mini'app'les newsletter

the minnesota apple computer user's group, inc.

$2

February, 1995

Volume 18, Issue 2

ClarisWorks SIG Meeting Change
to Tuesday, Feb. 7th, 6:30PM
Southdale Library
70th & York Ave. S., Edina

FEBRUARY 1995

Sun	Mon	Tue	Wed	Thu	Fri	Sat
			1	7:00 2	3	4
5	6	7	8	7:00 9	10	11
12	7:00 13 7:00 AM	6:30 14	15	7:00 16	17	18
19	7:00 20	7:00 21	22	7:00 23	24	25
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Board of Directors
Mini'app'les members welcome.
Mathews Ctr., 2318 29th Ave. S., Rm. C
Greg Carlson, 544-8252

Apple II/GS Main
Augsberg Park Library,
7100 Nicollet Ave., Richfield
"SoundMeister"
Tom Gates, 789-1713

ClarisWorks SIG
Norwest Bank,
5320 Lyndale Ave. So., Minneapolis
Denis Diekhoff, 920-2437

Macintosh Main
Southdale Library
7001 York Ave. So., Edina
"Fractal Design: Painter & Dabler"
Mike Carlson, 377-6553

Filemaker Pro SIG
Southdale Library
7001 York Ave. So., Edina
Steve Wilmes, 458-1513

Fourth Dimension SIG
Metro II
1300 Mendota Heights Rd.
Mendota Heights
Bob Demeules, 559-1124

Apple II Novice SIG
Murray Junior High,
2200 Buford, St. Paul "Open Forum"
Tom Gates, 789-1713

AppleWorks SIG
Murray Junior High,
2200 Buford, St. Paul,
Les Anderson, 735-3953

HyperCard SIG
No meeting this month
Peter Fleck, 370-0017

Macintosh Novice SIG
Merriam Park Libary
1831 Marshall Ave., St. Paul
"Open Forum"
Tom Lufkin, 698-6523

Macintosh Consultants SIG
Byerly's
3777 Park Center Blvd, St. Louis Park
Mike Carlson, 377-6553

Mac Programmers SIG
Murray Junior High,
2200 Buford, St. Paul
Gervaise Kimm, 379-1836

mini'app'les

The Minnesota Apple Computer Users' Group, Inc.
P.O. Box 796, Hopkins, MN 55343

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Advertisers – See MultiForm mailer within this issue.

Newsletter Contributions – Please send contributions directly to our Post Office, Box 796, Hopkins, MN 55343 or upload them to our BBS at 892-3317.

Deadline for material for the next newsletter is the 9th 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.

Editor/Publisher: Tom Ostertag 488-9979

Newsletter Layout: John Hunkins

Mini´app´les BBS –824-4394, 24 hrs. Settings: 8-1-0. Call in with FirstClass® Client software or any text-based terminal program.

Mini´app´les Voice Mail – 229-6952

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Members Helping Members

UNDER CONSTRUCTION

The Members Helping Members section of the newsletter is currently undergoing construction. Interested members who would like to be included on the new list should contact Nick Ludwig at 349-0206 or through the Mini'app'les BBS' new number 824-4394.

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Notice!
The Club Bulletin Board has moved!
The new phone number is:
(612) 824-4394
Please change your login scripts and startup screens.

Mac eDOM #915 A & B -Marathon

JAN 1995
eDOM #915 A & B

Marathon Demo:

Because of size, this eDOM is on two 1.44 mb disks. The file Marathon Demo is split and you will need some form of Stuffit to reassemble it. If you have Stuffit, Stuffit Lite, or Stuffit DeLuxe, simply double click on the file Marathon Demo *f*.sit.1. You can then rejoin the file on your hard disk. If you are using Stuffit Expander, first copy the files Marathon Demo *f*.sit.1 and Marathon Demo *f*.sit.2 to the folder you want the demo in, then drop the file on Stuffit Expander and follow the prompts.

REQUIREMENTS:

• Macintosh 68020 or higher (68040 or faster recommended)
• 8-Bit (256) Color display
• System 6.0.5 or higher
• 3 Meg of free RAM
• Hard Drive
• Networking requires System 7

SUPPORTED HARDWARE:

• Accelerated for Power Macintosh
• Accelerated for Quadra 630
• Supports 8 players over AppleTalk and Ethernet
• Compatible with joysticks, game pads, and VR headsets

GENERAL INSTRUCTIONS:

You are a security officer aboard the interstellar colony ship Marathon. You are returning from the colony when the aliens simultaneously attack your shuttle and the Marathon. You manage to get into an escape pod, and arrive at the Marathon about a half an hour after the Alien attack has begun.

Armed only with a pistol, and guided by Leela, one of the shipboard Artificial Intelligences, you are the last chance to save the Marathon and the colony from the attacking aliens.

This demo is designed to give you a fun and interesting glimpse into the Marathon world. This demo has four levels, and network play is restricted to two players. The full game has forty total levels, and supports network play with up to eight people.

Marathon Cheater 1.1

Q: What does this program do?
A: It allows you to edit saved games from the Marathon Demo. You can add to your health, give yourself incredible powers and increase your arsenal of weapons.
Q: What's new in version 1.1?
A: You can now edit your health as well as giving yourself four extra powerups: invisibility, invincibility, night vision and fisheye vision.
Q: I can't get it to work! How do I use it?
A: Save a game in the Marathon Demo and drag it onto the cheater program.

Mac eDOM #916 - TattleTech®

TattleTech® 2.14

TattleTech® has its origins in the shareware program TattleTale™. TattleTech provides very complete information about your computer, peripherals, and system software. The information can be viewed on screen by category, printed, written to a standard text file in standard or a special Bug Report format, or output in database readable format. As such, it also provides a record of your system configuration that can be used for reporting problems to software and hardware manufacturers, to compare configurations across multiple computers, or to simply learn about your machine. Information categories covered are: General Hardware, Volumes + Drives, Monitors, Nubus Devices, SCSI Devices, ADB Devices, Serial Ports,Startup Environment (Boot Blocks, INITs Files, Other System Files (System, Finder, cdevs, etc.)), General System software, Processes, DAs, Fonts, Drivers, Open Files, Traps and their Patches, Applications, Special Resources, Special Files, and specific File/Folder information. In addition, it enables you to Mount Volumes, Close Files that were left open, and examine and set File and Folder Attributes. The information provided varies greatly among these categories and is best understood simply by going to the dialog window and browsing through the above categories.

TattleTech® 2.17 Updater

This updates TattleTech 2.14 to 2.17. Make sure that you use a copy of your original programs to perform the update even though the updates create a new file and leave the original intact.

This version of the TT Master updater, unlike previous ones, allows you to update copies of TattleTech programs which have already been personalized. They, however, still must not have been modified by Configure TattleTech. Likewise, the Configure TT updater will now update copies of Configure TattleTech which have already had the password entered. You will not have to re-enter the password.

TechTool™ v106

Techtool is a handy utility which rebuilds the desktop, zaps the PRAM, and displays system information about your Macintosh. While Techtool makes these tasks easier because you don't have to remember the cryptic keystrokes, it also accomplishes these tasks better than traditional methods. As an example, rebuilding the desktop actually deletes the desktop file, rather than just rebuilding one that may be corrupt. On the next boot up, the system creates a completely new desktop file.

There is extensive online help, but unfortunately it can not be printed.

Mac eDOM #917 - Marbles & Cards

Etoile v2.0

This is a game of "Chinese checkers"; the second version of "Etoile v1.04". Basically there is no difference in the way of playing, but "Etoile v2.0" can be played with two or three persons on the network. I hope you enjoy it.

"Etoile" requires system software version 7.0 or later.and a 13 inch monitor which can display in at least 16 colors or more (gray-scale is also available). It may be possible to use a 12 inch monitor.

For further information, please select "Open Read Me" from Apple menu.

Solitaire Till Dawn 2.0

Solitaire Till Dawn 2.0 is a package of 24 different solitaire games for your Macintosh. This folder contains everything you need:

- Solitaire Till Dawn — The game itself.
- ColorCards — Contains pictures for use on color monitors.
- Solitaire Till Dawn User Guide — Instructions on how to use the program.
- Solitaire Till Dawn Games Guide — Rules for the 24 different games.
- Sample Games — Saved games that demonstrate each kind of solitaire.

AppleWorks 5: WHAT CAN I GET?

by Harry Lienke

Introduction

AppleWorks 5 (AW5) is now available and many Apple II users are probably wondering what they get if they decide to invest a little more money in their "obsolete" computer. Well, if you have an Apple II+, an unenhanced IIe, or an enhanced IIe or IIc with a minimum of RAM, put your credit card back in your wallet. The AW5 developers decided that they did not want to continue to constrain themselves to minimum systems, so AW5 requires a IIGS or a IIc or enhanced IIe with at least 256 kilobytes of memory; the more memory you have, the smoother and faster AW5 works. In addition, AW5 ships on two 3.5" disks; it is not available on 5.25" disks.

NOTE: If you can't use AW5 because of memory constraints and aren't using AW4, I'd recommend that you upgrade to AppleWorks 4 (AW4) so you can take advantage of the significant improvements introduced with AW4.

AW5 comes in AW4 packaging updated with an AW5 sticker. Inside the package is the AW4 Reference Manual and the other AW4 data sheets along with a 96 page AW5 Delta Manual. The new manual is well written and does an excellent job of describing AW5's new features.

As has been the case in the past, the authors have tried to maintain as much compatibility as possible with older versions of the code. AW5 loads files from all older versions of AppleWorks and files remain compatible with AW4 except when a few new features are used. Most TimeOut applications that work with AW4 also work with AW5; a few applications require updating, but the updating process is much smoother than it was for AW4. Macro sets that have been converted to applications with Macros to Menus have to be recompiled to be compatible with AW5 but do not require any other updating. The authors also took the opportunity to fix some of the few irritating bugs that found their way into earlier versions of AppleWorks.

This release of AppleWorks has many new features, some of them major additions and some of them nifty little touches which make it easier to use AppleWorks. The changes which, to me, are most significant are described below.

Word Processor Changes

The AppleWorks word processor (AWP) now incorporates the TimeOut Outliner application; the outliner is seamlessly integrated so that it is easy to prepare an outline of a document before you start filling in the details. AWP lets MouseText be embedded into a document and sent as data to ImageWriter II printers. Find and Replace also supports MouseText in addition to tabs, sticky spaces, and wild cards. Find permits a line number to entered and jumps to that line. The AWP print preview now shows the actual text being printed by Mail Merge instead of just the place holder symbols. Non-printing comments can be entered into text by surrounding each set of comments with Markers 160 and 161; nothing between these markers is printed.

Text files are loaded into AWP with margins set to 0; you no longer have to fiddle with the options to be able to see text lines across the full width of your screen. The use of Tab Rulers has been improved; you can establish your own default Tab Ruler, but can also use the old style (First) ruler if you wish. You can set the AWP defaults for the top, bottom, left, and right margins.

Spreadsheet Changes

The AppleWorks spreadsheet (ASP) has a great new feature that lets you enter memos attached to particular cells. It is now possible to add a note to that formula that you have trouble remembering the details about or that number that you may need to change. The memos can have up to 126 characters in them. The cells with memos can be located by noting the "plus" rather than the "colon" in the cell address in the lower left corner of the screen or the memos can be found using Find. The Find command has been updated to search for memos and the text in them.

