1836 MaccAD/E SIG Micro Age Computers, 5909 Baker Rd. Suite 530, Minnetonka, 7:00 p.m., Bill Langer: 937-9240, Daron Applequist: 938-7001	Mac Desktop Publishing SIG On location at James Folmer's office: Selby and Snelling in St. Paul. Bob Grant: 827-6294	29	Programer Workshop/Think-C 1-4 p.m. Call for location Saturday Oct 24 th → Kevan Kassulker, 535-2968
				Programer Workshop/Think-C 1-4 p.m. Call for location Saturday Oct 31 st → Kevan Kassulker, 535-2968

Notes:

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

Coordinators, please contact Cordel Woods (on our BBS or at 757-6916) by the 1st of the month to have your meeting listed correctly.

SIG - Special Interest Group
CIG - Community Interest Group
THE CALENDAR FOR
NOVEMBER IS ON
PAGE 4

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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
Members:	5 1/4" eDOMs	\$3.00	Add
	5 1/4" System	\$1.00	
	3 1/2" Apple/Mac eDOMs	\$5.00	per disk,
	3 1/2" System	\$3.00	
	3 1/2" System 7.0 (9 disks)	\$15.00	
Non-Members:	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

Advertising		
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CONTENTS

VOL.15, NO.10
October 1992

IN THIS ISSUE

Viruses, with Humor	5
A Good Time	5
Thanks	5
Beginner's Guide to the Finder	6
QuicKeys + Keyboard = Nirvana	8
QuicKeys Fluff Isn't Enough	10
Special Symbols - The Alternate Character Key Set for Macintosh and the Apple IIGS	11
Excel 4.0 for the Mac, Part 2	12
IIGs Printing PostScript to Disk Using a Pathname You Want	14
Importing Graphics into PublishIt!	15
Applewriter Quick Tip #1	15
Apple II University Presents, Lesson 2	16
From the Desk of the Software Director... Macintosh eDOMS	18
Apple GS eDOMS	23

ADVERTISERS

Lotus 1-2-3	29
Member Classified Ads	30
HyperActive Software	31
PALM-EAGLE USA, INC.	31
RAMCO	31
Laser-print Supply/Dodd Technical	Back Cover

The Fine Print

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

I.D.#: _____ Exp. Date: _____
Name: _____
Street: _____
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Street: _____
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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+ | Areas of Interest: |
| <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 | |

- | | |
|--|--|
| <input type="checkbox"/> Macintosh II | Do you own or use: |
| <input type="checkbox"/> Macintosh SE/30 | <input type="checkbox"/> Printer |
| <input type="checkbox"/> Macintosh si | <input type="checkbox"/> Laser Printer |
| <input type="checkbox"/> Macintosh fx | <input type="checkbox"/> Modem |
| <input type="checkbox"/> Macintosh IIcx/IIci | <input type="checkbox"/> Scanner |
| | <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

NOVEMBER 1992

Macintosh Main Meeting.	Thur., Nov. 5	Augsberg Park Bldg 7100 Nicollet Avenue South	Note 6
Board Meeting	Thur., Nov. 7	Lexington Branch Library, St. Paul	Note 1 (members welcome)
Apple II & GS Main Meeting	Mon., Nov. 9	Washburn Library, 5244 Lyndale Ave South	Note 11
Programers Wk. Shp.	Sat., Nov. 14	Van CLeve Pk. Bld. 15th Ave. & Como	Note 21 (New SIG!)
Fourth Dimension SIG	Mon., Nov.16	2700 East 82nd Street	Note 2
MacCAD/E SIG	Tues., Nov. 17	Micro Age Computers 5909 Blake Rd., Minnetonka	Note 8 & 19
AppleWorks@SIG	Thur., Nov. 19	Murray Jr. High, 2200 Buford, St. Paul	Note 10
FileMaker Pro SIG	Thur., Nov. 19	Highland Park Library, St. Paul	Note 20 (New SIG!)
North Shore CIG	Thur., Nov. 19	Bethlehem Lutheran Church, Grand Marais	Note 15
Programers Wk. Shp.	Sat., Nov. 21	Van CLeve Pk. Bld. 15th Ave. & Como	Note 21 (New SIG!)
Mac Novice SIG	Mon., Nov. 23	Highland Park Library, St Paul	Note 9
Macintosh Programmer	Tues., Nov. 24	Murray Jr. High, 2200 Buford, St. Paul	Note 18
Mac Desktop Publishing	Wed., Nov. 25	Jefferson El. Sch. Rm. 201, 25th & Hennepin	Note 3

1. Dave Laden	488-6774	6. Melvyn Magree	559-1108	11. Tom Ostertag	488-9979	18. Gervaise Kimm	379-1836
2. Ian Abel	920-5520	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	22. Tom Gates	789-1713

Coordinators -- Please contact Cordel Woods (on our BBS or at 757-6916) by the 1st of the 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.

Macintosh	Key	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	Apple II	Key	Apple IIGS	Key	Apple III	Key
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				

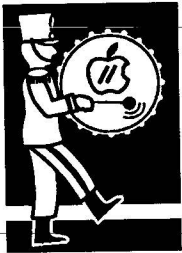
If you would like to be a "Members Helping Members" volunteer, please leave your name & phone number on our BBS or leave a voice-mail message at 229-6952.

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 Spitzer	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.

A Good Time

farewell,
summertime



by
Tom Gates

August 27th was the first annual Mini'app'les Picnic. The weather was cooperative, maybe a little on the chilly side, but the fellowship was warm. A couple of people had a bit of a problem finding the St. Paul Waterworks, but eventually made it. Hmmmm, maybe it wasn't just the Waterworks, maybe they really had trouble finding St. Paul... Anyway, it was a sweet tooth's dream come true... those brownies were delicious and I should know 'cuz I ate enough of them. A number of people walked around and enjoyed the Park and a few others wanted to do something naughty to the St. Paul water supply. It was pointed out, however, that ducks and fish were allowed in the lake and you all know what they do in the water...

As for entertainment, Ozzy sat up and begged for food. The rest of the crew weren't nearly as lively. It was also a good time to meet the

spouses (those support people that put up with computerphilia...) and find out what Mini'app'lers do when they're not on the keyboard (or mouse...). Unfortunately, just as the party was getting going, the Park Ranger came by and said that they were closing the park. So at that time, we all bid our farewells and abandoned the

mosquitos for home... not exactly, one family was going to visit Como Park and another was going to another party. Ozzy was still checking out the desserts when we left, just ahead of the ranger.

Maybe next year... Mac people, it's your turn to sponsor the party!

Tom Gates 🍏

Thanks

Mini'app'les wishes to thank the following businesses that donated equipment or material for use by Mini'app'les at the first annual Science Museum of Minnesota Software Fair and helping to make it such a success.

Apple Computer
EPA Audio Visual
First Tech
MECC
Roger Wagner Publishing
Science Museum of Minnesota

And also for all their help and resources, the members of Mini'app'les, the Minnesota Apple Computer Users' Group.

Viruses, with Humor

By Dennis McClain-Furmanski, ROAD APPLE

This timely article comes on the heels of the passing of the dreaded Michelangelo Virus, an electronic equivalent of the press puffery and non-effect of comet Whatzitsname a few years back. At the end of this article, I offer a virus that has caused real damage.

- The Iranian Virus: Holds data hostage, returns it after 4 or 5 years.
- The Commercial TV Virus: makes computer work only 48 minutes out of every hour.
- Ronald Reagan Virus: Makes computers shut down for two hours every afternoon.
- Silicon Implant Virus: takes years to leak into surrounding data.
- The insidious Alex Haley Virus: targets White Supremacists' computers and searches for genealogy files. Haley modifies their ancestry records to indicate close kinship to Sammy

Davis, Jr.

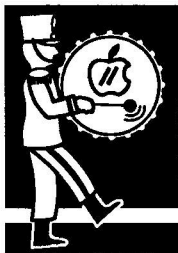
- Politically Correct Virus invades all files, deletes words 'man', 'woman', etc. and replaces them with 'person' and other insipid gender neutral verbiage.
- Exxon Valdez Virus spills data all over every disk it comes near.
- Ozone Depletion Virus: scientists are unsure if it exists at all.
- Detroit Automotive Virus breaks down by itself after 5 years or 50,000 uses.
- Dyslexic Virus attempts to erase hard disk but erases itself instead.
- Middle Age Virus: after 35 years, your computer complains about rap music, turns itself off early, and tries to make you do all kinds of things you don't want to.
- Old Age Virus: after 65 years, your computer only recalls turning on, can't hear any music, and doesn't have the energy to do anything.
- SCULLEY VIRUS infects a hugely successful computer company and destroys the machines that made the company successful in the first place.

ACES

submitted by Steve George
stgeorge@pnet51.orb.mn.org 🍏

Beginner's Guide to the Finder

system
software



by Steven
W. Disbrow

Part 1

One of the best, and most underrated, programs that is available for the IIGS is the Finder. Sure, it comes free with every new IIGS that is sold, but almost no one uses it! Most of the reasons that I have heard for this are that it is slow, hard to use, and that due to Apple's \$35 to \$50 upgrade charge, most users don't have the most recent manual. This is a real pity. Being able to use the IIGS Finder not only familiarizes you with other IIGS specific programs, it gives you experience with the concepts used in almost every other personal computer operating system on the market today. The Macintosh, Microsoft Windows, OS/2, the Atari ST and the Amiga (just to name a few) all use the same concepts and methods to handle almost identical tasks. Part 1 of this series is intended to give a basic overview of the Finder and its capabilities to those of you that don't have the manuals or suffer from FinderPhobia.

The Basics...

The operation of the Finder is based on what Apple Computer, Inc. likes to call, "The Desktop Metaphor." The Finder uses your IIGS screen to simulate the appearance and function of an actual desk. (OK. So it's not that good a simulation ... very few metaphors hold up to close examination.)

In order to pull off this metaphor, the Finder uses pictorial representations, called Icons, to represent disks (also called "Volumes"), folders (also called "Directories"), programs (also called "Applications"), data files (also called "Documents"), devices (such as a Hard Disk, Scanner or CD-Rom player), and other items that appear on the Finder's desktop. The contents of disks and folders are displayed in windows. These windows help to logically group the icons representing the contents of the disk or folder that you are currently examining. You work with the items on the Finder's desktop by selecting them with the mouse and then choosing one of the actions available to you from the Finder's menu bar. That action is then carried out against the item or items that you have selected. For example, when you insert a disk in the disk drive, its icon will appear on the Finder's desktop. If you then select the disk (by clicking the mouse on it) and pick the "Open" item from the "File" menu, a window that shows the contents of the disk will open on the Finder's desktop.

So What Does It DO?

The Finder is a program that can perform a great many tasks. It contains a number of disk utilities that allow you to perform some of the most common disk maintenance tasks: formatting disks, erasing disks, duplicating files, deleting files, etc. However, the Finder is most commonly put to use as a Disk Navigator and Program Launcher. That is to say, the Finder is used to organize and examine the contents of your disks and run, or launch, any programs on your disks. When you quit a program, you are automatically returned to the Finder. Since all programs that are run from the Finder automatically return to it, the Finder is an ideal program to start your IIGS with.

The Menus

Now that we've gone over the basic concepts and uses of the Finder, let's take a brief look at what is available in the Finder's menu bar.

In the Apple menu, you will find a minimum of two items. The first, "About the Finder...", will give you some information about the boys and girls that wrote the Finder. If you are using version 1.3 of the Finder, hold down the *shift* and *option* keys before you click on the Apple, and this item changes into "About the System...". The second item in this menu is "Help...". Selecting this item brings up a dialog box that gives you help with some of the Finder's less well-known features. Click on the particular item you want help with and then click the "OK" button. When you are finished helping yourself, click on the "Cancel" button. In addition to these two items, the Apple menu will also contain the names of any New Desk Accessories that you have installed on your start up disk. To run one of these NDA's, simply select it from the Apple menu.

The File menu contains eight items that are used to manipulate the files and windows on the Finder's desktop. Moving down the File menu, the items are:

New Folder – Selecting this item will create a new folder with the name "Untitled" in the currently active window. The currently active window is the one that is visible above all of the other windows on the Finder's desktop. If there are no windows open, this item can not be selected.

Open – Selecting this item will open the currently selected item(s). If the item is a disk, folder or the Trash Can, a window showing the contents

of the item will open. If the item is an application, that application will be started.

Print – You must have a document icon selected to pick this item. If the application that created the document has been programmed to work with this feature, the Finder will start up the application and the application will then try to print the document. At present, very few applications support this feature of the Finder.

Close – Selecting this item will close the currently active window.

Close All – Selecting this item will close all open windows, whether they are active or not.

Duplicate – When you select this item, the Finder will attempt to make a copy of all of the items that you have selected.

Put Away – Select this item when you want to retrieve a selected icon from the Trash Can or remove it from your desktop. The selected item will be returned to its proper disk or folder.