ASP has a new option in each spreadsheet allowing you to specify

that you want the spreadsheet recalculated before the data is stored or printed, even if manual recalculation has been selected for that spreadsheet. The @Alert function is now updated each time that a spreadsheet is recalculated; you can establish a warning to tell you when a formula produces a result that is out of bounds.

Data Base Changes

The AppleWorks data base (ADB) has several major new features. Background text can be added to single record layout (SRL) screens to make it easier to enter data into forms; MouseText and inverse characters are available for helping to clarify the screen. MouseText and inverse characters can also be used in category names and data (control-t is used to toggle through normal, MouseText, and inverse data entry). Layouts for single record mode can be created from report formats; if multiple layouts are needed for different data entry tasks, the layouts can be stored as report formats and called in as they are needed.

The ADB SRL screen has a "mixed" mode; a list of the entries in the current data category is shown along side the data in the current record. As you scroll through the list or enter the number of the record you wish to see, the data in the SRL screen is updated. This feature makes it much easier to locate records when you aren't able to define your needs for the Find command or for record selection rules. The capability to enter a record number is now available whenever a scrolling list is shown.

DB Pix capability has been included in ADB. Using a file that contains data describing the file path to graphic images, you can display Print Shop, single high resolution, and double high resolution graphics as part of an SRL screen.

A nice convenience in AW5 is the ability to add records at the end of the file instead of having to insert them in front of the cursor. After the number of records to insert has been

entered, oa-RETURN tells ADB to put the new records at the end of the file.

It is now possible to control the movement of the cursor as data is being entered into a data base in multiple record mode. The Tab key can be used to accept new data and move the cursor horizontally to the next category in the current record. This complements the ability to use RETURN to accept data and move to the next record.

A new TimeOut application provides a Search and Replace capability for ADB (the built-in Find command is unchanged). Changes to data can be made much more quickly by automating them with Search and Replace.

Miscellaneous Changes

The Standard Settings menu of AW5 includes many configuration options that were previously available only through patching programs. For example, more lenient suggestion capability is available in the spell checker, the thesaurus synonym table can be loaded into memory at startup time, the "No/Yes" answer positions can be reversed, and one key menus can be enabled. There is a version of Randy's Free Patcher that comes with AW5 but it offers many fewer patches than previous versions. One patch that I like allows me to have macros active when AppleTalk is also active; I can now send text to our networked laser printer using macros.

The optional macro capability has made it possible to add many time saving features to AppleWorks in the past. AW5 includes the complete UltraMacros application with a few new dot commands. Macros can be recorded and compiled and the full Debug capability is available. The only thing lacking is the UltraMacros manual; you must order the full UltraMacros package separately if you need the documentation. As usual, a very useful set of macros comes with AppleWorks; my favorite new macro is one which offers the capability to capitalize a

word or convert that word to all upper case or all lower case with just two key strokes. In addition, the space available for macro titles has been increased by 50% so more titles can be listed on the Available Macros menu (sa-esc).

If I didn't use a custom menu generated with UltraMacros to navigate into my data subdirectories, I think I would find the "most frequently used files" option very useful. This option can be enabled under Standard Settings to keep a list of the nine files which have been most recently used. The list of files is accessed by pressing oa-RETURN on Main Menu item 1 or by pressing oa-p (pick file) from the Add files menu. Once a file has been selected from the list, it is loaded into AW5 and is available for use there.

AW5 has a printer buffer. Once you enable the buffer from a Standard Settings print buffer menu (an oa-q oa-b short cut gets you there in a hurry), text is stored on the desktop and sent to the printer as the printer asks for it. This means that AW5 allows you to return to working with your files very quickly; if there is room on the desktop for all the text, you are back in control of AW5 instantly. If you made a mistake and don't want the text printed after all, the short cut to the buffer menu lets you terminate the print job.

At disk file lists, AW5 permits the order of the files to be reversed with the Arrange command, files to be selected and deselected with the space bar in addition to the left and right arrows, and a full file path to be selected in a single operation instead of one operation per subdirectory.

AW5 switches desktops when a file is loaded and there is no more room on the current desktop (there are already 12 files); on older versions of AppleWorks, the load operation would simply terminate and you would have to switch desktops manually.

If your Apple II has a clock, AW5 provides a reminder or alarm capability. You can put your appoint-

ments and other important events (along with appropriate messages) into a data base file called ALARMS and keep that file on the desktop. When the appointed time arrives, the message pops up on the screen. Alarms may be set for any specific date and time or for a particular time every day.

The AfterWork screen saver engine has been built in to AW5; it is enabled from a Standard Settings menu. Five screen saver modules are provided with AW5. Additional modules are available at additional charge.

Do I Like It?

For me, the upgrade to AW5 was definitely worthwhile. I already use many of the additional features and will continue to explore AW5 for other helpful capabilities. The only program glitch that I have found so far is that the space bar is not available to select files at the Remove Files menu.

The TurboRez Project Still Alive!

News from RezTek
From the December 1994 GEnie Lamp
Apple II newsletter.
Submitted by Tom Gates

It would be an understatement to say it's been awhile since there's been news from us about the status of the "fabled" TurboRez product. As some of you may know, since the previewing of a prototype at the last two Apple Expos, we elected to do an entirely new design based on the use of custom gate array technology. Even though underestimating project completion time seems to be a tradition with computer hardware/software development, let's just say that even we've been amazed at the degree of difficulty involved here. This project has had an appetite for resources (like TIME) that has to be experienced to be appreciated.

The current status is that, after more than a year of design and simulation of the virtual chips, we've got actual hardware up and running. This happened just in the last 5-6 weeks and the debugging process is proceeding steadily. So far, the video is looking good and the circuits seem stable.

Our apologies for not being online with some news sooner. With the pre-announcement situations we've created in the past, it seemed prudent to wait until there was new hardware actually in operation before making any public statement. Normally though, given the incom-

plete state of the project at this point, we probably would have waited awhile longer. The announcement of the Second Sight card (by Sequential Systems) has altered the marketplace however, hence some earlier information from us.

On this note, we'll briefly discuss the two products. Operation in a GS with the stock RGB monitor reveals similarities such as 256-color pixels, in both 320 and 640 resolution and 400-line interlaced modes. The TurboRez card has a Display List CoProcessor and a high-speed blitter, while Second Sight has a microprocessor that does blitter emulation. Now, what about the particular strengths of the two cards?

Comparing The Two

The Second Sight card's strongest suite is when it's coupled to an external SVGA monitor. Here it offers some pretty high resolution, up to 1076 by 768 pixels. Of course, to effectively take advantage of this, you'll really need a 17 or 19 inch monitor to avoid eyestrain (price a monitor this size next time you're at a computer store). Second Sight does not offer overscanning.

The TurboRez card will accept an adapter that allows attaching a VGA monitor and sending out a 640 by 480 image, so it appears we come in second in the resolution department. TurboRez is capable of doing overscan, however (vertical and horizontal, together or separately).

Pictures That Move

Where TurboRez does shine is in the area of multimedia animation. It's nice to be able to show pictures on the GS that have enhanced color and resolution, but what about bringing them to life? In other words, making them move and flow.

Well, the TurboRez card enhances animation on the GS with a host of features. First, of course, the high-speed Blitter for drawing shapes and objects to the display very quickly. Add to that its Multi-Plane Overlay capability and Line Drawing (w/Scaling). Let's talk about those last two.

Multi-Plane Overlay Technology

The Multi-Plane hardware on the TurboRez card is similar in concept to the multi-plane techniques used by commercial film animators. Basically, it means having the various elements of the picture, both moving and still, on separate "layers". In TurboRez, this means that moving shapes can be placed in separate image layers (or planes) and pass over or under each other (or in front of or behind foreground/background objects) without "interfering" with the other picture elements. In a single-plane video card (like Second Sight), an animated scene consisting of stacked shapes and objects is very slow and messy to update fast enough to present a smoothly flowing image. To alter a

Photoshop 3.0 PowerPC Version Sports New Features

by Jim Alley
© 1995 The Savannah Macintosh Users
Group
Submitted by Peter Barber

The biggest news of the year for many graphics professionals is the release of a major upgrade to Adobe Photoshop. One can argue the relative merits of Illustrator vs. FreeHand, or PageMaker vs. QuarkXPress, but there simply is no competition for Photoshop.* Not content to rest on its laurels, Adobe has brought out version 3.0 of the program—packed with many improvements both large and small.

Probably the biggest change— and the most eagerly anticipated—is Layers. Compositing (combining parts of two or more images) is an important aspect of working with a program like Photoshop. Previous versions of the program placed limitations on this procedure.

There are many things that you can do with a floating selection once you have pasted it into a Photoshop document: you can change its opacity, soften its edges, move it to a new location, or resize it. However, once you deselect it—or make another selection—the selection drops onto the background image, replacing the pixels behind it. At this point, the selection becomes a permanent part of the image, and you can no longer reposition it or change its opacity. In earlier versions of Photoshop it was possible to—sort of—get around this limitation by using Channels, but the process was anything but intuitive, even for fairly seasoned Photoshop users.

Layers has changed that. The Composite Control command has disappeared, and a whole new Layers palette has taken its functional place. Here's the idea: you can have as many image parts as you like, each occupying its own layer. Each layer can be moved independently of other layers, as well as having its opacity and degree of blending adjusted. Layers can be reordered (stacking order) or grouped (for

instance to keep a shadow aligned with its object). Individual layers can be temporarily "turned off" in order to see other layers more clearly. Double-clicking the name of a layer brings up the old Composite controls, and layers can be renamed at any time. Despite the complexity of options, the interface is fairly easy to understand. Each layer in the Layers palette has a tiny thumbnail. (See illustration opposite.)

Unlike a channel that grows proportionately to the document area, a layer grows according to the information contained on it. Empty pixels on a layer are transparent rather than white. (Erasing on a layer yields transparency, but erasing on the background yields the background color—typically white.)

Functionally, the new Layers capability means that you can have multiple floating (modifiable) selections. This new feature is truly liberating.

Layers are not lost when you save your file in Photoshop format; you can come back a month later and still rearrange things. Before you can use a document in a page layout program, you have to save the file in one of the universal Mac formats (TIFF, EPS, etc.), and at this point, all layers are merged.

Naturally, working with layers means larger file sizes and RAM requirements.

Tear-away palettes. The new Photoshop has lots of palettes. Three are new ones (Layers, Options, and Commands); and Brushes, Channels, Paths, and the color palettes have been redesigned.

All of these palettes float, and each snaps to the edges of other palette windows. This helps to keep things tidier, and it's such an obvious interface improvement that we might expect it to become a standard method.

Furthermore, the floating palettes have a modular design; a single palette window might contain several individual palettes, but each

palette can be dragged out of its window to either another palette, or to an empty location to create a whole new floating palette. This mix-and-match approach allows for a lot of user customization of the interface. It's possible to create lots of single-function palettes or fewer multipurpose ones. You can use up a lot of your monitor's real estate by having many commands right out on the desktop, but all of the palettes shrink down to their minimum size when you click on the box in the upper right corner.

This "drag-and-drop" capability extends to several other Photoshop windows, too. You can drag picture elements from one window to another—including layers, floating selections, channels, or paths.

The new Commands Palette keeps your often-accessed commands close by, and it can be customized in several ways. Colors can be assigned to commands, and they can be grouped however you like.

Show brush shape. This Preference setting might seem like a small thing to people who do not regularly retouch photos, but being able to actually see the size and shape of your brush while you are painting is one of the most pleasant surprises for those who do.

The new Quick Edit operations let you open a section of a larger file, modify it, and close it. The changes will be reflected in the original file. If you regularly work with large Photoshop files, you'll appreciate this. Opening and modifying a large file can really slow things down. If you only need to make adjustments to smaller areas within the image, this operation can save loads of time.

File Information. This new capability lets users include various kinds of information with an image file— credits, captions, and keywords. The format for this was defined by several newspaper associations, and the embedded information is available to other programs, such as Fetch.

There are keyboard shortcuts for

just about everything you can imagine. For most of the tools and functions on the floating palettes, it's not necessary to use the Command key. Simply press "X" and the foreground and background will switch; "Q" turns on the QuickMask feature, and so forth.

Selection tools. The new Color Range tool gives a powerful way to make a selection based on a color sample. Dragging an eyedropper over an image selects similar colors all across the image, and the tolerance (Adobe calls it "fuzziness") can be adjusted later.

It wouldn't seem like a new Photoshop without new filters. The Dust and Scratches filter can help to remove pictorial blemishes in some instances. The Lighting Effects filter gives the ability to quickly simulate a three-dimensional effect on an otherwise flat area. The Mezzotint filter gives control over finely textured mezzotint effects.

There are two new tools on the Tool palette, although you might see only one without a little digging. The Move tool is very handy for moving either selections or entire layers without needing pinpoint accuracy. If you Option-click on the Dodge and Burn tool, you'll find the new Sponge tool, which can be used to increase or decrease the saturation of an area in the same manner that the other two increase or decrease

light.

There's lots more: a CMYK Preview mode gives a quick idea of how colors will print without the overhead of actually changing modes. The Gamut Warning highlights areas that are beyond the ability of CMYK colors to reproduce. There are a couple of new ways to correct selective ranges of color. The list goes on and on—a rewarding upgrade.

Of course, there is a price to pay for all of these new features. Photoshop 3.0 now demands at least 6MB of application memory. When you consider that the System uses a minimum of 3MB, this means that the program will not run on an off-the-shelf Macintosh with a standard 8MB of RAM. Adobe reasons that professional users of Photoshop will have more than the minimum amount of RAM, which is certainly true. The new version steps beyond the reach of most average users, however, and many companies and schools will be forced to rethink their priorities.

The Deluxe CD version contains both CD and floppy versions of the program, and—thanks, Adobe—both the 68K and the Power PC versions are included. There are so many extras included on the CD that its inclusion is a good argument for the purchase of a CD drive.

Note: The first shipment of

Photoshop 3.0 accidentally contained a piece of time code left over from beta versions, causing the program to stop functioning at the end of 1994. If you got this version, be sure to get a copy of the 3.1 Patcher.

*(We note in passing that Adobe has announced that Aldus Photostyler has been discontinued—a relatively small loss to the graphic arts field.)

Adobe Photoshop 3.0, Adobe Systems, Inc., Street price: $550

Requirements: 68020 or greater Macintosh (including Power Macintosh); System 7.1.2 or greater, 6MB of application RAM for 680x0; 11MB for Power Macintosh (more is recommended); hard disk with at least 20MB of free space for virtual memory (after installation).

Reviews of Four Recent Photoshop Books

by Jim Alley
© 1995 The Savannah Macintosh Users Group
Submitted by Peter Barber

When a program emerges with the market dominance of Photoshop, it's natural to expect a number of related books to appear, and this has certainly been the case with Photoshop. In a recent Mac Monitor we examined the Macworld Photoshop 2.5 Bible (IDG), Visual Quickstart Guide, The Photoshop Wow Book, Photoshop in Black and White (all from Peachpit Press), Designer Photoshop (Random House), and related books on scanning and color separations. Now we've received a whole new crop.

The Best: The Macworld Photoshop 3 Bible (2nd Edition) by Deke McClelland remains the definitive resource for users of the program. It is 2–3 times (at least) as big as any of its competitors, and there are more than 200 pages of new material in this new edition. (Several chapters of the original book were put into Acrobat format and moved to the accompanying CD). This book has deservedly become the best-selling book on any graphics program, both here and abroad.

Its thoroughness is offset by humor, such as when he discusses Photoshop's nearly universal format compatibility: "Photoshop can open 19 formats, acquire several more, and swap Sanskrit parchments among Buddhist monks."

Although most of the book's 790 pages are in black and white, there is a 32-page color insert.

No matter where you fall between beginning and advanced, if you buy only one book on Photoshop, this should be it.

The Rest: Where The Photoshop Bible explains how to use the program by carefully outlining the program's many commands and features, there are a whole slew of books that focus on specialized techniques. These books show how to get specific effects by following a "recipe" of steps. Although this "workbook" approach might encourage a superficial approach (possibly leading to superficial images), it can nevertheless create an environment that could lead to more in-depth explorations.

Photoshop Filter Finesse is a comprehensive guide to Photoshop plug-ins. Author Bill Neffenegger breaks the subject into several sections. After defining the topic, there is a compendium of available products—what's available, how and where to get it, and what it does. This section gives lots of "before and after" illustrations. The next section is the "cookbook" portion of the book. Here the author goes into great detail, showing many examples of single- and multiple-filter effects.

The final section is a gallery showing examples from a number of digital illustrators.

Great Photoshop Techniques is perhaps the most limited in scope of any of the books under discussion here, even though it has some solid and useful recipes presented at a very elementary level. The first chapter is nearly 30 pages showing how to create wood textures. Chapter 2 is 20+ pages of techniques for creating metal textures. Chapter 3 graduates the reader to rocks and gravel, and Chapter 4 introduces tiles and bricks. Chapter 5 is more lively with a discussion of creating environments, but Chapter 6 goes back to simplistic exercises such as creating cubes, spheres, and cones, and giving them shadows.

Chapter 7 is probably the most interesting: "Creating Special Effects." It gives useful recipes for glowing effects, cast shadows, and special effects for typography.

The book ends with an 8-page gallery of work by some top digital artists. All of these images are included on the CD-ROM that accompanies the book.

This book might be useful for a designer who is looking for some quick backgrounds and/or interesting text effects. Illustrators and photographers are likely to be farther along in their exploration of Photoshop. One unusual aspect of the book is that it hardly ever uses scanned imagery for its examples; most of the effects are fabricated directly from Photoshop's own tools.

There are a few errors in the book. Although the cover boldly states that the book covers version 3.0, the following statement appears in the Introduction: "Adobe Photoshop runs on any of the newer Macintoshes with at least 4MB of memory." Wrong! Version 3.0 will not even run on a Mac with 8MB of RAM. There are other minor errors in the book, such as stating that there are five folders on the CD—and then listing only four. This publisher needs to be more careful when editing its books. One can't help but wonder if the recipes are accurate.

Photoshop f/x is labeled Intermediate (a Photoshop book labeled Advanced is a scary concept), but is the most advanced of the group. Author Cathy Abes is the editor of Macworld's Expert Graphics column, and she has come into contact with a great many digital artists. This book takes advantage of those contacts by showing the techniques used by many of the most adept Photoshop artists.

The book covers the new features of Photoshop 3.0 in the first chapter, and jumps right in to layers on the first page. The next chapter shows the use of third-party filters, and is followed by a chapter on using Photoshop in combination with other programs, such as Painter, Live Picture, Collage, Dimensions, and various 3D modeling programs.

The next section is big—over 100 pages—and follows a number of artists through the production of a work of art. This section goes into fairly great detail, showing various stages in the creative process. The Gallery section is big, too. It presents a number of artworks with brief notes, one to a spread.

The layout is clean, the paper is of good quality, and the consistently high-quality reproductions are all in color. If you've mastered the basics and are looking for some inspiration, this book is for you.

The CDs: When we did our roundup of Photoshop books a year ago, we found one book that had a couple of disks in the back with a few filters. This year, every Photoshop book we've seen (so far) has a CD included. In all honesty, we haven't found the time to examine each one in minute detail; just viewing all of the stock photos and sample files would take several days. Nevertheless, here's an overview of what's included:

• The Photoshop 3 Bible's CD includes 450MB of royalty-free, high res stock images, several articles from Macworld, and software from a number of companies: demos of Collage, Ofoto, Image Editor, Infini-D, Logomotion, and others, plus such goodies as Fetch Browser and DeBabelizer Lite. The entire CD weighs in at 614MB.

• The CD included with Photoshop Filter Finesse contains many commercial filters (including 33 from Kai's Power Tools 1.0), a number of textures and sample images, and demo versions of a number of commercial programs, including Photoshop 2.5, Premiere 3, Painter, Pixel Paint Pro, and others. 124MB total.

• Great Photoshop Techniques' CD contains a demo version of Fractal Design's Painter, but not one for Photoshop—a strange omission. Total contents: 117MB, much of which is the illustrations from the book.

• Photoshop f/x has a CD 364MB in size. Included are Paint Alchemy 1.0, an assortment of free and demo filters, and several hundred images in TIFF and EPSF format from Image Club, ImageVault, and FotoSets.

The Macworld Photoshop 3 Bible (2nd Edition), by Deke McClelland, IDG Books, 790 pages; $39.95, (includes CD)

Photoshop Filter Finesse, by Bill Niffenegger, Random House Books, 362 pages; $45, (includes CD)

Great Photoshop Techniques, by Tim Meehan, MIS: Press, 198 pages; $39.95, (includes CD)

Photoshop f/x, by Cathy Abes, Ventana Press, 336 pages; $39.95, (includes CD)

Main Apple II Meeting Minutes

12 December 1994
By Thomas G. Ostertag

The meeting was at Augsburg Library and I of course, got lost and arrived late. Tom Gates had already started talking about Macmillan's Catalog and the number of books dealing with the Internet (33). Several questions were raised on using laser printers with the Apple IIGS and what types of programs supported laser printers. Several comments were made about finding low cost laser printers at PC Heaven and MEI Micro that can be connected to the IIGS. There was also a question about networking the IIGS through an AppleTalk PhoneNet and sharing peripherals such as the laser printer and an ImageWriter.

After the Questions and Answers were finished, Tom started the main part of the program which was a demonstration of various Holiday and game software available for the II and IIGS computers.

Tom chose Crystal Quest and showed it in action... also the XMAS Collection from FTA and Cosmocade another game program with fantastic graphics and action.

Finishing with the demonstrations, it was time to adjourn to Perkins for Pie SIG. Various topics including networking, astonishing party treats, Apple Writer and High School were discussed and enjoyed. (Other than the gross stuff!)

I left just after the Manager locked the door...

December ClarisWorks SIG

by Bruce Thompson

The meeting started with SIG leader Denis Diekhoff wondering aloud whether he should upgrade the OS on his SE to System 7. After resounding assurances that he should, he moved forward with an examination of some of the features (both new and carryover) of ClarisWorks 3.0. This was made much easier after he reconnected the Mac's keyboard.

A number of the attendees were questioning whether they should upgrade and tried to lead Denis into displaying his talents with 3.0. Denis deferred to Pam Lienke, who has been using the new version for a couple of months. She also mentioned that the update (as well as new copies of CW 3.0) are available with Claris Organizer, a fine date and address book.

Pam proceeded to show how the Claris Assistant could be used to set up envelopes, as well as several standard formats. It was very easy, with just a click, to arrange labels, define fields, or create standard forms. She provided a very enlightening explanation and demonstration of the layout abilities in the database, from which all seemed to learn a tip or two. Pam then moved into the Presentation Generator. This is a feature that automatically creates presentations in any of several different areas, such as sales, project path, or other business areas. So impressive was this feature that Pam wanted to go home and create a presentation for her school.