Validate – This item tells the Finder to check all of the selected icons for errors. If the Finder finds any errors it will present you with a list of the items that caused the errors.

The Edit menu contains seven items, only two of which are actually used by the Finder. The items "Undo", "Cut", "Copy", "Paste", and "Clear" are present only so that New Desk Accessories may use them. The other two items are:

Select All – Picking this item causes the Finder to select all icons in the currently active window. If no windows are open, the Finder selects all of the icons that are on the desktop.

Show Clipboard – Picking this item opens a window that shows the current contents of the system Clipboard. The Clip-

board is a temporary holding area that is used to help move data from one program to another via the Edit menu.

The View menu contains six different options that let you decide how you wish the contents of the currently active window to be displayed. If no windows are open, none of the six options can be selected. The first two options, "by Icon" and "by Small Icon" give you an unsorted view of the windows contents. The last four options sort the contents of the window by name, date, size, or kind.

The Disk menu allows you to perform one of the following actions on the disk that you currently have selected:

Keyboard Shortcuts

You may have noticed that several of the items in the Finder menus are followed by a small apple symbol and a letter. This tells you that there is a Keyboard Shortcut for that menu item. To activate the keyboard shortcut for a particular item, you simply hold down the Open-Apple key (also known as the Command key) and press the indicated character key. For example, instead of pulling down the File menu and selecting the New Folder item with the mouse, you could simply press the Open-Apple and 'N' keys. Almost every IIGS and Macintosh program makes extensive use of keyboard shortcuts so be sure to check for them whenever you start using a new program.

Initialize – Pick this item only when you want to completely lose, for all time, the contents of the currently selected disk.

When you first insert a new (unformatted) disk into the disk drive, the Finder automatically invokes this option so that it may format the disk for use.

Erase – This option will also erase, for all time, the contents of the currently selected disk. However, this option only works with disks that have already been initialized.

Verify – This option checks the currently selected disk(s) for errors.

Eject – If the currently selected disk is a 3.5" disk, selecting this option will eject it from the drive it is in.

The Special menu contains all of the Finder options that just don't logically fit into any of the other menus. These five items are:

Clean Up – Selecting this option causes the Finder to arrange the contents of the currently active window along an invisible grid. This gives the windows contents a nice, orderly appearance.

Empty Trash – Picking this item tells the Finder to go ahead and actually delete all of the items that are in the Trash Can.

Preferences – When you chose this item, you are presented with a dialog box that lets you tell the Finder how you want it to handle certain events.

Icon Info – Choose this item and the Finder will open up an information window for each icon that you have selected. The information contained in this window will be different depending on the kind of icon that the information is for. However, the information window will always contain the name of the icon that it is for. If the icon is a disk or a folder, there will also be a calculator icon in the information window. If you click on the calculator icon, the Finder will calculate the size of the contents of the disk or folder.

Shut Down – Select this item when you are finished using the Finder and want to restart or power down your IIGS or you want to return to the program that you ran the Finder from.

The Color menu is used to set the color of the icon(s) that you have selected. Simply select the icons you want to color and then choose the color you want from the Color menu.

Not Quite The End ...

That about covers the bare-bones basics of using the IIGS Finder. If all you need to do is run programs and perform simple disk maintenance, the above information should hold you until next issue when we get into some of the more complex capabilities of the Finder. If you want to, go ahead and explore on your own. After all, that's the best way to learn any program!

*submitted by Steve George,
stgeorge@pnet51.orb.mn.org*

QuicKeys + Keyboard = Nirvana

a software
review



by
Troy Janisch

from America Online

Except for the comfort it provided, and the desk space it took up, all the Apple extended keyboard offers is a wide selection of useless function keys. In the year that I've owned it, I can't remember using any of the extra keys for anything except cutting and pasting. Now, I use them for everything thanks to QuicKeys 2, a macro program created by CE Software.

Although many programs are beginning to take advantage of the extra Fkeys on the extended keyboard, most do not. Even the ones that do restrict key assignment and the functions that it will let you assign to keys. QuicKeys overcomes all of these restrictions. It lets you assign any key, or key combination, to every file and function of your Macintosh.

In fact, it's fast, it's functional, and it's fun.

The Fast

QuicKeys 2, like any macro program, enhances your productivity and improves your sanity by automating and compressing a series of routine tasks into a single keystroke. QuicKeys allows you to record a sequence of events that it will play back later at a specific time or keystroke. This can be done two ways: real time, or in sequence.

In real time, QuicKeys records your actions, as they happen, and duplicates them exactly in the same amount of time. Real time macros are easy to program because it involves little more than hitting the "record macro" in the QuicKeys menu, performing your actions, and hitting "stop" in the same menu. Real time really isn't a time saver, so it's of limited use. However, it would be perfect for demonstrating, or training someone to use, a particular program.

The real speed comes with sequence macros, that perform the same tasks that you do, but at a much greater speed. For example, I use a QuicKeys macro to log onto on-line services and bulletin boards from the Finder. With one key combination, QuicKeys opens my America On-line software, logs me on, enters my password, saves any incoming mail to my hard drive, and shows me game, desktop publishing, and utility programs uploaded during the preceding week. QuicKeys also has a built-in timer that makes it possible to run a macro unattended at a certain time or so many minutes after another event occurs.

Creating sequences with QuicKeys 2 is easy. The manual included with the program is excellent at explaining things in simple terms. It begins by walking you through the program as you make some macros for immediate use. Then, it gives you numerous examples of potential QuicKeys uses. QuicKeys makes macros easy to understand by breaking all the actions done on a Macintosh into several categories. Then, it allows you to assign a keystroke to any single action or combination of actions. Categories include: Buttons, for assigning keystrokes to button actions; Clicks, for assigning keystrokes to clicking and dragging objects; File, to launch applications with a single keystroke; Menu/DA, to assign a keystroke to any menu item or desk accessory; Mousies, are keystrokes for adjusting windows; and Specials, to assigning keystrokes to things that are unique such as restart and shutdown. According to the manual, "it's the Swiss army knife of QuicKeys."

Even someone with a strong fear of macros, and limited experience with their Macintosh, can learn to program sequences quickly. Although sequences are a great way to speed up your productivity, some of the biggest

time savers in QuicKeys are the pre-established macros that come with the program called extensions. Some of these 21 macros quickly win over your heart with their sheer convenience and usefulness. One extension, called "Choosy" lets you switch printing devices in the Chooser without opening the Chooser desk accessory. Others let you send Apple Events to applications, use Finder commands without returning to Finder, mount and play any sound located in the system file.

The Functional

The creators of QuicKeys 2, realize that increasing your productivity involves more than speed. Most people don't work completely on their keyboards or their mouse. As a result, different programs sometimes have different ways of doing the same thing. For example, in one word-processor, you might type command-shift-B to bold text. In a desktop publishing program, you might have to type command-B. In your favorite graphics program, you might have to go to a pull-down menu. No more! QuicKeys lets you assign aliases to keystrokes and keystrokes to menu items. So, you can use the same keys in every program to do the same things.

In almost every program I have used, to change

Even someone with a strong fear of macros, and limited experience with their Macintosh, can learn to program sequences quickly.

type size, you have to go to a pull-down menu, which either lists sizes or brings up a separate window to select type size. Now, I can change font size from 10-point to 12-point by hitting command-2 on my keypad. Command-4 is assigned to 14-point, command-0 to 10-point, etc. I have done the same thing to immediately access my favorite fonts. The keystroke Shift-1 on the key pad changes text to New Century Schoolbook (my favorite font), Shift-2 changes it to Helvetica (my second favorite), and shift-3 to Times (my standard).

I have also created macros that call up the help file of the program with a single keystroke, so that I can reference them quickly without leaving the keyboard.

QuicKeys allows you to have specific keysets that are unique to each program. Additionally, it lets you assign a universal keyset that will work regardless of the program you are running. For example, regardless of the program that I am running, I can bring the next application to the front by hitting the same key.

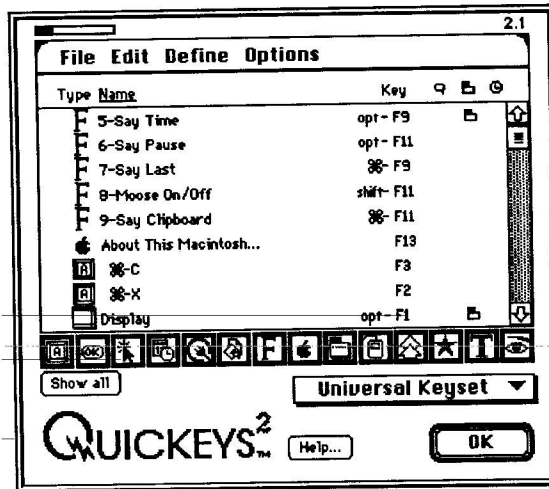
The Fun

Thanks to QuicKeys, I am probably the only Macintosh owner on my block to have a self-destruct button on my computer. When I hit the self-destruct key, the entire screen melts into a blob and runs through the bottom of the screen. (A shareware program called melt.) At the touch of another key sequence, the image of Ronald Reagan appears on the screen to deny any knowledge of covert activities, watch my cursor, and fall asleep (shareware called Reagan's Watching). When I hit another key, a talking moose appears to let me know what time it is or to tell a quick joke.

Each of these were cute little programs that amused me, but that I rarely used. Now, they are standard party tricks to ease boredom and impress my cronies with IBMs. Now, I can get to them on a whim, use them transparently, and discard them quickly. Previously, these programs seemed as they were too much work to run for the little bit they did.

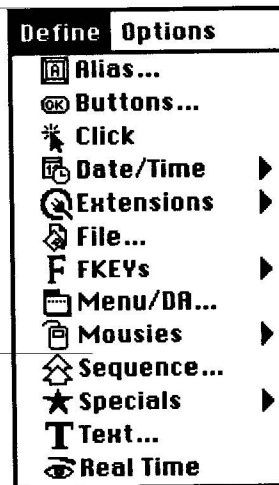
Also, QuicKeys includes an extension called "Display" that works as a mini word processor. Using it, I have set up sequences, with a timer, that send little notes to my wife when she uses the computer. In the middle of her work, the screen pops-up and,

QuicKeys' main window



The graphical interface makes macro management easy. Keystrokes can be reassigned with a single mouse-click. A double-click brings up an editing box, where any aspect of the macro can be changed.

The "Define" menu



The icons signify the various types of available functions. Any number of functions can be strung together in a sequence.

as she watches it, slowly types out a little message and then disappears again. Who says romance is dead?

The Facts

QuicKeys performs well on the Macintosh and despite several attempts to make it crash, and more than a month of steady use, it hasn't caused any problems. It is an intelligent program that gives you the option of resuming or canceling interrupted sequences. You also can cut and paste individual macros from one key set to another and to past macros together.

Changing the name or key assignment of a particular macro is easy. To change the key assignment, you simply place the cursor over the present one and change it. To edit a macro, you just double click on its name and it opens the macro file. For sequence macros, this is particularly useful because you can double-click on a pause, for example, and it will allow you to increase or decrease it. The program distinguishes between numbers on the keypad, and numbers on the keyboard, giving you more than a dozen more keys to assign. And, to remind you of what keys you have assigned, you can printout a quick-reference card sorted by name, by key, and by application.

QuicKeys 2 requires a Mac Plus or greater and requires System 6.04 or later. The mail-order price of QuicKeys 2 is around \$90. I have also noticed that for about \$150 you can mail order a 3rd party extended keyboard and get a copy of QuicKeys 2 included. Either way, it is money well spent. QuicKeys is the best utility program I've seen. Don't let dust settling on the function keys of your extended keyboard, pick up a copy — I am willing to bet it will become one of your favorites too.

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QuicKeys Fluff Isn't Enough

Little QuicKeys Book
By Steve Roth & Don Sellers
Peachpit Press, 1992
267 pp.; \$18.95

Reviewed by Troy Janisch

Mention the word "Macro" to any PC users, and there is a good chance that you will send a chill down their spine. In many cases, it's not without reason. For many software programs, macros are poorly explained and unduly complicated. After all, you bought a computer so that it could make things simpler, didn't you?

To overcome these types of fears, many users make a pilgrimage to the local bookstore in search of any book that they think will make dealing with their computers easier. In many cases, they find books published by Peachpit Press... Books like the Little QuicKeys Book.

All the Peachpit books are in down-to-earth language and seem to do a good job of explaining the basics of every program they address. However, in the case of the Little QuicKeys Book, I found myself unimpressed. On its back cover, the book promises something for everyone, "From a novice to a power user." And, while I'm certain that there are some useful tips tucked here and there between its covers, you are probably better off spending your time experimenting with the program than reading the book.

In its attempt to provide something for everyone, the book loses its focus, and its charm, quickly.