In response to a couple of questions by new attendees, the meeting wound up with a discussion of the

benefits of club membership, the club BBS, and the availability of club eDOMs. Denis also announced that the next ClarisWorks SIG would be postponed from the second Tuesday in Jan. until the third Tuesday. The meeting then adjourned to the Perkins Pie SIG, where discussions ranged from the delights of home-made pumpkin pie made from fresh pumpkin to how mice disappear in computer labs to the disgusting sounds that some individuals' Macs make.

IIGS 72 APPLEWORKS UTILITIES, MACROS, AND TEMPLATES

by Les Anderson

These are for Appleworks 3.0, and are not compatible with Appleworks 4. They consist of Barrows Utilities 10, and Barrows Spreadsheet utilities. Also included is a series of calender utilities.

BARROWS UTILITIES 10
These macros use UltraMacros 3.1

Add.Files: Is powerful macro to add files from disk. It emulates Mr. Brandt's filecount init, and has a number of error routines to avoid repeated disk searches, and drive grinding, as AppleWorks tries to load from a disk that is not currently available.

AutoCopy: Automates the copy block routine in the spreadsheet. Answer just one time "Relative" or "No Change", and the job is done.

Cat.Check: Spell checks your database category names, when creating new new databases. It will also verify complete records in the single record layout.

DBTools: Adds six new macro tools to the database module, including macros to restore the standard multiple record layout, and quickly save a database as a text file to disk, without having to go through the process of printing a report.

Grab.Screen: Grabs half of a any word processor screen for display, in in other files, or in other areas of the same file, emulating AppleWorks 4.0's split screen.

Page.Mark: Creates an "automated" table of contents, to allow precise and quick movement in large word processor files.

SPTools: Adds seven new macro tools to the spreadsheet module, including macros to convert labels to values and values to labels.

Block.Text: Allows typing text into any specified block of the word screen, without needing to add any formatting commands.

Cat.Total: Will total to 20 places any database category, without calculated fields or needing to print a report.

Data.V: Spell checks entire databases using two different methods.

Load.File: Is a hard disk utility that will load files from any drive without requiring you to set the path. This will also be useful for users with 3 1/2 inch drives who use nested directories. This utility requires TimeOut "Librarian".

M.Convert: Converts MouseText on screen for printing on ImageWriters.

Math.Macs: Provides five macros for math functions, including reducing fractions, testing numbers for prime, converting fractions to decimals, and decimals to fractions.

Tab.Swap: Replaces tabs with spaces or any other keyboard character.

Utils.WP: Adds seven tools to the word processor module, includingauto-restore of the cursor, a page counter, a new, fast,and precise word counter, and an improved macro to add thecurrent date to a file's name.

BARROWS SPREADSHEET UTILITIES

These are all self running spreadsheets and do not require macros. They should run on all versions of Appleworks.

The spreadsheets in the main directory are an eclectic collection of templates. A short description of each is as follows:

Column Calc: Does running calculations on columns of data.

Electric.Calc: Calculates volt, amp, ohm, and watt values.

Formula.Calc.1: Calculates areas and volumes of geometric solids.

Formula.Phys: Calculates time and distance of falls in earths gravity.

Functions.ASP: Is a source of spreadsheet function data.

Magic Box: Creates any size of three different types of box for importing into word processor files.

Metric Convert: Converts metric distance values.

Mr. Save: Calculates the future value of savings.

Monthly Cal.: Creates a monthly "datebook" calender.

My.Convert: Calculates a number of measurement conversions.

Row Calc: Does "running" calculations on rows of data.

Stand.Deviation: Does "running" standard deviation calculations.

TargetHeart: Calculates your target heart rate for aerobic exercise.

The spreadsheets in the in the folder "MULTICOLUMN" are templates for creating multi-column text in word processor documents. Each spreadsheet contains specific instructions. A more complete set of general instructions will be found in the file "MultiCol.Docs".

CALENDER

This folder contains several templates for making monthly planning calenders. They can be printed in either full or half pages, with small before and after months printed along side the main month. Requires UltraMacros 4.2.

Apple II History

PART 16 — LANGUAGES [v1.0 :: 22 Jan 92]

Compiled and written by Steven
Weyhrich (C) Copyright 1991, Zonker
Software

PROGRAMS "R" US

Nearly everyone reading this is already a programmer, on one level or another. Even if you don't know a "GOTO" from a "STA $C030", you already know how to program something. For the act of "programming" is nothing more than giving instructions to a non-human device to have it carry out what you want it to do. The device that most of you already know how to program is your automobile. The act of giving those instructions may not seem like programming to YOU; nevertheless in its strictest sense, programming it is. You want the car to go forward? Set the transmission to "D". Go in reverse? Use "R". Of course, the programming needed to operate an automobile is quite simple, and cannot be done in more than one step at a time. An example of a device that is more complicated to program but does let you store up several instructions in advance is a VCR. On the VCR you instruct it to record a television broadcast that starts at 7:00 PM and ends at 8:30 PM, on channel 6. The more sophisticated VCR's can have several programs set up in advance. If you can operate a VCR in this fashion (which is, admittedly, not always as easy as I have described), you are a programmer.

When it comes to the microcomputer, the process of programming (giving it instructions on how to carry out a task) is somewhat more complicated. This is primarily because the computer is far more flexible in its ability to accept instructions and carry them out than is an automobile or VCR. Devices attached to a computer can be manipulated by a program to do something useful (print a letter several times, or perhaps read the out-

side temperature and sound an alarm if it drops too low). This flexibility, plus the speed at which a computer can execute its instructions, makes it a powerful tool for doing things that have previously taken much more effort and time. And as a project becomes more sophisticated, so also must the programming acquire a similar level of sophistication. The rate at which computers, including the Apple II, have increased in capacity during the past fifteen years has made it possible to design programs that can do things that were not even dreamed possible back in the days of the 4K Integer BASIC machine.

An example of programming evolution on the Apple II was given during Kansasfest in July of 1991. To fully appreciate this narrative, you need to know a little about an old Integer BASIC program, APPLEVISION. This was found on the DOS 3.2.1 System Master disk, and was a fun little display that showed off the use of hi-res graphics. It began by creating a simple line drawing of a room, with a picture on the wall ("HOME SWEET HOME") and a television set. On the screen of the TV appeared a man who danced to the tune of "Turkey In The Straw", which sounded on the built-in speaker. It ran repeatedly, until the user interrupted the program. It was fascinating at the time, since there was nothing in the program text that showed off exactly HOW the hi-res effects were accomplished. But things have gotten a bit more complex as time has gone by:

"Roger Wagner's keynote address featured a history of hypermedia which Roger set into action and left to run as he wandered offstage. The history began with Bob Bishop's classic AppleVision, done in black and white on the original Apple II. Progressive screens enhanced the

AppleVision image using subsequent incarnations of Apple II graphics (single hi-resolution, double hi-resolution, and the IIGS's Super Hi-Resolution modes). Finally, thanks to a laserdisc player under HyperStudio's control and a video overlay card, Roger's image appeared within the television's screen and spoke to the audience, completing the introduction before turning the presentation back to Roger (returning from offstage)."<1>

To follow the programming progress that has made such magic possible, we will begin with the first two built-in high-level languages for the Apple II, Integer BASIC and Applesoft, and move on to a briefer discussion of some of the other languages that have been available over the years. Next will be a summary of various 6502 and 68816 assemblers that Apple programmers have used over the years. Finally, I will present an introduction to "hyper-programming".

FUNDAMENTALS OF PROGRAMMING

A programming language has the standards to translate "what I want" into commands that the computer understands. To do so, it must take some human language and convert it into the binary dialect of the computer on which it is executed.

Computer languages usually come in one of two different types: "interpreted" and "compiled". A language that functions as an interpreter takes the text of the program and translates it at the time of execution into commands the computer can understand. A compiled program, on the other hand, has already had the program text translated into executable code BEFORE it is run, usually including some extra code needed to carry out necessary functions of input, output, and calculations. As such, an interpreted pro-

gram usually runs more slowly, but has the advantage of being easier to modify and re-run without the delay of first re-compiling. A compiled program will ordinarily run faster, but may use more memory than an equivalent interpreted program.

Languages are also given the designation of being "high-level" or "low-level", depending on how close they are to the base language of the computer on which they run. The lowest level of computer programming is at the level of the bytes understood as commands by the microprocessor. This "machine language" is typically not very understandable to humans. A low-level language more often used by programmers is "assembly language". This uses commands somewhat more understandable ("LDA $24" means "load the accumulator with the contents of memory location $24") and are then assembled (actually compiled) it into machine-readable code. Assembly language is very powerful, since it works on the byte level of the computer. However, as a low-level language it can be very complicated and requires an intimate understanding of the function of the computer.

As a language becomes more "high-level", it is easier for humans to read, but requires more effort from its interpreter or compiler to translate it into the native language of the computer.

INTEGER BASIC

This was the first language available for general use on the Apple II (aside from assembly, which will be dealt with later). Most of the details concerning its development have already been covered in Part 3 of this History. It was a quick, compact language, and its creation was an example of programming directly in machine language (since Steve Wozniak, the author, had no assembler available to use). Its disadvantage was the lack of easy access to floating point operations, and it lacked some string handling functions. Apple II users, especially those

who wanted to produce programs that could be used in business applications, wanted something more powerful to use.

Despite its limitations, Integer BASIC was a language that had a fanatically loyal following. For those thousands who purchased Apple II's from June 1977 to June 1979, this was the only programming language available, and it took on a status similar to that of a beloved first-born child. Games, utilities, and even some simple business-use programs were written using Wozniak's hand-assembled masterpiece, and those who followed the pages of Call-A.P.P.L.E. magazine learned much about the internals of the language. With the disassembler built into the Monitor, people tore Integer BASIC apart to learn how it worked, and to make it work better. Val Golding, the editor of Call-A.P.P.L.E., even wrote a series of columns in 1979 entitled "So Who Needs Applesoft?" These articles showed how to simulate some of the more advanced features of Applesoft in this older BASIC. A.P.P.L.E. even sold (under license agreement with Apple Computer) "Integer BASIC +", a relocatable RAM version of the original ROM BASIC. It had all the features of the original language, plus a "USER" command, the ability to easily do four direction scrolling on the text and lo-res screens, easy printing of ASCII characters, and improved error handling.<2>

Apple never released a comprehensive reference manual for Integer BASIC. The only manual available for it was primarily a tutorial (and a general introduction to using a computer). The "Apple II BASIC Programming Manual" didn't even call it "Integer BASIC", but referred to the language as "Apple BASIC". It gave most of its programming examples in the form of segments of a graphics and sound demo that created a lo-res ball bouncing off the sides of the screen.<3>

With the many programs available that were written in Integer BASIC, it was almost a necessity for

Apple to offer a means for Apple II Plus users to be able to run the older software. The Integer Firmware card made this "backward compatibility" possible. This was especially important in the early days of the II Plus, when there was little new software available to use with Applesoft.

APPLESOFT I

Although Wozniak had written some floating point routines into the Integer Basic ROM, Apple II users needed a version of Basic that would make floating point math easier to do, particularly for business use (where the number to the right of the decimal point is as important as the one to left). Apple decided to license a 6502 version of a floating point BASIC from Microsoft Corporation. Back in 1977, Microsoft was producing BASIC interpreters for nearly every microcomputer that was produced. The version Apple purchased was almost identical to the MITS extended BASIC that Microsoft had previously written for the Altair 8800.<4>,<5>

This BASIC was named "Applesoft", and was released in November of 1977 on cassette. It was loaded as a 10K program that looked to the computer just like an Integer BASIC program, though only a small part of it really was. To make it easy to load and start from cassette, the Applesoft interpreter was attached to the end of a short Integer BASIC program. When the Integer program was run, it poked some values into memory and jumped to the start of the machine language section, which relocated the Applesoft interpreter to the lower part of memory (at $800), just after the memory that held the screen display.

Using this version of Applesoft (which later became known as Applesoft I) could be frustrating. It took several minutes to load from the cassette tape, and it was not dependable. If the wrong key was pressed while entering or running an Applesoft program, the program that was being run could be wiped out, and the Applesoft interpreter itself

would have to be reloaded from cassette. However, few users knew how to make use of the floating point routines that Wozniak had written into the Integer ROM, so this unreliable Applesoft BASIC became the only practical means of doing floating point math on the Apple II.

Aside from the reliability issue, another difficulty with Applesoft involved hi-resolution graphics. Although the Apple II was capable of displaying it, the Applesoft interpreter extended up into the memory used by the hi-res screen, and so prevented its use. Furthermore, this early version had no built-in commands to manage hi-res graphics.<5>

Applesoft I came with a manual that was 8 1/2 inches by 11 inches in size, and sported a blue cover with square glued binding.<6> This came to be known as the "blue book" (recall that the reference book for the computer itself was affectionately known as the "red book"). When starting the interpreter after loading it from the cassette, a screen was display announcing that Applesoft was copyright 1977 by Apple and Microsoft. It then asked the user for the memory size of his computer, and gave options of allowing either LET and REM statements OR the use of lo-res graphics. The names of the lo-res graphics commands were very different from those that existed in Integer BASIC (and in the later versions of Applesoft). The commands were:

PLTG = Go to lo-res graphics mode

TEX = Go to text mode

PLTC N = Set color to N (0-15)

PLTP X,Y = Plot square at X,Y

PLTH X1,X2,Y = Plot horizontal line from X1 to X2 at Y

PLTV Y1,Y2,X = Plot vertical line from Y1 to Y2 at X

There was a note about these commands in the reference card included with Applesoft I that warned about using graphics coordinates only between 0 and 39, or a program could "self-destruct".

Apparently it lacked the error checking that could prevent the plotting of lines from spilling over into the text of the Applesoft program itself.<6>,<7>

The A.P.P.L.E. user group published a patch in 1978 that allowed programmers to avoid the question about using LET and REM statements versus lo-res graphics, and use the graphics only. The author of the patch pointed out that the LET statements were not necessary ("A = 3" worked just as well as "LET A = 3"). The REMark statements could be simulated by putting them at the end of a GOTO line (where they were ignored by the interpreter), and the GOTO could just jump to the following line:

530 GOTO 540: REM LINE 540 SETS VARIABLE N

540 N = 2

Additional patches were made available for some of the other bugs found in Applesoft I.<8>

APPLESOFT II

In spring 1978, Randy Wigginton and some others at Apple made some needed revisions to Applesoft. Using a cross-assembler running on a North Star Horizon (Z-80) microcomputer, they fixed the known bugs and added other commands to control features unique to the Apple II. These commands included the ones needed to draw and manipulate hi-res graphics. Also, the lo-res graphics commands were renamed to be more consistent with the equivalent commands in Integer BASIC (GR, HLIN, VLIN, etc.) This version was called "Applesoft II", and eventually it was available in five forms: Cassette RAM and Diskette RAM (which loaded to the same memory locations that interfered with hi-res graphics as did Applesoft I), Firmware card ROM, Language card RAM, and finally main board ROM (in the Apple II Plus).

When Applesoft II was started up from cassette or diskette versions, the display screen now showed a copyright date of 1978 by Apple

Computer, Inc., and 1976 by Microsoft (which may be either their copyright date for the original Microsoft BASIC, or possibly for Microsoft's first 6502 version).<6> This RAM version of Applesoft II used memory from $800-$2FFF, and the Applesoft BASIC program itself was loaded beginning at $3000. When the versions that came on ROM and for the Language Card RAM were released, the BASIC program could load at $800, and much more memory was available for it. Some of this extra space (in high memory) was reclaimed by DOS when the Disk II was released, however.<5>

Applesoft in the original IIe was unchanged from the II Plus version. When the IIc was introduced in 1984, however, Apple programmers had cautiously made a few useful changes to the language:

• Input processing was changed to allow lowercase entry of Applesoft commands (they were translated into uppercase)
• Screen output commands (PRINT, TAB, HTAB, etc.) were modified to more properly handle the 80-column screen
• Program lines (when LISTed) were changed to begin in column 2, making screen editing easier
• All of the cassette tape routines (LOAD, SAVE, SHLOAD, STORE, and RECALL) were removed, since the hardware did not support cassette I/O. The keywords were still in the token table, but now pointed to the same memory vector as the ampersand ("&") command.
• Patches were made to the lo-res graphics commands (GR, HLIN, VLIN, PLOT, and SCRN) to work with double lo-res graphics. However, a bug was introduced that allowed PLOTting vertically to areas outside of the double lo-res graphics screen, which would land right in the beginning of the $800 space where the Applesoft program text was located (similar to the "plot" bug in Applesoft I).

When the Apple IIe Enhanced ROMs were made available, Applesoft in those ROMs had undergone some similar modifications. All the above IIc changes were added, with the exception that double lo-res graphics capability was NOT added (lack of ROM space), and the cassette I/O commands were NOT removed (since the cassette input and output port was still present).

The version of Applesoft on the Apple IIGS closely resembled the Apple IIc variant, the only exception being a fix of the double lo-res PLOTting bug. However, a bug in the SCRN function that applied to double lo-res mode was NOT fixed. No changes to Applesoft from the IIc version appeared in the Apple IIc Plus.<9>

The manuals written for Applesoft II were far more comprehensive than either the older "Blue book" or the Integer BASIC manual. It gave not only programming examples for each of the commands, but included much more information about the various ways in which each Applesoft statement could be used. It also mentioned some of the differences between Applesoft and Integer (for those who wanted to convert their older programs), and gave a little information about the internals of Applesoft to aid in creating machine language additions to the language. Curiously, the manuals that have been reprinted even as late as 1990 by Addison-Wesley have included an odd cautionary note to programmers. In a section in the index about "reserved words" (words reserved as Applesoft commands), it advises against using "XPLOT" as a variable name, stating that "it is a reserved word that does not correspond to a current Applesoft statement." What is apparently meant by this comment is that at one time Apple intended to extend the language and add another command "XPLOT" to it, probably working with HPLOT in the same way that XDRAW complements DRAW in doing hi-res graphics. Examination of the command table within the

Applesoft interpreter shows there is NO entry labeled "XPLOT", and a disassembly of the interpreter shows NO preliminary code to support the command. Somehow this precaution persisted to the present day and has never been removed, even though it is extremely unlikely that Applesoft will ever be upgraded.<10>

Particularly helpful for programmers was the foresight to include a simple extension called the "ampersand hook". If Applesoft came across the "&" symbol while interpreting a line, it jumped to a known location in memory and left it to the programmer to insert the correct code to add a machine language extension to the language. With the publication of important information about the internals of Applesoft in 1980, assembly language programmers could now add statements to do things that could not be done with the language as it was originally created. Music, extended graphics, IF-THEN-ELSE logic, and even the missing "XPLOT" command could be added to the language. The only limits were the author's imagination (and available memory).

The importance of Applesoft as an influence to productivity on the Apple II cannot be overstated. Since the release of the Apple II Plus in 1979, every variety of Apple II has contained Applesoft in virtually an unchanged form. This has made it possible for anybody to write programs that ALL other Apple II users will be able to use, since the language does not have to be purchased or added. If there were thousands of Integer BASIC programs from the two years when Integer Apple II's were produced exclusively, there are hundreds of thousands of Applesoft programs that appeared over that subsequent thirteen years. Even today, it is not uncommon for an applications program to include a configuration module written in Applesoft using the disk commands available with BASIC.SYSTEM in ProDOS. It is often faster to write such a program in BASIC, and the author knows without a doubt that

his customer will be able to run it.

APPLESOFT 3 (?)

In 1979 there were rumors at the West Coast Computer Faire about an enhancement to Applesoft II that was in the works at Apple. It would possibly be called Applesoft 3, and would be as much of an enhancement over Applesoft II as that version was to Applesoft I. Supposedly it was intended to merge DOS and BASIC, and would include such powerful functions as IF-THEN-ELSE, PRINT USING, WINDOW, and VIEW PORT. It was predicted to be a RAM version only, and would be about 24K in size. Knowing the events that actually followed, this rumored BASIC was probably the "Business Basic" released with the Apple III, rather than an enhancement for the Apple II.<11>

NEXT INSTALLMENT: Languages, cont.

NOTES

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<4> Chien, Philip. "The First Ten Years: A Look Back", THE APPLE II Review, Fall/Winter 1986, p. 12.
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<6> Bernsten, Jeff. GEnie, A2 ROUND-TABLE, Apr 1991, Category 2, Topic 16.
<7> Arkley, John. (personal telephone call), Sep 9, 1991.
<8> ———. "Apple Patches", PEEKING AT CALL-A.P.P.L.E., VOL 1, 1978, p. 40.
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<10> Kamins, Scott. "Appendix D Reserved Words", APPLESOFT BASIC PROGRAMMER'S REFERENCE MANUAL, 1982, 1983.
<11> Aldrich, Darrell. "The Computer Faire And The Apple", PEEKING AT CALL-A.P.P.L.E., VOL 2, 1979, p. 158.

GOOD DEALS #17

by Ken Slingsby

This is another installment in a series of articles which list good deals and press releases that have been brought to our attention via a news source established by Apple Computer Co., AppleLink. Due to the constraints of space in our newsletter and time available, the articles have been greatly condensed. All were posted in their entirety on the Club's BBS. To read the full articles, plead or beg a friend who has access to the BBS to copy it for you.

As an aid in your review of the articles, I have divided them somewhat arbitrarily into DEALS and PRESS RELEASES. The DEALS include price, dates available, and the address of the publisher or author. Most of the DEALS are special limited time offers with a significant price reduction. They are presented here as a service of Mini'app'les. The PRESS RELEASES are to make you aware of the new products. You may have to hunt to find a dealer that supports the product.

Mini'app'les makes no claim as to the usefulness or quality of the products offered herein. The User Group does not endorse the products and is not supporting the products. The following is not paid advertisement. There may be other products mentioned on AppleLink not appearing here. If so, that is an omission, not a refusal of the product. As in all purchases, buyer beware!

Please remember that the Good Deals bargains may be limited in quantity. The seller may not have any product in stock by the time this article is printed.

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DEALS

User Group Connection specials from third-party vendors. When you call and ask for information or order a product, identify yourself as a User Group Member. Information is supplied by the vendors, not UGC, so we can't verify the accuracy of their claims.

The Arizona Macintosh Users Group (AMUG)

User Group members can receive a discount on the January 1995 release of BBS in a BOX and other items. The new BBS in a BOX Gold program provides an annual subscription to BBS in a BOX, with 6 CD-ROMs delivered each year. This is being offered for only $129.00 (retail value- $600.00). Other CD-ROMs are comparably priced. Call AMUG at 602/553-0066 or send a message to info@amug.org.

Charles River Analytics

Open Sesame! - the first software assistant that actually recognizes your repetitive patterns and offers to automate them for you! We've got a special offer for you. You may pur-

chase Open Sesame! for just $39.00 plus shipping and handling, just by being a member of a Macintosh User Group. 30-day money back guarantee. Call 800/913-3535 or email via Internet (sesame@cra.com), AppleLink (OPENSESAME), AOL (OpenSesame) or Compuserve (72056.3606).