The book did a poor job of explaining the basics of QuicKeys 2 to a new user without bogging down the explanation, but in the case of QuicKeys, that wasn't enough. The manual provided by CE Software is among the best that I have seen. In fact, unlike the Little QuicKeys Book, the manual was especially helpful to have next to my computer because while programming a macro it provided a quick answer without having to wade through bulky phrases like, "Like Superman and Bizarro Superman, the two QuicKeys sort of look the same, but one is a distorted and contemptible mockery of the other."

I expect tutorial books to be easier to understand and to provide better explanations of the program than the manuals that come with it. The Little QuicKeys book doesn't.

Since it does such a poor job of introducing QuicKeys to a beginner, the first 45 pages of the Little QuicKeys book are useless. Aimed at the new QuicKeys user, the first three chapters cover such topics as QuicKeys basics, installation, and keyset clarity. However, the same topics are in more understandable and useful terms in the first 24 pages of the QuicKeys manual. The Little

When I showed my wife the Little QuicKeys Book, she said that the program looked too difficult to use. When I gave her the original manual, she was able to sit down, program a macro and gain a general understanding of QuicKeys.

QuicKeys Book offers nothing to a beginner that the original manual doesn't. Except, perhaps, confusion.

The "let's be cute" excerpts of text, needless explanations of things such as icons, and achieving "QuicKeys Nirvana" would do more to confuse a beginner than provide insight. When I showed my wife the Little QuicKeys Book, she said that the program looked too difficult to use. When I gave her the original manual, she was able to sit down, program a macro and gain a general understanding of QuicKeys.

Chapter 4, entitled "Thinking about QuicKeys," is thoughtless. It explained that created a macro that worked isn't enough. In the long run, the authors explained, it is better to use the right command for a specific job, even though another command might work just as well in the short term. However, the actual commands are not explained until chapters 5 through 8, so the examples they give are meaning-

less. Similarly, the book explains several QuicKeys extensions before explaining the basic elements of QuicKeys. Although the book mentions sequences throughout, it doesn't really give a comprehensive explanation of creating a sequence until chapter 12, page 147. Equally frustrating was that the book talks about extensions called WindowWait, CursorWait, Window Decision, and MenuWait. These extensions are excluded from QuicKeys when you buy it. Unfortunately, the authors fail to mention that they must be obtained from an on-line service such as America On-Line or CompuServe.

If you use PageMaker, MS Word, Excel, FileMaker, or QuarkXPress, you might find a few interesting remarks on chapters devoted to using QuicKeys with each. However, I've found that different macros are helpful to different people. So, the best strategy is probably to pay attention to the things you do most and develop the macros and keystroke strategies that meet your own needs.

The keystroke strategies offered by the authors are far from being the time-saving secrets they promise: 1) make keystrokes easy to remember, 2) don't conflict with existing ones (like Command-S used for Save), and 3) make them easy to use.

The authors also explain how to make keyboard templates in an hour or so by using an Exacto Knife, metal ruler, permanent markers, and acetate. It's a great idea, but I think people tend to re-arrange their QuicKeys, as their needs change. So, I did the same thing in 10 minutes using Excel and legal-sized paper.

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Special Symbols

The Alternate Character Key Set for Macintosh and the Apple IIGS

keyboarding



submitted by
Steve
George

Have you ever wondered why professional printers can use those special symbols in their documents and you can't get them to work on your computer? You know the ones — the registered trademark symbol (®), the cents sign (¢), or even the quotes symbol (“”). Yes there is a quotes symbol on every keyboard, but one has to admit it — it is rather plain. Apple has included, on every Macintosh and Apple IIGS, the ability to include these symbols. Unfortunately, they neglected to mention anything about it to all but a select few.

These special characters not only include the special printers symbols, but they allow the user to use the special characters needed to type in a foreign language. If you need the accent over vowels, e.g. á, é, í, ó, ú, or â, ê, î, ô, û, it's simply a matter of finding the correct combination of keys to reach your desired result.

What follows below is a listing of the Special characters, their result, and the key combinations to achieve those results.

Special Character

Character name:	Result:	Press:
Smart quote (open)	“	Option-[
Smart quote (close)	”	Option-Shift-[
Single smart quote (open)	‘	Option-]
Single smart quote (close)	’	Option-Shift-]
Bullet	•	Option-8
Degree	°	Option-Shift-8
Trademark	™	Option-2
Registered Trademark	®	Option-r
Copyright	©	Option-g
Pounds	£	Option-3
Cents	¢	Option-4
Pi	π	Option-p
Section mark	§	Option-6
Paragraph mark	¶	Option-7
Em dash	—	Option-Shift-dash
Dash	-	dash
En dash	—	Option-dash
Apple symbol	Ⓜ	Option-Shift-k
Fi ligature	fi	Option-Shift-5
Ellipsis	...	Option-;
Percent	%	Option-Shift-E

Foreign Characters

to add:	over:	press:
·	à è ì ò ù	Option-` then the letter
·	á é í ó ú É	Option-^ then the letter

^	â ê î ô û	Option-i then the letter
~	ã õ ñ Ã Ö Ñ	Option-n then the letter
..	ä ë ï ö ü ý Ä Ö Ü	Option-u then the letter

The first column in the section below shows the special characters and next to it is the key to press while holding Option or Option-Shift (e.g. the key to produce Á is capital Y, so you would press Option-Shift-Y).

To get:	Press:	To get:	Press:
Á	Y	Â	R
à	a	Ã	A
È	I	Ê	T
É	U	Ë	G
Í	S	Ì	D
Î	F	Ò	L
Ó	H	ÿ	~
æ	'	Æ	“
ç	c	Ç	C
œ	q	Ç	Q
ì	i	¿	?
ß	s	Ù	Z
Û	X	Ô	J

There is one disclaimer that must be mentioned here — not all fonts support these special characters. Fortunately, most do support them. If the font you are using doesn't support them, it's a simple matter of changing fonts to use them.

Good Luck!

[Apple Bytes Editor's note: I can't locate the source for this article. It was titled Rick's Article but I can't remember if it came from MUG News Service or another newsletter. My apologies Rick!]

from Apple Bytes (Memphis), 6/91
via Steve George, Mini'app'les

stgeorge@pnet51.orb.mn.org 🍏



Excel 4.0 for the Mac

Part 2

software
review



submitted by
Peter Fleck

by Howard Hansen

In this second installment of my review of Excel 4.0, I promised to tell you about some of the less glitzy features of the new version. I don't mean to say that you should stop reading lest you get bored. We'll see plenty of cool stuff here as well.

Errata

In the first part of this review, I complained that I wanted a way to turn Autofill's brains off — so that it would mindlessly duplicate values into adjacent cells. I got my wish much sooner than I anticipated. Holding down the option key as you drag does the trick. Thanks to Ray at Microsoft for noticing my mistake.

I also gave an incorrect example for using Autofill to do a linear regression on a series of numbers. Doing an autofill after selecting 2, 4, 8 returns 10.67, 12.67, etc. I meant to say that doing an autofill on 2, 4 would return 6, 8, 10, etc., not 8, 16, 32, etc., since Excel does linear, not geometric autofills.

Macro Changes

The macro language has many nice changes, of which I find the changes to the debugging environment to be the most useful. Excel has always let you step through the macro one instruction at a time so you can watch what happens. Two new buttons show up in the Single Step dialog: Pause and Step over. Pause has saved me an immeasurable amount of grief. I often step through a macro and, just before coming to the crucial step, realize that I needed to make a little change. Before, I had to halt the macro, make the change, then start the macro up again. Now, I just hit the Pause button, make the fix, then hit the resume tool, which sits on the "Macro Paused" toolbar that Excel brings up immediately after you hit pause. The Step Over button allows you to let Excel run through a subroutine you've programmed correctly without having to look at each step in the process. After Excel hits the RETURN in the subroutine, it resumes single-step mode.

Direct Copy and Paste

The COPY and CUT macro functions now have arguments. No, they don't fight — they allow you to specify the source and destination ranges. In

one step, you can tell Excel where to copy from and where to paste to. Not only will this save tedious coding for activating and selecting, it also runs tons faster. If you have macros that work with the clipboard, rewrite them using this.

Global Macro Sheet

Finally, we have a macro sheet that opens every time Excel opens. When you record a macro, Excel will ask you where to store the commands — in a macro sheet you specify, or in the Global Macro sheet. Before Excel 4.0, I didn't have a convenient place to put those little utility macros which make my life easier. I've also created a custom toolbar that includes tools to run most of my macros.

Other Macro Additions

Excel now has *Auto Activate* and *Auto Deactivate* macro functions that specify which macro to run when the user activates or deactivates a given document. The *On Doubleclick* function lets you change what double-clicking in a document

means. These tools can help you create Excel spreadsheets that only a sophisticated user could distinguish from a stand-alone application.

Crosstab Wizard

Next in what will, no doubt, turn into a long line of wizards in Excel and other Microsoft products, we find the

Crosstab Wizard. This remarkable electronic helper makes creating cross tabulated reports from your database information remarkably easy.

A crosstab report consists of a grid of numbers with row and column labels. If you had a database of sales transactions which had information on the product sold, total sale, as well as the sex and age of the purchaser, you could create a crosstab report where the column labels would indicate the sex of the purchaser, the row labels would indicate the age of the purchaser (either as separate numbers or in ranges you specify), and the cells would hold the dollar value of the sales for each category (or alternatively, you could have the crosstab count the number of sales in each category). This can be hard to visualize, but crosstabs are really useful.

Like the Chart Wizard, the Crosstab Wizard takes you screen-by-screen through the process, asking

you what field to use for the row labels, column labels, and for the actual cell values. You can choose to sum, count, average, or even take the standard deviation of the reported values.

When Excel creates a crosstab report, it creates a new worksheet to hold the information. This report does not have a "hot links" to the database, so you need to recalculate an existing crosstab when the underlying data change. Once you've created a crosstab report, Excel allows you to double-click on any cell in the table, at which point Excel creates another new worksheet and automatically extracts all records from the database which meet the criteria you specify — a killer feature!

None of this comes quickly. Unless you have the fastest of Macs or the smallest of databases, you will spend some time drumming your fingers before you get results. I haven't had any problems with the shipping version of the Crosstab Wizard (yet), but it bombed prodigiously and spectacularly while in beta, so I still feel a little wary about it — I always save my data before jumping in. Although the Crosstab Wizard works nicely, I still want the kind of live, multi-dimensional crosstab reporting and browsing available with Improv, MUSE, and other products.

Data Analysis

With Excel 4.0, Microsoft has added a number of powerful data analysis arrows to its quiver. For the business user who uses Excel for classic spreadsheet "what-if" analyses, 4.0 provides an excellent way to manage the different results generated from a model. With the new Scenario Manager, you can have Excel run a model you have through a number of different "what-if" scenarios with Excel plugging different values for different inputs and returning the end results. You can name each of the scenarios, and have Excel create a summary worksheet which gives you all of the inputs and the results produced by the model. Using Excel's new Print Report add-in, you can also have Excel print each different scenario automatically.

For those of a more technical bent, the "Analysis ToolPak" add-in consists of a series of what I like to call "mini-wizards." These ask you everything you need to tell it to perform a statistical, financial, or engineering analysis — you can perform Anova, t-, and, z-tests, and even create one-step histograms.

Workbooks

If you link worksheets together, you probably know the remarkable stress that comes from the "Update references to unopened documents?" dialog box. Excel 4.0 allows you to "bind" as many documents as you wish together into one file, called a workbook. Under Excel 3.0, my company's financial management system consisted of four

separate worksheets (receipts, billings, assumptions, and a summary worksheet). With Excel 4.0, I've bound them all together into a workbook. Now I don't have to make sure I open them in the right order. Plus, I only have to double-click on one icon, and I only copy one file.

You can also have "unbound" worksheets in your Workbooks. They will open just like bound worksheets, but you can change them outside of Excel. For instance, you may have a server which has today's currency exchange rates in a Lotus 1-2-3 format. If you store it as an unbound worksheet in a workbook, the latest version opens when you open the workbook.

You can also use Workbooks to simulate 3-D worksheets (in fact, if you open a Lotus 3-D file in Excel, it becomes a Workbook). In practice, though, I find that Excel's Data Consolidate feature provides a more flexible solution for summarizing data than 3-D worksheets.

Add-ins

Many of the new features I've described here don't reside in the core of Excel code. They live on special macro sheets called Add-ins. Rather than put everything into the product, Microsoft chose to make Excel more modular and add major functionality this way. I applaud the decision to keep the core code of the product simple, and allow the user to add only what she needs. This technique saves RAM to make your "real" work faster.

This modularity also has a cost. When you choose the menu item for the first time, Excel opens up the add-in, then does whatever preparation the command requires, so after you let go of the mouse button, you wait... even on my Rocket-accelerated Mac II. I wish Microsoft could figure out a way to compile the add-in and create files like Word 5.0's command files.