Hitachi offers:

A Professional Graphics Tablet at an affordable price! Introducing the Hitachi MultiPad 6"x9" graphics tablet with cordless pressure pen. Use the MultiPad with popular programs for drawing & painting, desktop publishing, and desktop conferencing, and as a mouse replacement to point and click with all your favorite programs. MultiPad breaks both price and feature barriers, leaving Hitachi as the new leader with 2560 lpi resolution, 256 pressure levels, and 128 tilt levels from -60 to +60 degrees. Take advantage of our special price for User Group members- ONLY $219.00, direct from Hitachi! 30-day money back guarantee. Call 408/747-0777. [U.S. ONLY]

Praxisoft Inc.

Color Compass is a high-end creation utility which offers unprecedented ease and flexibility to create, modify, and blend colors for use in your favorite Macintosh and Power Macintosh applications. Using our intuitive drag and drop interface and our unique 2, 3, and 4 color blending windows, you can create, manipulate and transfer colors in ways never dreamed of before. Color Compass allows you to blend Pantone colors, and as your create colors, Color Compass automatically chooses the six closest Pantone colors for you. No swatch books needed! Special introductory offer only $89.00 (regularly $129.00). Call 800/55-PRAXIS.

Route 66 Inc.

Introducing Route 66 -the world's best travel software package for Apple@ Macintosh@ computers. Route 66 is a useful trip planner that calculates the shortest, quickest or least expensive route to your travel destinations anywhere in the United States. In seconds, you can create detailed maps and intineraries depicting the best way to get to

where you're going. It can calculate distances (miles or kilometers), expenses, fuel costs and consumption based on preferences you set on a custom basis. And when you're done, cut and paste the map and itinerary into another application or print them out to take with you. Special User Group member price of $49.95 (plus $6 shipping and handling). Call 415/957-0666. Offer expires March 31, 1995.

User Group Connection

User Group Member Purchase Program
Only for members of Apple-authorized User Groups in the U.S.

News:

• PowerMac 6100/60 Rebates

• new Payment options [AmEx, Discover Card]

• Better Packing methods & materials

• All purchases earn points to help your User Group

• Prices include ground shipping. Federal Express available at the listed extra cost.

The following informationis listed by Product, Configuration, Prices, Points, Shipping, and Availability.

Power Mac 7100/66, 8/250, $1699, 6000 points, mid-Jan., $30 FedEx.

Power Mac 7100/66, 8/250CD, $1899, 6000 points, mid-Jan., $30 FedEx.

Power Mac 7100/66, 8/500CD, $1999, 6000 points, mid-Jan., $30 FedEx.

PowerBook 150, 4/120, $1,099, 4000 points, mid-Jan., $10 FedEx.

Quadra 605, 4/80, $499, 2000 points, mid-Jan., $20 FedEx.

Quadra 605, 4/160, $569, 2000 points, mid-Jan., $20 FedEx.

Quadra 605, 8/160, $679, 2000 points, mid-Jan., $20 FedEx.

Quadra 605, 8/250, $699, 2000 points, mid-Jan., $20 FedEx.

Apple Multiscan 17-Inch Display, N/A, $799, 2500 points, mid-Jan., $40 FedEx.

Apple Basic Color Monitor, N/A, $239, 1000 points, mid-Jan., $25 FedEx.

Performa 450 w/monitor, 4/120, $779, 1500 points, NOW, $45 FedEx.

Personal LaserWriter 300, N/A, $379, 1500 points, NOW, $25 FedEx.

Apple Standard Keyboard, N/A, $69, 100 points, mid-Jan., $10 FedEx.

Apple Extended Keyboard II, N/A, $129, 300 points, mid-Jan., $10 FedEx.

Computers * Printers * Displays: Extras of various items from past months; call for details.

All items factory-refurbished with 90-day Apple warranty. Our Customer Services Representatives are standing by, from 8 AM to 5 PM, Pacific Time, Monday through Friday, at: 800/ 350-4842. The best way to order is by phone.

PRESS RELEASES

Apple LocalTalk Bridge

CUPERTINO, California— December 19, 1994—Apple Computer, Inc. today announced the Apple LocalTalk Bridge. The LocalTalk Bridge software is designed to allow customers with Macintosh computers, printers or Newton MessagePad personal digital assistants, connected on a LocalTalk network, to connect to other computers and services on Ethernet or Token Ring networks easily and effectively—without the hassle of switching network connections.

The new software performs AppleTalk-based bridging between the LocalTalk port and one other selected network connection, such as a built-in EtherTalk connection. The second network connection can be a built-in Ethernet port or another network interface card such as an Apple Ethernet or Token Ring card.

The Apple LocalTalk Bridge, which is as easy to install as dragging a file into a folder, can be configured to allow "private" or "public" access to LocalTalk network segment.

Apple today also introduced the Apple LaserWriter Bridge, which allows Macintosh computers on Ethernet or Token Ring networks to print on LaserWriter printers on a LocalTalk network.

The Apple LocalTalk Bridge is expected to be available through Apple authorized resellers by the end of February priced at $99 in the U.S.

Apple supports Kaleida Media Player and Script X

CUPERTINO, California-December 19, 1994-Apple Computer, Inc. today announced support for both the Kaleida Media Player@ Version 1.0 and the ScriptX Language and Class Library Version 1.0 (ScriptX), shipping today from Kaleida Labs. Kaleida Labs was founded as part of strategic partnership between Apple Computer and IBM Corporation in June of 1992 as an independent, privately- held company. Its goal was to create a new software platform designed for interactive multimedia developers that would be independent of underlying operating systems and hardware.

The Kaleida Media Player (KMP) is the heart of the system that was envisioned in 1992. It represents a complete multimedia software platform for both developers and end users. With the KMP, developers can write one version of an application instead of many versions targeted at specific operating systems. The second component is the ScriptX Language and Class Library (ScriptX), a complete object-oriented programming solution that developers will use to create ScriptX applications for the KMP. The third component of the Kaleida software platform will consist of forthcoming application development and authoring tools that will provide access to ScriptX for non-programmers.

ScriptX and the Kaleida Media Player will allow Apple's developers to create applications on the Apple Macintosh and have them run on any platform, saving time and

money in the multimedia development process. Customers can then benefit by having access to richer interactive multimedia content. For more information, please contact Kristi Furrer of Kaleida Labs, Inc., at (415) 335-2056 and request a copy of Kaleida's release-Kaleida Labs Begins Shipment of Kaleida Media Player and ScriptX Programming Language-dated 12/19/94.

User Group Member Purchase Program Update:

Happy New Year! It's been a very busy holiday season for User Group Connection, with our best December ever. We're sending an unexpected holiday treat to recent Power Mac purchasers, and we've made improvements in the way future products will be assembled, packed, and shipped.

First off, we are issuing a $250 credit to all User Group members who bought a Power Mac 6100/60 from us, in any of the three configurations, so that we continue to beat Apple's new lower retail prices. The Power Mac 7100 prices this month reflect the new prices. I'd also like to apologize for the problems some of you have been experiencing with the packaging and contents of some UGMPP products. We are aware of the problem and have been working with Apple and its new subcontractor to get the problems solved.

Quality Control and packaging have already been improved, to make sure all products reach you complete and intact. We hope these changes result in a higher standard of quality in the future. If you have any problems at all, please contact us right away at (800) 350-4UGC. As always, we are happy to ship replacement systems to anyone who still gets a non-working product. Finally, we are pleased to be able to bring you new payment options: American Express and the Discover Card.

Thanks for your continuing support!

Sherri Jackson , User Group Connection, User Group Member Purchase Program Manager

Now Utilities 5.0 Review

by Stephen Camidge
Submitted by Jacque Gay

Test Environment

Testing was performed on a Power Macintosh 6100 accelerated to 80Mz and enhanced with a Level 2 Cache card, under System 7.1.2 and under System 7.5.

System Requirements

This product requires a Mac Plus or better, System 7.0 or better, 4 megs of ram and a hard disk. It has also been optimized for Power Macintosh.

Focus of This Review

Since most Mac users are aware of the best selling utility package from Now Software, this review will focus on the differences offered by version 5.0.

Unlike previous upgrades, no components have been dropped. Instead, the package adds Now FolderMenus and Now QuickFiler. Naturally, many prior components have been upgraded. The modules have been tweaked to present their settings in a more uniform icon based format.

Now FolderMenus

This has become a quick favourite, a real timesaver. You can pop up the contents of any folder (or hard drive) just by clicking on the item and holding down the mouse button. This can be used to quickly go to a folder five levels deep, without opening each folder along the way. It can also be used to copy or move a selection of files to a similarly distant location. There are third party alternatives to this tool, but you can obtain the complete Now Utilities package for a comparable price!

You can adjust the delay to popup the menu. This is useful because you will not always want to see the contents of a folder. You might just want to highlight it for moving or to get information. Different people may take different amounts of time to perform these activities and find the menu function intrusive. The ability to adjust the delay allows you to tailor the utility to meet your needs.

Now QuickFiler

If you do not already have Now Compress, you will be impressed with this addition. You can compress files on your hard drive up to 60% at the file level (as opposed to at the driver level using utilities like TimesTwo), under your control, and you can create archives suitable for storage or electronic distribution.

The inspector window offers more commands, most notably Now Find. This permits a speedy search of volumes using multiple search criterion, including the contents of files. A new inspector window opens with the resultant files, which can be opened or manipulated en masse. You can conveniently keep this "find set" of criterion for future use. This is the first utility that I have found that can search based on whether files are locked. Unfortunately, you must then unlock each file individually, but maybe future updates will add this capability.

Now Profile

This utility is designed to offer you the ability to describe your system to technical support staff in terms that they understand. You can obtain three levels of complexity of information in the following areas: System, CPU, Memory, Drivers, Extensions, Fonts, DA's, Applications, Volumes, Alias' and Duplicate Files. You can restrict the report to cover your boot volume or all local volumes.

This tool has been updated to report versions of System Updates,

Enablers, and the details of PowerTalk and the Modern Memory Model of the Power Macintosh line.

Now Save

This is the one utility that I intentionally do not install. I abhor utilities that work in the background. Competition for resources can occur between screen savers, compression utilities, disk optimizers, disk repair programs, spell checkers, etc. Wherever possible, I make these activate only at my command. I have also learned to save documents as often as possible without needing a reminder.

For those that need it, Now Save offers the ability to save your documents at times that you pre-define based on the number of keystrokes, minutes, and/or mouse clicks. You can also control whether you are advised of the save as it happens.

Key Capture is an option that tracks all keystrokes to a Saved Work file, to assist you to reconstruct data after a crash.

Since I do not use this one, I cannot comment on improvements.

Now Scrapbook

This is a replacement for the Scrapbook offered by the operating system. It offers different views of the stored items, including the ability to title and annotate each. Further, tools are provided to permit manipulation (cropping, sizing, etc) of the image.

The utility now permits you to catalog/import/export PICT, Paint, TIFF, EPS, GIF, JPEG, TEXT, sound and Quicktime files (but not startup screens). Text can be edited and fonts can be changed or resized. Items can be sorted on various criterion.

Now Startup Manager

This utility enables you to manage the loading of extensions, control panels, startup items, etc. You can turn individual items on/off and re-order the load sequence.

The new version allows you to optionally display a greater number

of these system modifiers, including libraries, chooser documents, fonts, etc.

The new version permits you to control files which load before itself. This is useful, for example, if you want to turn on Ram Doubler with some sets, but leave it off for others. For this type of function, Startup Manager will reboot the machine so that the code will load in the appropriate sequence.

Also offered, is a conflict isolation process. If you have a crash which occurs at startup, you can use Startup Manager to reboot several times in a row, automating the process of activating selected extensions until the conflict is identified.

Now Super Boomerang

Before Now Utilities was Boomerang. Upgrades to this indispensable tool were responsible for my acquisition of earlier versions of Now Utilities. This offers a way to track your most recently used files/folders and gets you to them quickly.

I do not see any changes from previous versions but maybe I just use it too often to notice.

Now WYSIWYG Menus

What You See Is What You Get Menus offers the ability to show font names, sizes, and styles in the menubar in the available font, size and style. This is a useful way to compare sizes and the effects of various styles. It also gives a brief sample (the size of the font name) of what the font actually looks like.

This tool also offers the ability to group fonts into font families. For example, put your symbol and dingbats typefaces together as an images font family. You can reorder the display of the font menu, assign different colour to the display of the fonts in the menubar, and assign hot keys to your favourite fonts.

You can optionally turn off displaying a given font in its own format.. For example, displaying Symbol using the Symbol font offers an unreadable display. You can

revert to the default font instead. Or, you can just disable the entire customized font display by holding down the command key.

Another neat little feature is the ability to get a quick feel of the font type. Just go to the font in your menu and press the tilde key.

Now Menus

Another indispensable tool, Now Menus is a combination of a program launcher, a memory viewer, and a tool used to hide windows automatically as you move between active applications.

The applications launcher has been improved (finally!) to permit multiple menus on the menubar. Further, menus that do not fit in the menubar (different applications leave different amounts of free space) are offered as menu items at the top of menus that are shown. As before, you can control the monitor and volume setting for each program. If you have many applications, it takes a lot of time and effort to build these settings, so it is a relief to see that the settings can be brought over from previous versions of Now Utilities.

Access to chooser documents and the alert sound levels is available as hierarchical choices from the relevant CDEV, as are the selection of startup sets and the startup disk, similar to the familiar Monitors choices.

Icons can be chosen for the custom menu from a predefined set, or you can import/paste icons for existing icon files or applications/folders.

Smart items have been improved with the addition of Now Utilities (shows all Now Utilities as a hierarchal set), and Edit Recent (to permit you to edit the previously hidden database of files/folders used recently).

As in previous versions, you can set the memory sizes that programs request and you can view how the system has allocated your ram. You can also create worksets, permitting launching of groups of applications and documents at once. You can substitute applications to open docu-

ments created by an application you do not own. And, of course, you can assign hot keys to menu commands in any application. These components do not appear to have changed.

Negatives

Now QuickFiler does not support archive modification. It is not possible to add a file to an existing archive, although this was possible with Now Compress. Now Compress was the fastest pre-power mac archive utility available, but Now QuickFiler is slower (at least on a Power Macintosh) than alternatives offered by Aladdin, or by the shareware program Compact Pro.

The author of Super Boomerang, Hiro Yamamoto, released a wonderful freeware CDEV called ApplWindows, which adds the capability to switch to any window in any open application to your menubar. Unfortunately, Now Software (for unknown reasons) was unable to add it to the Utilities package.

Although the documentation indicates that this version of the utilities has been accelerated for the Power Macintosh, I found no noticeable speed increase except for the archiving/dearchiving of files.

Icons imported/pasted to designate the custom menu are only available in black and white. If you want colour, you have to use one of the selections that they provide.

Now QuickFiler permits the calculation of folder sizes in the inspector window and offers totals. Now

Compress did this reasonably quickly, but the upgrade is extremely slow.

Apparently, with System 7.5, you can customize your menus just by dragging a file to the desired location. I was unable to get this feature to work.

Positives

Now Utilities was one of the first to offer hierarchical paths as a vehicle to traverse the hard drive, and to set monitor selection. These time-saving devices have been greatly enhanced in this package. You can now click on a CDEV, and in one step, adjust/set your monitor, alert sound, startup set, chooser device or startup disk. Instead of opening window after window, you can move to (or copy files to) a window five levels deep. Or, you can move to (or copy files to) a folder which resides in a menu (custom or a SuperBoomerang folder) and then go five levels deeper. These are definite improvements to the previous package and to System 7.5.

Now Find and Now FolderMenus are useful, well thought-out additions.

This section may look a little skimpy, but overall, the package has a lot of functionality.

Recommendation

If you have Now Compress, this is your only upgrade path as Now Compress has been discontinued as a separate product. Although Now Quickfiler is no longer the best archiving tool, there are significant

benefits to the complete package.

If you have Now Utilities, there are many useful enhancements that justify the upgrade price. Consider Now FolderMenus, NowFind, increased use of hierarchical menuing, and the addition of the compression/archiving tool.

Whether you view this as an upgrade or a new product, the price/performance is first rate. System 7.5 is receiving a lot of attention for increased functionality, but Now Utilities will certainly enhance any system. This package is sure to win even more awards.

Now Utilities, Now Software, Inc., 1-800-689-9423. Street price under US$70

Upgrade price for users of either Now Compress or Now Utilities until November 15, 1994 US$39.95

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What's New For Apple II

Reprinted from GEnie Lamp A2 - Sept 1994
Submitted by Tom Gates

Vitesse Announces Ultima For The Apple IIGS

WEST COVINA, CA — Under license from Origin(R), An Electronic Arts(R) Company, Vitesse proudly presents Ultima(R) I, The First Age of Darkness. This original classic, previously available only for the Apple II,

is now available for the Apple IIGS. In addition, this version includes several new features that exploit the capabilities of the IIGS to bring you enhanced music, sound, and graphics.

Ultima I is a fantasy roll-playing game that allows you to enter the ancient world of Sosaria, a once beautiful realm now scourged and plundered by evil, bloodthirsty

beasts and creatures. At the root of all this wickedness is Mondain the Wizard, who unleashes his terror unceasingly upon the land. You must aid the inhabitants of Sosaria by slaying the evil Mondain.

You may travel as one of four professions: fighter, cleric, wizard, or thief. You may also adjust various characteristics including strength, agility, stamina, charisma, wisdom,

and intelligence. You may then enter the world of Sosaria, where you can interact with others, pick up and carry or examine objects, and combat beasts and monsters.

Samples of scenes from Ultima I for the Apple IIGS are available here on GEnie in the Apple II software library. Just enter "Ultima I" as the search string.

Features:

Six new, original songs previously unavailable. All new art and graphics, New digitized sound effects, Full on-line help, Beginner level, Fast game play, System 6 aware, and Save game/Restore game.

Ultima I requires an Apple IIGS, GS/OS 5.0.4, or later, and a minimum of 1MB RAM. Ultima is available from Vitesse, Inc. for $39.95 plus an additional $5 shipping and handling.

Ultima, Origin, and Electronic Arts are registered trademarks of Origin.

IIGS/Mac CD Now Available From Germany

The Apple IIGS SIG and Mac SIG here in Germany have produced a joint CD which is available NOW. It contains about 300 MByte worth of Macintosh PD and about 200 MByte worth of Apple IIGS PD. It's a plain HFS formatted CD you're able to access from Finder without any special programs necessary. The price of the CD will be US$ 43.00, CAN$ 60.00, resp. AUS$ 62.00 plus s/h. Shipping the CD airmail with jewel case to the US, Canada, or Australia will cost US$ 10.00, CAN$ 14.00, resp. AUS$ 14.50; shipping the CD with booklet and inlay card in a 5.25" disk mailer will cost US$ 6.25, CAN$ 8.75 resp. AUS$ 9.00. (I suggest you buy your own jewel case and get the CD in a floppy disk mailer...) I will accept cheques in US, Australian or Canadian currency, drawn on a US, Canadian or Australian bank. Please, add US$ 2.00, CAN$ 3.00, resp. AUS$ 3.00 for cashing fees. So to get the CD in a floppy mailer, send me a cheque for US$ 51.25, CAN$ 71.75, resp. AUS$ 74.00; to get it with jewel case, send me a cheque for US$ 56.00, CAN$ 77.00, resp. AUS$ 79.50. (Other currencies and countries, please ask.) Guys living in Europe send me an Eurocheque for DM 80.00 (CD with jewel case). Within Germany the price will be DM 72.00 (for non-members of AUGE).

Send your cheques to: Udo Huth, Leipziger Str. 16 a, 38329 Wittmar, Germany

Bev's Free Patcher

TEXAS II announces the release of Bev's Free Patcher, a TimeOut application that applies 78 (count 'em) patches to AppleWorks 4.02 and 4.3 or later.

Here's how to obtain Bev's Free Patcher:

If you are a TEXAS II on Disk subscriber, do nothing, and the Patcher will be mailed to you within a week. Disk 11 also contains TO.WP.Defaults3 for AppleWorks 4.3, and Roger's Patcher, a patch you'll certainly have fun with because we sure had fun writing it.

If you are not a TEXAS II subscriber, send $10.00 for a disk containing Bev's Free Patcher alone. The $10.00 covers the disk, mailing, and license to distribute copies within your community to your friends and members of your user group.

If you are a TEXAS II subscriber, you can obtain the distribution disk for your user group members and friends for $5.00 instead of $10.00. So if you are a user group, it might be to your advantage to seek out a member who is a TEXAS II subscriber (you won't have to look far) to order the master disk for your group.

If you are a user group, tell us who you are, and how many members actually attend meetings. We will send you that many copies (up to 12; additional copies may be made by you) of the current issue of TEXAS II, "An Interview with Randy Brandt," which has been our most popular and most commented-upon issue ever.

Specify 3.5" or 5.25".

No credit cards please, but checks in any currency are accepted with an additional $5 U.S. equivalent collection fee. This will be the only announcement we make on GEnie. If necessary, please make a copy of this message for future reference.

Kingwood Micro Software, 2018 Oak Dew, San Antonio, TX 78232-5471

Your Money Matters Update List

From December 1994 GEnie Lamp Apple II Submitted by Tom Gates

I decided if I was going to wait to get all the changes I wanted into the beta test version before releasing it, it might never get done. So I have put together an almost complete beta version for testing. If you are a registered user send me email with your address and I will send you out a copy. The following is a list of things included and in progress with this version.

Steve
YMM Beta Change List

Known Bugs

Fields on the Continuous Checks without Voucher need to be moved.

There are no 'Window Options' at this point (and may not be).

Selecting Records Thermometer for Transaction Report and possible other windows/reports is not showing up? Makes it appear that the program is locked up.

Account window form layouts and maybe other form (verses normal list format) have shifted down and shading is overlaying some of the lines.

Change font and cancel change font selects a bogus tiny/tiny font.

Other Planned changes for this release

Change the accumulation in the reports, so that an increase in a liability type base account will show up as a decrease and via-versa. The

down side of this change is if you are reporting by base account, subtotals for liability type base accounts will show a subtotal for charges as decreases and for credits as increases (which is what they do to your net worth but not to the base account). Plus it is not what Credit and Charge say they do in the Transaction Type window.

Add ability to set beginning and ending month for Account Report.

Add Annual Total to the Account Monthly report (it currently prints only Jan to Dec).

Change Report Margins.

Add logic to support Epson printers better with text output.

Changes

Allow you to double click on a datafile name and have it automatically start up YMM.

Recognize and act on repeat mouse hold down actions.