Add-ins also present the problem of possibly different configura-

tions of Excel for different users. I can just see the help desk person saying, "Now just choose Crosstab from the Data menu... What do you mean you don't have Crosstab on your Data menu?!" If you chose a minimal installation, you will have a significantly different program than your neighbor who loaded all 11 MB.

Charting

Changes Excel bulked up with a few new chart types for this version. These include the Surface chart (in 2-D and 3-D versions) and the Radar chart (really — they use it a lot in Japan). You've all seen surface charts, but radar??? In a radar chart each data category gets its own axis. I have seen this type of chart created manually in psychological profiles, where the test measures your level of intuition, or extraversion, or whatever, then plots each on its own axis. The radar chart connects the points into a polygon so you can see how vastly your spouse's personality differs from your own!

In Excel 3.0, the Format 3-D View dialog box took the prize as the coolest feature in the entire program. Unfortunately, you will need to use that wire frame wonder much less often with 4.0, since you can now manipulate the 3-D view directly. Select the 3-D chart area, wait a moment, then click on it again. You will see a set of eight handles which correspond to the corners of a cube (or rectangular prism). Drag any of the handles and the 3-D view changes automatically.

Microsoft still needs to eliminate the distinction between worksheet and charting modes. I consider myself a power user (to steal a phrase, I actually consider myself a raging thunder-lizard of an Excel user). Even so, I get confused and forget that I have to double-click

Excel 4.0 continues on page 28

IIGs Printing PostScript to Disk Using a Pathname *You* Want

technical tips



by Steve
George

By now, everyone who owns an Apple IIGs and uses AppleWorksGS (or other graphic-based program which prints through the GSOS Print Manager) has surely heard of how to create a file for exporting to a LaserWriter, right? Oh, no? Well, it's relatively easy, so let's cover that quickly before we get into the reason for this article: changing the default location where the PostScript file will reside. I certainly haven't tried them all, but some of the programs that work this way are: PaintWorks Gold, DeluxePaint II, Top Draw (BeagleDraw?), MultiScribeGS (BeagleWrite?), HyperStudio, Writer's Choice Elite, and AppleWorks GS.

Contrary to what some folks (and Apple Dealers, too!) tell you, you can easily connect your IIGs to a LaserWriter. You can direct-connect a LaserWriter to your IIGs and print to the serial port or over AppleTalk (depending upon how you've got it set up). However, if you don't own a LaserWriter or you're not connected to the AppleTalk network at work or school with your IIGs (shame on you!) then you'll have to create a PostScript document on disk and truck the disk over to a machine connected to a LaserWriter.

To get all this to happen, copy the LaserWriter driver from your system disk into your boot volume's system drivers folder. Then, rename it! It must NOT be named "LaserWriter" or this won't work. You might pick something descriptive like "PostScript" as I did. You're 99% of the way there...

When you want to send output to a PostScript file, go to the Graphic Control Panel and select the Direct-Connect Printer Icon. Next, select the name you made up, (PostScript) as the "printer" you want to use. Finally, when you go to Print your document from your application's Print Menu item, a dialog box will appear allowing you to change certain default printing characteristics. When you have these set the way you like and are about to click on the OK button, STOP! Instead, hold down ⌘-F (OpenApple-F keys simultaneously) as you click on the OK button. Voila! A dialog box will pop up saying "Creating PostScript file..." A few seconds later, you're returned to your document as usual.

The file that was just created will be named "PostScript.XX" where XX starts with 00 and increments by ones (01, 02, 03...) as you print additional files. The files will be located in the system/drivers folder of your boot volume.

That was the part I wanted to change. I disliked

having an application mess with my system folder. Plus, my disk is small enough that it gets full REAL fast! :) Having 4+ megabytes in my IIGs, I 'permanently' have an 800k /RAM5 pseudo-diskdrive available (whose contents immediately disappear when you shut down! Just a warning...).

I now regularly print PostScript files onto the /RAM5 volume because it's 1) fast, 2) available, and 3) hey, I just wanted to see if it could be done! With the information below, you can do it too, or use the info to change it to a location YOU want.

So, let's get started.

First, create a duplicate of the PostScript file you named above. I call mine PostScript.RAM5 -- original, eh?

Get out your favorite block editor and search through the file for GS00 to find the general area we'll be editing. Here is a section of the file as you will encounter it:

```
Offset 00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F 0123456789ABCDEF
$BC0 00 51 0A 00 00 20 00 2A 2E 73 79 73 74 65 6D 2F .Q... */system/
$BD0 64 72 69 76 65 72 73 2F 50 6F 73 74 53 63 72 69 drivers/PostScri
$BE0 70 74 2E 47 53 30 30 04 00 00 00 37 08 00 00 00 pt.GS00.....7....
```

The part we're interested in begins at relative position \$BC5 (the \$ indicates a hexadecimal number) with 20 00 2A and ends with 53 30 30. The 20 (hexadecimal) is a length byte (32 decimal) indicating that the complete pathname used for storing your PostScript file will be */system/drivers/PostScript.GS00 (32 decimal characters) for the first file. Then the 00 is incremented to 01 for the next file, etc. The * is short-hand for your boot volume name. Note that as this file is set up, we are limited to a maximum of 32 (decimal) characters to indicate our full pathname when we change it.

Here's how I changed mine:

```
Offset 00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F 0123456789ABCDEF
$BC0 00 51 0A 00 00 13 00 2F 72 61 6D 35 2F 70 6F 73 .Q...../ram5/pos
$BD0 74 73 63 72 69 70 74 2E 30 30 73 74 53 63 72 69 tscript.00stScri
$BE0 70 74 2E 47 53 30 30 04 00 00 00 37 08 00 00 00 pt.GS00.....7....
```

[I didn't bother to remove the excess characters that aren't used, as the length byte restricts how far ahead it looks to determine the destination.] Now the pathname says to save to /ram5/postscript.00 for the first file. This complete pathname is 19 decimal characters long. So, we

must edit the length byte to a 13 (hexadecimal) to reflect this new, shorter pathname.

In the process of experimenting with this, it was a relief to have neither AWGS nor the IIGs object too strenuously when it couldn't find an errant pathname I'd created. So, take some comfort that if you mess up, most likely the worst thing that will happen is that you'll get a warning dialog box saying that the LaserWriter (the original filename) couldn't be found... *whew!* :)

As always when 'experimenting' with things such as this, it's a good idea to work with backups, or things that you can live without if something should go seriously awry. This procedure has worked flawlessly for me for several months now, but I make no claims that it is 100% perfect. So take proper precautions. No guarantee expressed or implied. Your mileage may vary...

by Steve George
stgeorge@pnet51.orb.mn.org 🍏

Applewriter Quick Tip #1

[Now that Applewriter 2.1 has been made freely available (Thanks! to Paul Lutus), I hope that more folks will become as enamored of its usefulness as I have over the years.]

For users of Applewriter (both DOS3.3 and ProDOS), FreeWriter (some versions), FrEdWriter, AceWriter, et. al.

Did you know that you can "print to disk"? Obviously, because these are text-based and the output is straight ASCII, certain things like Boldface type will print as regular type. But, things like left margin, right margin, page numbers, headers and footers will print just fine. The secret? Set your Print Destination to 8. Then when you go to print, you will be prompted to enter the full pathname — i.e., /ram5/new.stuff which will print your formatted text to a file named new.stuff on the /ram5 volume. Easy!

by Steve George
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Importing Graphics into PublishIt!

by Mike Menze, Timeworks Technical Support

To begin with, *PublishIt!* imports Standard Single and Double Hi-Res screen images for its graphics. You then select a portion of the screen with the cropping box to become your graphic. This method offers a lot of flexibility in having several related graphics in one file and having MANY sources for graphics. What defines a Standard screen image is this: A BINARY file which has a load address of \$2000 (8192 decimal) and a length of \$2000 or \$4000 (8192 or 16384 respectively for Single or Double Hi-Res). Each of these files is on either page 1 or page 1 and 2 of Hi-Res Graphics. With some programs, like 816 Paint, the file length is a bit shy of this number. Specifically, with 816 Paint, the difference is 8 bytes.

Altering the file length for Double Hi-Res images:

With *816 Paint*, the first thing to do is to save your file UNpacked. This option is available when saving. This file will have a file length of 16376 which is just 8 bytes short of the 16384 for a Standard image. If you can enter BASIC, this can be changed. From BASIC, with the picture file available, type "BLOAD <filename>, A\$2000". Of course, substituting the name of your file, not typing the quotes, <, or > symbols. Next, type "BSAVE <filename>, A\$2000, L\$4000". This file will have the necessary file length of \$4000 and will import into *PublishIt!* For Single Hi-Res files, the save BLOAD command is used. When saving, use \$2000 instead of \$4000 as in "BSAVE <filename>, A\$2000, L\$2000".

Double-File Double Hi-Res images:

Now, for programs like *Beagle Graphics* which split Double Hi-Res files into two separate files "<filename>.MAIN" and "<filename>.AUX", a similar path (no pun intended) is followed. With BASIC loaded up and the files available, type "BLOAD <filename.AUX>, A\$2000". Next, load the other 'page' by typing "BLOAD <filename.MAIN>, A\$4000".

Now the file is loaded into memory as above, except in two stages. To save the file as one, type the same as above: "BSAVE <filename>, A\$2000, L\$4000".

Note: This single file will not be able to be loaded back into the source program.

Single Hi-Res:

For files coming from Single Hi-Res programs such as *Blazing Paddles* with an importing problem, use the following: From BASIC, with the file available, type "BLOAD <filename>, A\$2000". Next, to save it properly, type "BSAVE

<filename>, A\$2000, L\$2000". The file is now importable.

NOTES:

You can check the file length by typing "CATALOG" at the BASIC "J" prompt.

The name used for saving the file does not have to be the same as the file you loaded.

Files which are saved in DOS 3.3 can be imported using this method if they are first copied to a ProDOS disk.

All files converted, with the exception of the combined MAIN/AUX files, will also load back into their source program. But, if they are altered and saved again, you will have to use the above process again.

Since a program like *Dazzle Draw* follows Apple's Standards, you can load your Double Hi-Res files into *Dazzle Draw*, save them normally, and import them into *PublishIt!* without the above steps.

from "AzApple" (Phoenix), June 1991
via Steve George, Mini'app'les
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Apple II University Presents

Lesson 2

blah blah
blah



submitted by
Steve
George

Introduction to Glen Bredon's Block Warden
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What happened?

In the last installment we talked about the Read/Write (R/W) mode of Block Warden. And logic would dictate that we talk about the Edit mode this week. Well, I've never been accused of being logical...

I've decided to use this lesson to discuss all the information on the screen. Block Warden throws a lot of information at you, in a very small space. It's easy to become overwhelmed. Another really simple fact that I overlooked is that hexadecimal may be as confusing to some of you as foreign languages (or C) is to me!

Here's an approximation of the Block Warden screen:

```
Block: $00 02 (2)      Vol: /Boot
Prefix: /Boot/
Byte: $000400
```

```
00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F  R/W Mode
-----
000:00 00 03 00 F4 42 4F 4F 54 00 00 00 00 00 00 00  ....LBOOT.....
010:00 00 00 00 00 00 33 B6 39 05 00 B8 90 B5 22 15  ....369..8.5".
020:05 00 C3 27 0D 13 00 06 00 00 50 26 50 52 4F 44  ..C'.....P&PROD
etc...
```

Ok, before you can begin to use Block Warden, you'll probably need to know just what it is that you are looking at. Let's start at the top.

"Block: \$0002 (2)" refers to the current block number. It does **not** mean that you are actually viewing this block number, it just means that whenever you choose the Read or Write commands, the default block number will be 'n'. The first number is in hex, the second is in decimal. Also, this is a reference point for the arrow keys when incrementing (decrementing) the block number. (Remember the arrow keys perform a Read operation, so in this case the block number will be the block you are viewing).

An instance when 'Block: n' can have a value that is **not** the block you are viewing can be demonstrated by the following sequence:

```
'C'hange device to #1
'R'ead block #10
'C'hange device to #2
```

At this point the data you are viewing/editing is for block #10 on device #1, but after changing devices the 'Block: n' message says '2'. What this means is that you can copy blocks between devices quite easily, because I could have then done this:

```
'W'rite block #10
```

And then I'd have exact copies of block #10 on both device #1 and #2. But, NEVER ATTEMPT THIS UNLESS YOU ARE KNOW WHAT YOU ARE DOING. This can very easily destroy a disk, and should rarely be done.

'Prefix: /Boot' should be pretty easy. This is the prefix that is used for any F^ollow or T^hinfo commands, not to mention the '*' catalog command.

'Bytes: \$000400' this is the current byte count from the beginning of the disk. The value is in hex, and I'll cover hex in a moment.