Allow you to change the font for reports and windows

Changed the Acct List to include Beginning Balance

Fix Bug with New File and Start with No Accounts

Fix Bug with OA-Valid and extended file

Fix Bug with non-Calendar Fiscal Year

Made sure that ValidFileTotals corrects problems with non-January Fiscal starting month.

Automatically update data file to next version and automatically invoke the Validate logic the first time the file is opened and updated to this version.

Changed the keys for doing YMM Valid from Option-Open Apple-C to Open Apple-Shift-Control-C. Same goes for 'O' (toggle output), 'G' toggle super hires graphics, 'T' toggle trace, and ' ' (toggle pause).

Ask whether a transaction is to be added at the end of a split or to start a new transaction.

Changed the account monthly window so you can change the Cleared

Balance but not the Actual Balance

No longer Able to Select All if Split Unbalanced

Add Menu Dialog to Allow input of Dollar Sign or other monetary symbol.

Also, change the size of report headers to be based upon the size of the large font id size.

Changed program to allow you to toggle split transactions on and off in the reports, just like the transaction window.

Note: If you want to print a list of transaction by distribution account and you want split transactions to be included you can sort and subtotal on distribution account and then select distribution account not equal Split. This will cause all of the split transaction to sort and be displayed along with the other non split transactions by distribution account.

Fixed automatic input of remaining split amount. Before if you blanked out an existing amount it often times didn't split the amount correctly.

Fixed quit insert with unbalanced split amount. Before, it was possible

for the program to miscalculate the split amount and if so you could quit inserting a split transaction with an unbalanced split amount.

Now, I allow them to paste calculator results when entering a split transaction.

Changed ValidFileTotals so that it is executed when a new version of the YMM datafile is created and the changes are automatically saved.

Changed ValidFileTotals so that it displays messages as it is checking the file.

Fixed problem with quitting insert with just one record causing the record to not get deleted.

Fixed problem with a deleted account (number 3) getting used even after it was deleted as the default base account.

Fixed Invest text report, seems to be printing the account name twice?

Fixed bug which could cause two different memo and/or payee fields to overlay each other. Was due to Save As compressing out and deleting a memo/payee that was still in use.

Save As will lose investment information unless that file has been accessed by opening an investment window. Fixed Save As losing Investment information

Fixed so that you can change account type for the third account.

Changed the logic for checking the number of split transactions to hopefully stop the occasional but not reproducible loop when adding the first transaction.

Mini'app'les Board of Director's meeting minutes

December 1, 1994
Matthews Center, Minneapolis
by Roy Sorenson

Attendance

Members: Brian Bantz, Jacque Gay, Roy Sorenson, Erik L. Knopp, Les Anderson, Bob Demeules, Owen Aaland, Eric Jacobson. Absent: Steve Thompson, David Laden. Excused: Greg Carlson. Guests: Bruce

Thompson, Dick Peterson, Nick Ludwig.

Vice President Brian Bantz presiding. November meeting minutes were accepted.

Treasurer's Report
by Jacque Gay:

$3 profit for the club this month. Jacque arranged a 10% reduction in Solutronix' outstanding bill because

of an error in their newsletter ad.

Vice President's Report
by Brian Bantz:

We had pretty good attendance at the swap meet, and Brian passed around photos of the event. We still have some coupons for MacWorld attendees. The January newsletter will have an earlier deadline due to finals for editor John Hunkins, Jr.

Brian is looking for a location for the Feb. annual meeting. He said after doing some research with other user groups, our newsletter costs are now about 20% less expensive than other groups, but some, such as the St. Louis user group, are switching to a digital newsletter using programs like Acrobat. This could be mailed on disk to members, available for download from club BBS, or a paper print-out version mailed to members. Brian, Bob and Nick will continue research on this topic.

Membership Director's Report
by Bob Demeules:

We got three new members in Nov. The membership list is available on disk. The contents of the new membership kit were described and should be ready to be sent out soon. Bob will bring the list of gratis newsletters for review at the next board meeting.

Publications Director's Report
by VP Brian Bantz for Steve Thompson:

December newsletter was printed by UW–Stout for about $200, a $300 savings from our previous printer. Unanimous approval for the

newsletter credits to list UW–Stout as our new printer. Jacque said she had called Sir Speedy to explain why we were changing printers and to thank them for their excellent service. Nick will renegotiate our newsletter ad arrangement with TCCN, and suggested we have a newsletter section advertising BBS's for a minimal fee. The Members Helping Members section is still incorrect, and Nick and Erik Jacobson volunteered to redo it.

Software Report
by Owen Aaland:

$26 in Nov. EDOM income. Les has Apple EDOM # 72 ready, and Bruce has released several new Mac EDOMs.

Mac SIG Director's Report
by Eric Jacobson:

Eric attended several meetings, including the HyperCard SIG. Brief discussion on the dilemma of how to appeal to both novice and expert users at SIG meetings.

Apple II SIG Director's Report
by Les Anderson:

Les said the Apple II SIG is set through March, AppleWorks SIG through May, and Apple II novice

group is still suffering low attendance.

Operations & Resources Director's Report by Erik Knopp:

The overhead LCD projector is not working. Discussion over repair costs over replacement with a newer unit that would work with newer Macs and in color. Erik will research costs and also put a request for a unit donation in newsletter.

BBS Report
by Sysop Dick Peterson:

Nick will have a phone line installed Saturday for the club BBS, and post new phone number on BBS and to newsletter. Dick, Greg, and Nick will coordinate moving the BBS to new location. Motion by Bob to move BBS by early Jan., seconded by Les: unanimous approval.

Adjournment:

No December executive board meeting. Next board meeting 7 PM, Thursday, Jan. 5, Matthews Center, 2318 29th Ave. S., Minneapolis (Brian will be unable to attend). *Submitted by Roy Sorenson, secretary.*

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shape in the "middle", means not only erasing and redrawing that particular shape, but also anything that appears above or below it onscreen. To change that one shape requires massive amounts of erasing and redrawing even though the neighboring shapes and objects are not due to change yet. All of this activity translates to SLOW screen updating.

TurboRez, with hardware Multi-Plane technology, doesn't suffer from these limitations. With separate image planes, the update process is confined to just those shapes and objects that need it at the time. This means no wasted time redrawing things that don't need it! The result: Efficient and FAST animation on your GS (even without a Zip accelerator).

Texture Mapping via Line Drawing w/Scaling

The other major animation enhancer is the Line Drawing w/Scaling hardware. Here we take a common operation like plotting a line of pixels and couple it with Scaling logic. Scaling allows magnifying or shrinking a bit mapped shape or object as it's being drawn. The scaling operation can be done by the plotting software but that approach is never as fast doing it through hardware. By using Scaling along with Line Drawing, it's easy to not only alter the drawn size of a source shape but to rotate it as well. Similarly, a drawing technique known as Texture Mapping is enhanced using the TurboRez hardware.

Texture Mapping lets us manipulate a source texture map, which is a

rectangular, bitmapped image of something, say a picture of wood grain or red brick siding or whatever. The effect is that it's being stretched across the face of some 3D object that's in the onscreen image. The wood grain might be applied to the floor of the scene and the bricks to a fireplace. Where before there might have been a collection of 3D objects with solid-color shaded faces, we would now have objects with realistic textures "pasted" onto them.

To get a good idea of how effective this technique is, find somebody with a 486 PC (50 or 66 mhz) that has the popular program "Doom" and have them run it for you. Now, we at RezTek aren't advocating that all games should imitate the shoot-em up premise of Doom, but our purpose here is to examine the

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Yes.. I'd like to join!

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Which personal computer(s) do you use?
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❑ Macintosh model(s) _____
❑ Apple II model(s) _____
❑ Other _____

What attachments or peripherals do you use?
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❑ PostScript printer
❑ Modem
❑ Scanner/digital camera
❑ Drawing tablet
❑ Voice mail
❑ MIDI
❑ Other_____

What are your areas of special interest?
❑ Business applications
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❑ Educational applications
❑ Desktop Publishing
❑ Programming
❑ Networking
❑ Games
❑ Other_____

❑ Check if you want your name withheld from commercial and other non-club mailing lists
❑ Check if you are interested in volunteer opportunities (see other side)
❑ Check if you were referred by a club member. Please give name
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Prices:

5.25" eDom: $3.00
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3.5" System: $3.00
Mac System 7: $15.00
(Prices include 6% Minnesota sales tax)

Disk size	eDom	Title or Description	Qty.	Price @	Total

Current Apple System Software

	Version	Date	Format
Apple II, II+, IIc, IIe			
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(2disks)	n/a	n/a	3.5"

Total merchandise

Double price for non-members

Add $1/disk shipping ($4.00 max)

Make checks payable to "Mini'app'les"

Grand Total:

Last Fold – Seal with Tape
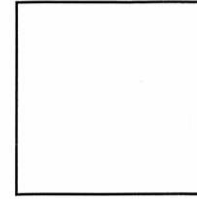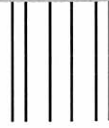
Attention:
❏ Membership Director
❏ Software Director

**Mini'app'les
P.O. Box 796
Hopkins, MN 55343-9905**

2nd fold

1st fold

Software Director ❏
Membership Director ❏
Please direct this to the:
Dear Mini'app'les

implementation of a real-time, 3D texture mapped universe in which the user can move about freely and interact with. The effect is quite impressive and realistic. Now imagine something similar running on your GS, running at full screen size and animating smoothly. How's that going to happen? Only with a TurboRez GS card, using its hardware enhanced Line Drawing w/Scaling.

While we're talking about features, we'll also mention that page-flipping is no problem and there's also support for the GS's NTSC video port and planned GenLocking support (for instance; the Apple VOC card).

What, Where, When

OK, by now the questions are when and how much. Well, we've still got quite a bit of work to do to get this ready for production, so don't worry about ordering a TurboRez card just yet. There will be more news posted at the first of the new year (here, on Genie for sure, and possibly in one or more publications). At that time we should have a better handle on release time and pricing, etc.

Please understand that we're a dedicated but small company (i.e. understaffed and overworked) and that we'll be needing to apply all of our energy to completing the TurboRez product. Therefore, for the near future, answering the phone will probably have to take a backseat to the production effort. If we're slow in replying to E-mail and stuff, just take comfort in the thought that it was time diverted to a good cause. Also, thanks in advance to folks volunteering for beta test duty but we're doing just fine in that regard

presently.

Thanks for your interest in this product. And stay tuned for more news about TurboRez GS, the video card that'll bring powerful and dynamic animation to your IIGS! (..and the company bringing it to you, RezTek, of course.)

Current contact info
RezTek, 2301 Cotton Ct, Santa Rosa, Ca 95401, 707-573-9257, Genie: REZTEK, Internet: RezTek@Genie.Geis.Com

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ANNUAL MEETING
by Brian Bantz

Tom Lufkin is working on a program for the Annual meeting. Job committments for him have been heavy, but he expects to contact someone tommorrow. I will try to call him after 5 pm CST, to see if we have a concrete date. If not, I expect to push the meeting back until March. I have had contact with the Global Village people at the UserGroup Connection meeting, but nothing was set up. I will let you know as soon as possible.

Treasurer's Report November 1995
Profit & Loss Statement   *by Jacque Gay*

Income
Memberships	$200.00
Advertising	$135.00
Software Sales Net of Sales Tx	$72.30
Freight & Misc. Income	$2.00
Interest	$7.73
Total Income	**$417.03**

Expenses
Publications/Newsletter	$120.76
Hardware/Resource Support	$17.00
Total Expenses	**$137.76**

Net Profit/(Loss) .... **.$279.27**

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