The rest of the screen is dominated by a representation of the block. The large left-hand side is a hex dump of every byte. The right hand side attempts to display any characters that are displayable. Since the displayable characters fall into a certain range, BW will substitute a . for hex codes that it cannot display.

Did you do your homework?

"What homework!?!?", you're probably asking yourself right now, well, I had a little problem getting a disk shrunk for last weeks lesson, but it is included in this weeks. However, I did post a question in the BW topic in A2U. Basically, I asked you to find the byte offset of the volume name for any disk.

This was kind of an easy answer since BW always defaults to block 2 when you enter it, and block 2 just happens to be where the volume name is stored. So, the byte offset is made up of three numbers that are added together. The first is the byte value towards the top of the screen (in our case this is \$000400). Secondly, you add the value of the row that the data falls in (\$000), lastly added the column value in (\$05). So, the answer is \$000405 (although \$000404 is also an acceptable answer, because the length of the volume name is stored at this location).

Please! Don't put a hex on me!

Hexadecimal. Some people dream in hexadecimal, others fear it as if it were a numerical representation of a Macintosh. Hex is simply another, more convenient way to count on computers. Rather than get into lengthy, theoretical discussions on hex, I'll just show you a few conversions.

(BTW: keep in mind that A represents 10; B,11; C,12; D,13; E,14; and F 15.)

convert 16 into hex:

$$\begin{aligned} 16/16 &= 1. & 16 - (16*1) &= 0. \\ 0/1 &= 0. \end{aligned}$$

answer: \$10

convert 34 into hex:

$$\begin{aligned} 44/16 &= 2. & 44 - (16*2) &= 12 \\ 12/1 &= 12. & \text{(remember 12 is C)} \end{aligned}$$

answer: \$2C

convert 435 into hex:

$$\begin{aligned} 435/256 &= 1 & 435 - (256*1) &= 179 \\ 179/16 &= 11 \text{ (B)} & 179 - (16*11) &= 3 \\ 3/1 &= 3 \end{aligned}$$

answer: \$1B3

In decimal math we have "magic" numbers - they are 1,10,100,1000... In hex, we have magic numbers too: 1,16,256,4096,8192... These "magic" numbers are very easy to come by. In decimal, they are 10^0 , 10^1 , 10^2 , 10^3 ... In hex it is very similar, 16^0 , 16^1 , 16^2 , 16^3 ...

As a comparison, convert 1,435,123 into DECIMAL:

$$\begin{aligned} 1,435,123/1,000,000 &= 1 & (1,435,123 - (1,000,000 * 1)) &= 435,123 \\ 435,123/100,000 &= 4 & (435,123 - (100,000 * 4)) &= 35,123 \\ 35,123/10,000 &= 3 & (35,123 - (10,000 * 3)) &= 5,123 \\ 5,123/1,000 &= 5 & (5,123 - (1,000 * 5)) &= 123 \\ 123/100 &= 1 & (123 - (100 * 1)) &= 23 \\ 23/10 &= 2 & (23 - (10 * 2)) &= 3 \\ 3/1 &= 3 \end{aligned}$$

answer: 1,435,123

Going the opposite way is very similar:

convert \$14 into decimal:

$$\begin{aligned} \$x4 * 1 &= 4 \\ \$1x * 16 &= 16 \\ \text{answer:} & 20 \end{aligned}$$

convert \$42D6 into decimal:

$$\begin{aligned} \$xxx6 * 1 &= 6 \\ \$xxDx * 16 &= 208 \quad \text{(remember D is 13)} \\ \$x2xx * 256 &= 512 \\ \$4xxx * 4096 &= 16384 \\ \text{answer:} & 17110 \end{aligned}$$

This lesson's homework will once again be very light. First, get the feel of moving around a disk using Block Warden, be sure to use the arrow keys with the apple and option keys to get a feel for large jumps.

Are you using ProSel-16?

If you are running Block Warden (either version) under GS/OS then you can install two CDAs that I have uploaded to the A2 libraries that may help when using Block Warden.

The first is a short, three block ASCII Table CDA. This CDA will display every character the Apple II supports (ASCII codes 0..255). It will also display it's value in decimal, hex and binary. There's also an additional feature that you can press OA plus any key and get it's information in a little window.

The second CDA is a stripped down version of a full-featured Calculator that I wrote for SoftDisk G-S. In this stripped down version you can do basic math functions, but more importantly you can change the display to be hex/dec/bin or even

octal. This is more than just converting since you can actually do addition, etc. in these different modes.

Here is the file information from the GENie libraries:

11960 ASCII.TABLE.BXY
X BRYAN.ZAK 900615 2520
69 8

Desc: Fast and short + a special feature

14009 CALC.DEMO.BXY
X BRYAN.ZAK 901122 8820
85 8

Desc: The fabled Calculator CDA lives!!!

ACES

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submitted by Steve George
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Voice Mail

Your mail service

229-6952

From the Desk of the Software Director... Macintosh eDOMs

software
reviews



provided by
Jacque Gay

Well, we have had another busy month...we have for your viewing entertainment the following rundown of new eDOMS:

**Mac eDOM #849 --
Help!**
© 1992 Mini'app'les

JULY 1992

Mac eDOM #849 brings you help information in digital form. This disk was kindly compiled and submitted by Richard Becker.

HC Help DAs

This is two Desk Accessories which gives you quick access to the commands and language of HyperCard. "HC Help" provides a reference on how to use HyperCard, get around, command keys, etc. "HyperTalk Help" is a quick way to reference the language and usage of HyperTalk when scripting your own stacks.

HMG ResEdit Primer 6.0*

ResEdit is probably the most popular Macintosh resource editor. This is a stand-alone application created in DocMaker format which provides a teaching aid and reference for ResEdit, intended for both the novice and experienced user. FreeWare from Herb M. Goodman.

System Errors 7.0.1

This is a small application which lists all system errors (bombs) by number and gives a brief explanation of what each means. This version is correct for all operating systems through System 7.0. Now when your system crashes, you will know why. Free from "Dr. Pete" Corless.

**Mac eDOM #850 --
Text Editors**
© 1992 Mini'app'les

JULY 1992

Mac eDOM #850 contains several text editors you can use to open, edit, and read, and manipulate text files (ASCII files.) This disk was compiled and submitted by Richard Becker.

Alpha 4.03

Alpha 4.0 is the programming/LaTeX-ing editor for the rest of us. The Mac paradigm is fully supported, yet the professional programmer is free to use keyboard shortcuts to any command. Every function or macro in Alpha can be accessed via the mouse OR keyboard shortcuts. Alpha

supports:

- full regular expression searching and replacing (including alternation)
- prototyping support
- configurable popup function and LaTeX section menus
- support for Think C and MPW marks
- 7.0 friendly, supports AppleEvents
- temporary memory support
- much extended external code interface
- many, many LaTeX macros
- continuous row/col display
- reads and writes IBM format files
- rectangular editing

and a whole bunch more. \$25 shareware from Peter Keleher.

BBEdit 2.1.2

BBEdit is 32-bit clean, compatible with any Macintosh running system version 6.0 or later, and when running under System 7.0, takes specific advantage of new features to enhance performance and appearance. It is very economical with respect to disk and memory usage; it will run in a partition as small as 256K. The size of any file is only limited by the amount of memory available in BBEdit's partition; there is no 32K upper bound. BBEdit offers fast and flexible multi-file search and replace capabilities; under System 7, it can also use On Location 2.0 as a searching engine. Grep pattern-matching is available for single- or multi-file searches. Freeware from Rich Siegel.

Belgian Postcards 2.0

Belgian PostCards is a text editor that lets the user create fun, eye-catching documents (over 50 icons to get your friends/customers attention!) The version 2 release adds significant features:

- Easier selection of color graphics
- Supports fonts, including sizes greater than 127 points
- Supports styled text
- Has a sound annotation feature: record your own sounds or import sounds from other files such as HyperCard/system sounds
- New preferences for default file type/fonts/sizes
- Improved search/replace (goes to beginning of document)
- Allows Wild Magic owners to paste in QuickTime movies and record additional notes attached to but

- independent to the movie graphic
- Cut and paste compatible with DocMaker
- Substitute font feature for those receiving files with fonts not in their system

PostCards still:

- Allows the easy creation of TeachText docs (ttro and text) with pictures
- Works on a network
- 32 bit clean
- Works under VM

This is the free demo; full version is \$25 shareware from Karl Pottie.

Extractor

This is a small utility included on this disk to decompress the McSink and miniWriter applications, which were too large to fit on disk in decompressed format.

McSink DA V7.0A.cpt

The text editor that does everything; converts spaces to tabs and back, columnizes text, adds or strips prefixes and suffixes, adds line numbers, you name it. Invaluable for working with text files for upload to or received from a BBS. Has macros, external routines you can load in, much more. Shareware from Dave McWherter.

miniWRITER 1.71D.cpt

miniWRITER is a text-editing desk accessory with the following features:

- You can use all standard Macintosh features, including Undo.
- You can choose the font the text is displayed and printed in.
- miniWRITER can print your document on an ImageWriter exactly as it appears on the screen - even at 'draft' speed.
- miniWRITER can send a file to a LaserWriter as PostScript commands.
- miniWRITER can automatically use the 'smart quotes' used by typographers.
- miniWRITER tells you how many lines, words, and characters are in your document.
- Opens and saves TEXT files compatible with any word processor. Freeware from David Dunham.

Quill 2.04

Quill will read files created by almost any word processor. Use this DA to display (as text):

- Text Files (such as from QUED, Edit][, TeachText, etc.)
- MacWrite Documents
- MacWrite II Documents
- MS Word 1.xx, 3.xx, and 4.xx Documents (even in 'fast save' format !)

- MS Write Documents
- WriteNow 1.xx and 2.00 Documents
- Nisus Documents

Other features include a 'find' option, and the ability to save any converted document as plain text. Use it to quickly read "Read Me" files or files created by an application you don't own. Freeware from Sergio Villone.

Mac eDOM #851 - Graphics Stuff
© 1992 Mini'app'les

JULY 1992

Mac eDOM #851 is a collection of graphics tools, both applications and utilities.

DesignerDraw 4.4

This is a program designed to draw diagrams. It can also be used for organization charts, block diagrams, and technical diagrams such as structure charts, dataflow diagrams, and flow charts. Drawing these diagrams is much easier and faster with the program than with general purpose drawing programs.

DesignerDraw deals mainly with boxes which contain blocks of text. When a box is moved, the text in it is moved as well, and any connecting lines to other boxes are also moved. When a box is resized, the text is adjusted to fit and the connecting lines are moved appropriately.

Full and detailed instructions for use are included in a HyperCard stack. No information could be found about the author or whether there is a shareware fee.

Imagery 1.8

Imagery is a utility to convert Macintosh, Apple IIs, Atari ST, Amiga, IBM PC and Unix graphics files into Macintosh compatible TIFF, GIF and PICT2 files. The program generates standard TIFF files in TIFF 4.0/5.0 format compatible with Freehand,

Digital Darkroom, Superpaint and many other drawing and editing programs. Imagery examines the extension (suffix) of a file and then compare it to a list of known file extensions. If it finds one that matches, when possible, a check of the file format is made and if the file is acceptable, the file is converted into a Macintosh compatible TIFF file. For some files, the signature is checked against a list of known signatures. In a couple of special cases, two different file types will have the same extension. Imagery will attempt to determine which type it is. You may then select the type of output data you wish: PICT, TIFF, GIF, or just a screen display. The program will convert the file as necessary. Freeware from Jeff Lewis.

JPEGView 0.9

JPEGView is a freeware utility for viewing both JFIF and compressed PICT files, as well as converting between the two formats. It requires both System 7.0 and QuickTime to run and is 32-bit clean. It requires very little RAM to open almost any picture and supports multiple windows. "Smart" picture loading does not rely on file types to open them. It automatically scales pictures to fit on screen, creates and allows viewing of preview images, supports AppleEvents and drag-and-drop, and contains extensive on-line help. Freeware from Aaron Giles.

PICTuresque

A DA for viewing and copying PICT, EPS, or MacPaint files quickly and easily. Once installed, just select it from your Apple menu. PICTuresque asks you to open a document and displays it on the screen. You also get information about the file such as the full path name and the file type. PICTuresque will save the open file as a PICT file or as a PICT resource. While open, you can view the file at different sizes,

frame the picture with a dotted line, and for EPS files, you get a few extra options that control how the file gets copied and saved.

The Copy function is the heart of the program. If you choose Copy from the Edit menu, PICTuresque copies the file to the clipboard as a PICT. It doesn't matter what type of data the file originally contained; PICT, EPS, and MacPaint files all get copied as PICT. EPS files even maintain their 'PostScriptness,' so they will print in high-resolution on PostScript printers. This means that programs that accept PICT graphics but do not accept EPS graphics, such as Word, now can display and print EPS graphics. Just open the EPS file with PICTuresque, choose Copy from the Edit menu, and paste the graphic into Word. \$20 shareware from Tim Herzog.

**Mac eDOM #852 -
Utilities 14**
© 1992 Mini'app'les

AUG 1992

Mac eDOM #852 contains a popourri of utilities to make life with your Mac a little easier. Some were contributed by Richard Becker, others by your Mac software coordinator Jacques Gay.

AutoMenus II 1.0

This is a demo version of this popular shareware control panel. It provides drop-down menus either instantly or with a single mouse-click: menus that stay available until you make a selection. The latest version allows you to set the menu activation time and toggle the automatic dismissal feature (the dropped-down menu goes away if your mouse moves away). You can choose where on the menu the automatic activation takes place and choose to reserve the top left pixel of the screen as a buffer (for utilities which allow you to scroll the entire screen). You can add a buffer to the bottom

of the menus as well. This new version includes a nice Auto-Termination feature. \$10 from Michael Conrad, \$13 with disk, free if you're physically handicapped.

DeSEA 1.3

DeSEA removes the self-extraction code from a self-extracting archive. DeSEA strips the resource fork, renames the file, and changes the type/creator to its native format. Since the compressed data is always stored in the data fork, no important data can ever be lost since the data fork is left completely intact. DeSEA can be run on a single file or on an entire folder of files. DeSEA is currently configured for the three most popular compression programs: Disk Doubler, Compact Pro, and StuffIt Classic/Deluxe and can be extended to support other formats. Postcardware from Ken Hancock.

Escapade 1.3.2

Escapade is a Control Panel (RcdevS) designed for people who prefer to keep their hands on the keyboard while using a Macintosh. Escapade provides keyboard shortcuts for buttons and checkboxes in dialog boxes, support for the standard Command-key equivalents for Cut, Copy, Paste and Select All in dialog boxes, support for RsmartS quotes in dialog boxes, and support for the standard text-editing cursor (I-beam) in dialog boxes. You can configure Escapade to suit your particular preferences via its control panel. Escapade has been tested and is fully compatible with System 7.0 or 6.x. Free from Christopher R. Wysocki.

MacEnvy 2.1

MacEnvy provides a concise display of all the major hardware features of your machine, along with information about your software environment, in one easily accessible place: the Control Panel. Need to know if you've

got the RnewS clock chip in your 512KE? Are you wondering if there's a 68851 PMMU in that Mac II? Can't remember when you last backed up your hard disk? Not sure if that SE really came with a SuperDrive? MacEnvy will tell you all this, and much more. Free from Ken McLeod.

PopChar

PopChar is a control panel (or "cdev") that enables you to generate every possible character that is available in the current font without having to remember keyboard combinations. Once you have PopChar installed by copying it into your System folder, you will see a small square with a RPS in it in the top left corner of the screen in the menu bar. Clicking this square shows you a dialog box containing all the characters in the current font. Simply move the cursor over the character you want and release the mouse button. The character will be inserted into your text as if you had typed the proper key combination on the keyboard. Configurable to match your work habits and requirements. May be incompatible in some cases with Adobe Type Reunion and TrueType fonts. Free from G#nther Blaschek.

PrintAid 1.4

PrintAid is a control panel extension (INIT/cdev) that helps you print. It's not a spooler, but it's the next best thing: You can run one application while another prints in the background, although you can't use the application that's printing. MultiFinder and System 6.0.4 or later are required. Compatible with System 7. Free from Jim Walker.

QuickFormat! 7.1

Initialize your floppies in half the time it normally takes, as well as control some aspects of the initialization process. This demo version is partially functional as is, fully functional after you enter the key code provided by the author after registration. \$15 shareware from Michael J. Conrad.

Shutdown Items

Shutdown Items is an application which will allow a system running system 7.0 or later to have a folder which is analogous to the Startup Items folder (inside the System Folder). Any item placed within the "Shutdown Items" folder will be launched or played during shutdown just as if you double-clicked the item from the Finder. "PICT"-type files are displayed, and QuickTime movies can be played as well. You may use this feature to perform automatic backups, keep track of your computing time, play some shutdown sounds or movies, or to launch any other program to suit your needs. You may choose to automatically empty your trash or program your

computer to automatically shut itself down at a predetermined time. \$10 shareware from John Covele.

SwitchApp v1.1

This control panel lets you switch between running applications with a keystroke which you define. Free from C.K. Haun.

WindowShade 1.2

WindowShade will "roll up" your open windows much the same way as the old window blinds do when they are given a sturdy pull. Double-clicking on a window's title bar causes the window to collapse, leaving only the title bar on screen. A second double-click restores the window to its full size. Handy when screen real estate is at a premium and you need to save space. Configurable in several ways. Free from Rob Johnston.

ZoomBar 2.0

Another window shrinking utility. If you press the zoombox of a window with the shift key held down, the window will shrink to just the title bar and be placed in one corner of the screen, behind all the other windows. Holding down the option key will shrink ALL windows in the application layer (or on the desktop), stacking up the title bars. Works in color; works with System 7.0. Fully configurable (including the "hot" keys). Shareware by Brian Westley.

Zync

Zync is a file synchronization application designed for PowerBooks. Its purpose is to copy files back and forth between your PowerBook and a desktop computer. Zync looks at every file and folder in the local and remote volumes from the point where the "Remote Path" and "Local Path" start, and copies files and folders from one disk to the other so that both folders contain the latest files and folders from either disk. You can configure which folders are synchronized. Free from Ricardo Batista.

Mac eDOM #853 - Black Book Demo © 1992 Mini'app'les

AUG 1992

Mac eDOM #853 is a shareware address book utility called Little Black Book by Bill Oliver.

The Little Black Book is called the "address book so easy to use that you actually might use it." The disk contains two versions, a DA and an application. Both work the same way.

Addresses and phone numbers are entered on "cards". There is no limit to the length of the information you may store about any one address. The program will dial the phone for you

if you have a modem attached to your Mac, including automatic dialing of any line access characters you may need to get an outside line. Addresses can be exported as a text file which virtually any database application or word processor can read. The utility has a competent Find feature which will also do composite finds using the "and" function.

There are keyboard equivalents for all menu items. This utility is very easy to use and maintain. Some features on the menu, like "Print Invoice", are not explained in the online documentation but presumably are included in information you receive after registration.

Highly recommended.
Compatible with System 6 or 7.

\$20 shareware by Bill Oliver

Mac eDOM #854 - ZTerm © 1992 Mini'app'les

SEPT 1992

Mac eDOM #854 contains ZTerm, the hottest shareware communication program available for the Mac.

ZTerm is a very complete terminal program which allows most users to do everything necessary to communicate online. While it isn't as sophisticated as some of the major commercial packages, its simplicity can be an asset to someone just starting out, and its feature list will satisfy all but the most demanding telecommunication users.

ZTerm offers file transfer protocols in XModem, YModem, YModem-G, and ZModem. A basic scripting language allows you to automate sign-on procedures and other routines you use often. Zterm will keep an optional log of all your transfers if you like, where you can reference your activity for those BBSs that keep a transfer ratio. It supports macros, up to ten per BBS setup, which allow

you to quickly execute your most commonly repeated tasks. An unlimited number of BBS setups can be stored within the program, and dialing is as easy as choosing their names from a menu.

A new feature of this version of ZTerm is its ability to append a selection to an existing text file. This is very handy for keeping a running file of notes and information you collect from BBSs. You may also save information to a separate text file, either by selecting existing information on screen and saving, or by turning on the text capture buffer as the information is coming in.

The Dialing Directory, also new, allows you to queue several BBSs for dialing, change setups easily, alter phone numbers, add dialing prefixes such as "9", and do other manipulations to your modem and dialing strings.

The files include a keyboard mapping resource that allows Pluses and older Macs to use the Option key like the Control key and adds arrow key capabilities to older keyboards.

ZTerm supports high-speed modems as well as standard 300 to 2400 baud modems.

A very complete user manual is provided as a file on disk, ready for you to print out. This is one of the most widely used terminal programs for the Mac. \$30 shareware from Dave Alverson.

Mac eDOM #855 - Utilities 15 © 1992 Mini'app'les

SEPT 1992

StuffIt Lite 3.0 Install

A shareware version of the latest and greatest archiver. This version compacts and uncompresses StuffIt Deluxe 3.0 archives, the smallest currently available. It also contains translators for Compactor, BinHex, and AppleLink among

others so it is usable for all of your compressions needs. While the unregistered version is NOT a demonstration, once registered, additional capabilities are added including full support for AppleEvents making even StuffIt Lite scriptable using either Frontier or Apple's soon to be released AppleScript. It lacks the commercial version's (StuffIt Deluxe 3.0) even greater foreign file translators (UNIX, Zip, etc.), automatic on the fly compression and decompression, and examination of the contents of compressed files but this version still is a good opportunity to "try out" Deluxe before buying. \$25 shareware by Aladdin Systems, Inc.

Sound Manager Package

The SoundManagerPackage contains the latest (July 1992) versions of several of Riccardo Ettore's sound utilities you can use to work with sound files. Utilities are included for use with either System 6 or System 7; choose the ones that fits your configuration. While very few sounds are included in this package, when you register, Ettore sends you (air mail) two disks containing the latest versions of all of the software, lots of sounds, and a printed manual. Also see eDOMs #832-834 for a great many sound files you can use with these utilities.

The utilities in this package are:

IBeep2 (vers. 2.31)

This cdev lets you pick an alternative to the standard sound of the Macintosh beep. IBeep2 was designed to work for Plus and SE users even when running under System 4.1. IBeep2 is compatible with System 6.0 and will let you pick a sound to be played when a disk is ejected, another one for shutdown, and yet a different one for restart.

Sound Mover 1.76

Sound Mover has a Font/DA Mover type interface and can be used to move sound resources from one file to another. Automatically converts sounds to the correct format for system beeps or HyperCard, depending on what file you move the sound to. Good for extracting sounds from other applications for use with SoundMaster or HyperCard. Allows volume control independent of the Control Panel sound setting, copying of only partial sounds, and more. Works with either System 6 or 7.

Sound Control 2.1.1

An INIT that will assign different sounds to various Mac operations. Requires System 6.0.4 or higher and MultiFinder. This utility allows you to associate a different sound for up to 15 distinct Macintosh actions. Have a different sound for emptying the trash, startup, shutdown, launching applications, etc. Similar to SoundMaster in concept; this version is fully System 7 compatible (it has been tested with System 7.01 on a Powerbook) and contains balloon help etc.

StartupSndInit

A simple init to play one or more sounds (which you copy to the INIT file with SoundMover) when you start your Mac.

\$25 shareware for the entire package by Riccardo Ettore.

Ultima VII Screensaver

A simple freeware application which acts as a screensaver. Brilliant color graphics. Requires either System 7 or System 6.0.3 with the 32-bit QuickDraw INIT.

Drag'in 1.2

A cdev (control panel) which, when you drag windows, causes the entire window to drag rather than just an outline of the window. Works under

Systems 6 or 7. \$10 shareware from Bad Boys' Software

Mac eDOM #856 - System 7 Stuff © 1992 Mini'app'les

SEPT 1992

A bunch of odds and ends that extend the capabilities of System 7:

MenuChoice

MenuChoice is a control panel device which enables hierarchical menus under the Apple menu. With it, you can open applications, control panel devices, and documents of all kinds quickly and easily using your Apple menu. \$15 shareware by Kerry Clendinning

PowerAlias 1.0

One of the most powerful features of System 7 is its drag and drop feature. By leaving aliases of applications which are often used to open files created by other applications (such as ResEdit, Word, and painting programs) on the desktop, opening such foreign documents is extremely fast. The one disadvantage of this technique is that it takes up desktop space.

PowerAlias eases this disadvantage by permitting up to five applications to utilize a single alias, an alias to PowerAlias. Within PowerAlias, you select up to five applications and assign a single key to each one. For example you might assign 'w' to Word, 'r' to ResEdit, etc. Then when you want to drag and drop on one of the five applications, you drag to PowerAlias while holding down the assigned key. Thus to open a file in ResEdit, just drag the file to PowerAlias while holding down the 'r' key. \$5 shareware by A2Z Software, Inc.

System 7 Companion Pack!

The System 7 Companion Pack! contains six great utilities for System 7.

1. QuickFinder - Mini-Finder and application launcher that lets you rename, copy, move, and get information about files. You can launch applications by simply double-clicking on a scrolling application list.
2. FKEY Master - Innovative program that lets you manage your FKEYs. You'll be able to easily install and remove FKEY's in your System file.
3. SuperFind - A universal find and replace command for your Finder. You specify search criteria (name, type, and/or creator) and SuperFind will change all such files to the type, creator, and/or name that you request.
4. Alias --> Apple Menu — Simply drag and drop a file on top of the Alias --> Apple Menu icon and

an alias to the file will be put into the Apple Menu Items folder. From now on, you'll be able to access that file from the Apple Menu!

5. MultiAlias — Simply drag and drop one or more files on top of the MultiAlias icon. MultiAlias will then make aliases with the names and locations you provide.

6. SuperAlias — Drag and drop one or more application files on top of the SuperAlias file. SuperAlias will then create a "SuperAlias" file. SuperAlias files contain more than one application. When opened from the Finder, SuperAlias files can launch several applications. Regular aliases point to only one file. SuperAliases can point to an unlimited amount of applications!

Restrictions:

QuickFinder only allows you to launch the first six applications in your launch list. FKEY Master allows you to customize FKEY ID slots 0 through 7. SuperFind only allows you to search for types that start with a letter less than Rm.S These restrictions are lifted when the package is registered.

\$20 shareware by Adam Stein. The individual components may also be registered at costs ranging from \$5 to \$15 each.

Greg's Buttons 1.5'7

"Greg's Buttons" is a system extension that replaces the standard black and white push buttons, check boxes, and radio buttons with color 3-d ones matching the System 7 windows and scroll bars (even supporting the color tinges from the Color Control Panel). "Greg's Buttons" will also colorize the stop sign, caution, and note alert icons. \$10 shareware by Greg Landweber

FlameFile

My idea of an application which takes System 7, which should encourage small applications customized to do VERY specific things, FlameFile is a sort of replacement trash can but one that provides much greater security than the standard trash can. Utilizing drag and drop, FlameFile completely erases files from your disk. (The trash can merely marks the disk space as available so that it is possible for even an erased file to be read. FlameFile gets its name because rather than simply putting your files in the trash, it lets you "burn" them.)

WARNING: Read the documents before using this utility. It erases files when they are dropped on the application or its alias. There is no going back and NO file recovery utility can get them back once they've been burned. Freeware by Josh Goldfoot

Moniker 2.0

Another simple one-task application, Moniker uses drag and drop to create aliases. Drag the file you want to create an alias of onto Moniker (or its icon) and you will be prompted for a name and location for the alias. Much faster than creating the alias using the Finder's menu, moving the alias to where you want it and then renaming it. For the programmers, complete Think C 5.0 source code is included. Freeware by Michael J. Simms

The AliasBOSS

A complete alias file management package, AliasBoss provides drag and drop alias creation as well as utilities to validate, move and erase alias files. \$15 shareware by Scott Johnson

Trash Selector 1.1

A cdev (Control Panel) which lets you bring up a dialog to select specific files to trash, as an alternative to emptying everything in the trash in one go. Freeware by Carl W. Haynes III

FileTypeer 3.2

A really nifty utility that uses System 7's drag and drop to easily read and change file types and creators. File types determine what kinds of files can read files and creators determine what application is opened when a document is double clicked as well as the icon that is displayed for a file. FileType provides an easier method than, say, running ResEdit to determine what a file's type is and, for "power users", to change these file characteristics.

Included in the package is a second application which in itself creates applications. The applications created are of the drag and drop variety and automatically will make particular changes to file types and creators without further

user intervention. Thus, if you find that you are often changing TeachText files from type "TEXT" to type 'ttro' (the latter are the non-editable TT files and have the newspaper icon), you can create your very own drag and drop application that will change any TEXT file dropped on it to a ttro file. \$10 shareware by Daniel Azuma

Alias Director 2.8.1

Another alias management tool, this one features a fully automatic feature where you can bypass the dialog box usually used to name and locate a new alias and a trashing facility which permits in one operation trashing any aliases along with any parent files. \$7 shareware by Laurence Harris

VM-Eject 2.0

Normally, System 7 will not permit you to select ejectable media such as Syquest cartridge drives as the drive to be used for the virtual memory swap files. This is done as a safety feature as you will experience massive crashes with possibly badly corrupted files if you eject the media while it is being used for virtual memory. This small application modifies the Memory control panel to bypass the safety features and permits ejectable hard drives to be used for virtual memory. Freeware by PB Computing

Apple //GS eDOMs

GS.45 - Bouncing Bluster Construction Set (2-disks same cost as 1)

ShareWare by J.M. Vallat & J.F. Doue

You can register by sending \$15 or 100 FF to the following Address : J.F. Doue, 25 rue Bossuet, 77150 Lesigny, France.

Registered users will receive data disks, new versions and can take part to our 'Best

Board' contest.

The Construction Set module mainly aims at letting a non-programmer create in a few minutes a complete new board for the game Bouncing Bluster without hassle and without programming. To create a board, the user has to go through 6

easy steps detailed in the manual that comes with the program.

To install the Construction Set on your Hard disk, you have to go through the 3 following stages:

- 1- Create an empty folder with the name you want with the Finder
- 2- Copy BBCset and the BBCset.Data directory in your folder.
- 3- In the Construction Set Module, use the 'Set B.Bluster Path...' to tell the Construction Set how to launch Bouncing Bluster with the 'Go to B.Bluster' option.

The aim of Bouncing Bluster is about the same as that of the traditional Breakout game: destroy a wall of bricks with your racket and your ball. The game however adds some new additional features to this well known scheme. A brick can resist several times, release a capsule that, when picked up by the player, will produce several spells (see Chapter II), either good ones helping you in your task, and bad ones hampering you to finish the board. Randomly moving monsters will also make your ball bounce in an unexpected direction, making the game harder to complete.

Bouncing Bluster during the boot automatically looks for a default script (a list of boards) that it will run. If it is not found, the Open-script window will be opened, enabling the player to activate his own script. The default script can also be changed with the 'Set boot script' Option.

Once a script is in memory, Bouncing Bluster will follow it till the end, and the 'start game' option will activate this script.

MR Notes:

Incompatible with GSOS 5.0 ? (Can not be launched from 5.0)

Construction set SAVE of a board over board-file with same name will crash everything.

Original disk 'Set Boot Script' set as /BB.DATA/STD.SCRIPT changing this inoperative : therefore HD installation doesn't work

Open-Apple Q to quit board during play

GS.46 - Sound Programs

In the interest of using the "S" in the GS, here are a few sound programs that can be fun to use. Also included are the following sound files to listen to at your leisure:

TRY.TO.THINK; WIPEOUT;
WON.T.WORK; WOOB.WOOB;
WOOKIE; ALVIN; BOINK;
HELICOPTER;
LEFT.CENTER.RIGHT;
TOM.TOM; TOY.GUN;
WHISTLE

Programs are ACER - An Audio Compression/Expansion Utility

This program is **FREEWARE**. Distribute freely for private, non-commercial use. Licensing required for bundling with any commercial hardware or software product.

©1988 Joe Jaworski, Ver 1.0

What is ACER?

ACER is an Audio compression and expansion utility designed to save disk space, speed disk access, and speed uploading/downloading of large, digitized sound files. ACER uses the new ACE toolset that has been introduced with the 3.2 System Release. The ACE toolset contains routines that are specifically designed to compress/expand digitized audio files in a highly efficient manner.

WHY USE ACE WHEN THERE'S SQUEEZE AND BLU?

Both SQUEEZE and BLU use what's called a Run-Length limited algorithm. In simple terms, this type of algorithm relies on repeating patterns of the same byte values. Compression is performed by recording how many times a particular byte value is repeated. Hence, the resultant size of the compressed file will vary (and is unknown) until the actual compression is done.

Applications programs and in particular, graphics data will contain many repeating pat-

terns. Because of this, using BLU to compress programs and graphics files works quite well.

On the other hand, digitized sound files rarely contain any repeating patterns (or very short ones) within a given file. In fact, sound files are mainly composed of constantly changing byte values. This is why a sound file compressed with BLU or SQUEEZE results in very little savings and often times, will actually produce a compressed file that is **LARGER** than the original.

The ACE toolset uses a completely different algorithm called ADPCM (Adaptive Differential Pulse Code Modulation). Basically, this algorithm relies on byte values that will **ALWAYS** be changing, and the changes will be close to or near the previous values. ADPCM also adapts itself "on the fly" to the particular file and tries to predict the file's future changes. The end result is a dramatic size reduction in the compressed file.

WHAT ARE THE DISADVANTAGES?

Since ACE guarantees its compressed files to be exactly 50% or 67% smaller in size, errors can occur during compression if the original file differs greatly from the algorithm's predicted values. Distortion introduced by ACE sounds more like tape hiss rather than the "clicking" or "popping" distortion commonly heard in sound files that were digitized too slow.

One additional phenomenon that you will encounter while using ACER is that certain compressed/expanded sound files will actually sound **BETTER** than the original. This is due to the fact that during compression, the ACE algorithm could not compress a sharp noise spike in the original recording and has "smoothed" the value out. The result is actually a cleaner recording than the original.

On the other hand, you shouldn't compress a file that has already been expanded. Like an audio cassette player, every generation of a copy adds some more noise, hiss, and distortion. ACER works exactly the same way. If you re-compress a previously expanded copy over and over, more and more of the original fidelity will be lost.

GS.TONER

The Toner - A Telephone Signal Generator Written Specifically For The IIGs (In BASIC no less!)

By Joe User - Version 1.8

This program inspired by The Cats Meow

- [A] Dial Tone
- [B] Busy Signal
- [C] Reorder
- [D] Ringback
- [E] English Ringback
- [F] Conference Dial Tone
- [G] Bad Code Siren
- [H] Nickel
- [I] Dime
- [J] Quarter
- [K] Conference Added Signal
- [L] Conference Hung Up Signal
- [M] Howler
- [N] Call Waiting Beep
- [O] Broken Dial Tone
- [P] Sprint Tone
- [Q] Recording Alert Tones
- [R] Off Hook Signal
- [S] Hertz Tone
- [CLEAR] A key
- [=] B key
- [/] C key
- [*] D key
- [-] * key
- [+] # key
- [ENTER] Toggles BlueBox/DTMF mode
- Number keys dial

SOUND.EDIT Version 1.0

Digitize and modify sounds with your GS.

SUPERSYNTH

Synthesize/make sounds with your GS.

AUDIOZAP 1.2

by Ian Schmidt, ©1990-91

New features:

- SoundSamples can now be extracted from HyperCard IIGs stacks by name. This is another AudioZap exclusive you can't find anywhere else! Due to some commercial work I'll be doing (ahh, legalities! :), AudioZap will not save rSoundSamples.
- The slot is now set to "Your Card" automatically before any access and restored to its original setting afterwards for CDAs and NDAs. This will probably not work with the upcoming System 6.0, so it will be removed/changed at that time.
- Open Disk checks the volume size and will work correctly with either Apple or AEHD 3.5 Drives, loading in a full 1.6 MEGS if an AEHD is found.

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You now may save files in the Audio IFF format. This has little use right now for most of us, but when the HFS FST comes out this format will be THE link from the GS to the Mac and vice-versa. (assuming I can believe Apple's Tech Note stating that "many Mac apps. support this format".)

This version is probably the "cleanest" ever, in terms of bugs. All major ones (and quite a few little ones) that I have found or have been reported are dead!

NOTICE: The Input Monitor and Record functions both are speed-dependant and will fail if a ZIP GS or TransWarp GS are set to full speed. (ie the sample will sound really weird!) Disable your ZIP or TWGS before attempting to record or monitor input. I am looking into doing this automatically (at least for the ZIP). Also, the oscilloscope tuning will not work correctly with a ZIP or TWGS.

AudioZap is a full-featured sound and instrument recording, playback, and editing system for the Apple IIGS computer. A stereo card is recommended for playback, although AudioZap works

just fine in mono. For recording, a SuperSonic, Sonic Blaster, Audio Animator, or HyperStudio microphone card is required.

AudioZap ->REQUIRES<- Apple IIGS System Disk 5.0.4 or higher. Nuff said.

About Hardware, or It Pays to Spend Money on GS accessories

I now list 768K as the required memory for AudioZap, both because of the mail I've gotten from people with 4 MEGS or more of memory, and because 512K is not enough for any kind of real workspace. For good breathing room, I rec-

ommend at least 1.25 MEGS (I have 4.00 MEGS!). The ROM 03's built in MEG should also provide good breathing room with System 5.0.4. Remember that more memory means longer samples, higher sampling rates (better quality), and more Clipboard space (for fun effects!). ROM 01 and ROM 03 IIGs machines both work with AudioZap, although ROM 03s may get slightly more mileage out of their expanded memory due to the fact that ROM 01s have to load a ton of patches which are built into the ROM 03.

The two choices for stereo/digitizer cards for the GS are currently: (i.e. ones still being sold)

Applied Engineering Sonic Blaster. Great stereo output for all your games, FTA demos, and AudioZap. Stereo or mono digitizing capability. Comes with own software, but you'll probably want to use AudioZap instead. This is the one I have. Note that due to an unshielded cable, digitizing with this card can be noisy, especially on ROM 01 machines.

Applied Engineering Audio Animator. Same as Sonic Blaster, but has MIDI interface for synthesizers and drum machines, and other electronic instruments. Also includes external volume controls and other goodies. Makes somewhat better samples than Sonic Blaster, since it has its own digitizing circuitry.

"AudioZap is ShareWare" and Other Lawyer-Speak

AudioZap, the name "AudioZap", "Two Meg Software", the AudioZap title picture, and the Two Meg logo are copyrighted (c) 1990-91 by Ian Schmidt. I retain and reserve all rights to AudioZap.

"Apple", "Apple IIGS", "GS/OS", "AppleTalk", and "AppleShare" are various trademarks of Apple Computer, Inc. "SuperSonic" is/was a trademark of MDIdeas. "Sonic Blaster" and "Audio Animator" are trademarks of Applied Engineering, a division of AE Research. "HyperStudio" and "Sound Shop" are trademarks of Roger Wagner Publishing. "Bose" is a trademark of Bose Corporation.

Formats usable by AudioZap:

Raw data

Raw data (from a resource fork)

8:4 ACE compressed (ACER compatible)

HyperStudio format

Apple Standard Instrument Format (ASIF) / SoundSmith instrument with or without sustain.

SoundSmith DOC DATA file (Instruments are extracted individually)

Music Studio WBNK file —^

Applied Engineering's AE Format (mono, not compressed)

"Sandcastle" game instrument file (Which, I believe, is secretly the never-released GS Deluxe Music Construction Set).

SynthLAB .WAV file (instruments are extracted individually).

SoundSamples from HyperCard IIGs and HyperStudio samples.

For saving:

Raw data

8:4 ACE compressed (ACER compatible)

HyperStudio format

Apple Standard Instrument Format (ASIF) / SoundSmith instruments

ASIF with sustain

Applied Engineering's AE Format (mono, no compression)

Conversion of sound files from the following computers to the GS:

Mac - Transfer it via modem or something, Open it, Filter Zeros, and Save.

Amiga - Transfer it via modem or something, Open it, Amiga -> GS, and Save.

IBM - Depends. Try instructions for Mac. If it doesn't work, treat as Amiga.

For all these you may need to clip off extra data from GS to the:

Mac - Save as Raw or AIFF, transfer, and go.

Amiga - Do a GS -> Amiga, save as Raw Data, transfer, and go.

IBM - Save Raw transfer and go (this assumes PC-Studio v1.0 or similar utils. Some cards may require the sample to be in Amiga format.)

Oversampler v1.0, April, 23, 1992 by Andre Horstmann

The Oversampler isn't anything special at all. It's just a small program demonstrating the oversampling technique on the Apple IIGS. The other major feature of Oversampler is the ability to play digitized sound directly from disk without loading them into memory. The advantage is that you can instantly play long long sounds without waiting to load them from disk and you don't need to have 8 MB ram to play sounds of 8 MB - in fact Oversampler only requires 16 KB of free space!

Oversampling

If you own a CD player you may have read in the manual that your CD player uses four or eight

times oversampling to improve sound quality. Oversampler is doing the same. With 2-times oversampling the program loads 8 KB of sound into memory, doubles the wave to 16 KB in sound ram by adding an intermediate value between every two values (e.g. 10, 20, 40, 25, 15, ... becomes to 10, 15, 20, 30, 40, 32, 25, 20, 15, ...) and doubles the frequency in order to play the sound at the correct speed. 4-times oversampling quadruples wave size and frequency by inserting 3 intermediate bytes and so on...

Oversampler was written in 100% assembly language on Merlin 16+ (the best programming environment!) Resources were created on Genesys (the best resource editor!).

Sonic Blaster 1.0

December 20, 1988 By Phil Montoya, Copyright © 1988 Applied Engineering

Applied Engineering is distributing the Sonic Blaster demo program to the public to let people know what they are missing. You can play and edit sound files using the program but you will not be able to record or save files unless you have the Sonic Blaster card. Sonic Blaster is now available from Applied Engineering and its dealers.

GS.47 - Sound Files #1 (2-disks same cost as 1)

Used in conjunction with your favorite sound programs, or the GS eDOM #46, these sound files can be used in a multitude of various ways. Included in this two-disk set are 32 sounds:

Alert; Bad.For.Eyes; Believe.In.Love; Boingk; Boom.Ooo.45; Bubbles; Bugle1.Ace; CLIP.CLAP; Commence.Igni; Complain; Congrat.Captain; Dangerous.Dude; Depressed; Door.Bell; Drums; Elmer; Force.Be.W.You; Freeze; Functional; Get.Ready.Ace; Grossness; Gunshots; Hal; HASAN.CHOP.; Hello.Computer; Ill.B.Back.44; KIRK.HERE;; REVEILLE; SCIENCE; Sorry.Dave; Under.Arrest; VIKING.HORN

GS.48 - Sound Files #2 (3-disks)

Used in conjunction with your favorite sound programs, or the GS eDOM #46, these sound files can be used in a multitude of various ways. Included in this three-disk set are 232 sounds: Beexcellent.Ace; Dust.Wind.Ace; Game.Over.45; Hans.Franz.Ace; Have.You.Now; Iron.Maiden.Ace; Laugh.600; Mgm.Lion; Operational; Peewee.Know; Peewee.Make.Me; Peewee.Meant; Remix; Rocky.Welcome; Sam.Scream; Sixty.Nine.Ace; Smith.Snd.Ace; Styx.Sailing; Styx.Time; That.S.All.Folk; Time.Will.Tell; Title.Sound; Tmnt1.Ace

GS.49 - Games & Stuff

Included on this disk are:

WHERE IN HELL IS CARMEN SANTIAGO?

© 1990, St. John M. Morrison, ShareWare \$5

You are a famous crimebuster hot on the trail of that world-renowned thief, Carmen Santiago, and her latest gang. The rumours that she had died in a bizarre accident don't deter you; after all, it might just be misdirection. So you track her to the Dark Woods of I/O Error, where you encounter three hideous beasts and lose your way in the night.

Virgil, a Greek poet, meets you in your frenzy and tells you that the only way out is through Hell itself. "Alas," he continues, "the geography of Hell has changed since last I guided a mortal through it, and you will need assistance besides mine to get through the frozen caves of Cocytus to Paradise."

"Who might this assistance come from?" you wonder aloud.

"Why, from the latest arrival to the Inferno," your guide informs you. "Carmen Santiago."

Oh well. You've tracked Carmen around the world; through Europe, America, and the reaches of Time. Surely the afterlife won't be much harder!

In WHERE IN HELL IS CARMEN SANTIAGO?, you will need to use your detective skills and knowledge of facts from Canticle One of Dante's Commedia: "Inferno". Her gang members are here, too, and they bear the punishment that they earned in their lives. Besides that, they bear information on their fellows, as well as useful items to help you in your quest.

By talking to them and interpreting their dosiers, you'll figure out where the others are and what items they most desire. Beware! You have only a limited amount of time to find Carmen — and if you try to find her in the wrong area, you'll be damned for eternity!

The Home Control Manager (HCM) DEMO

by Lambware

The Home Control Manager - Level III program is designed to manage the group of electrical control modules generally known as X-10 modules. There are a variety of different kinds of modules which control lighting, thermostats, appliances, garage door openers and electronics. These modules use existing house wiring as the control medium. Conventional switches and receptacles can easily and inexpensively be replaced with the X-10 type. X-10 modules are sold under a variety of

brand names including Radio Shack, Sears, Stanley and Heath/Zenith.

HCM - Level III runs on an Apple IIgs computer. There are three basic functions of the program which correspond to three levels of control of the X-10 modules. HCM - Level III has no function relating to the lowest level of control, level 0. Level 0 is direct control of the X-10 module using the button on the module.

Level I control is direct control of the modules through controllers and direct control from the computer. HCM - Level III controls the modules directly by clicking icons on the screen. The icons can represent a single module or a group of modules. Several icons are provided with the program and an icon editor is provided for the user to create more or change the existing icons.

Minimum Configuration

- Apple IIgs with 1 megabyte memory
- One 3 1/2" floppy disk drive
- One X-10 Computer Interface (model CP290)
- One cable with 8 pin din at one end and 5 pin din at the other (such as AppleIIc to Imagewrite cable)
- Hard disk is not required but is recommended
- GSOS System Disk 5.0

NOTE: Two additional programs on GS.49, Fontsam 1.1, El.Macro V1.0, will be reviewed next month. -Ed. 🍏

For 24-hour
🍏 mini'app'les
user group and
meeting
information call
229-6952

Excel 4.0 —
continued from page 13

on a chart embedded on a worksheet so I can get at a certain menu item which exists only on the charting menus. Why not have the charting menu bar appear automatically when you have a chart selected, and have the worksheet menu appear when you click away. Heck, if Claris could figure that out for ClarisWorks, why not Microsoft for Excel?

Nice Additions

- When you select a cell or range of cells which you've defined a name for, the name automatically appears in the reference area (to the left of the formula bar).
- Double-clicking on a cell which contains a formula causes Excel to select ALL cells which it uses to calculate the value.
- The color tool on the formatting toolbar makes choosing colors for cells or objects much easier — each click applies the next color in Excel's 16-color palette. (Shift-clicking moves backwards through the colors.)
- Nearly every dialog box in Excel now has a title bar, which means you can drag it around and easily jump to another application and a help button which summons context-sensitive help.
- Functions, Number Formats, and Toolbar tools are grouped into categories in their dialog boxes.
- If you type a function and the open parenthesis, then forget the arguments to that function, just hit Control-A and Excel automatically enters the argument names.
- Worried about making a spelling error in your worksheet for the Annual Report? Never fear, Microsoft has added a spelling checker to Excel. It doesn't use the Word dictionary, but it can share user dictionaries with Word.
- If your Mac has a microphone, you can record sound notes in Excel and attach them to cells. With the macro language, you can have Excel play any sound in any file on your Mac.

Microsoft Customer Service -- 800/426-9400

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Submitted by Peter Fleck 🍏

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people who believe
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is for people
who don't.

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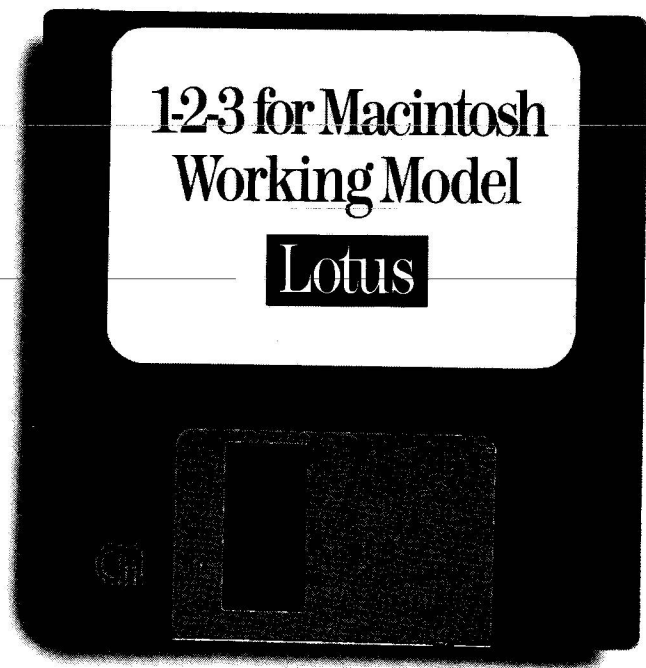
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Excel 3.0

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Wanted

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Donation or a sale at a great price to a non-profit, tax-exempt educational organization. We also could use a second 512K machine. Ask for Jerry at 644-3757.

A Special Welcome

Hugh Johnson

The September and October issues of our newsletter are the result of the efforts of Hugh Johnson, a respected Mac guru and electronic publisher in the metro area.

He has volunteered to do the layout on the content pages of the newsletter as a way to polish his already adequate PageMaker skills. You may have noticed how he has fine-tuned PageMaker styles to accommodate our varied material.

Welcome, Hugh. You are a valuable addition to the publishing staff.

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.

Current Apple System Software Available Through mini'app'les

Software	Version	Date	Format
Apple II, II+ //c, //e			
DOS 3.3 System Master	n/a	09/10/85	5.25"
Apple II System Disk	3.2	07/16/90	5.25"/3.5"
ProDOS 8	1.9	07/16/90	5.25"/3.5"
Apple IIGS			
GS/OS System (6 disks)	6.0	4/92	3.5"
HyperMover (2 disks)			3.5"
Macintosh			
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.

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
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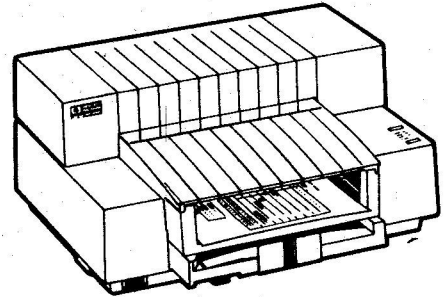
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