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Volume 19, Issue 5



mini'app'les newsletter

the minnesota apple computer users' group, inc.

M A Y 1 9 9 6						
SUN	MON	TUE	WED	THU	FRI	SAT
			1 6:30 	2 7:00 	3	4
5	6	7 7:00 	8	9 7:00 	10	11 10:00 AM
12	13 7:00 AM 	14 7:00 	15 6:30 	16	17	18
19	20 6:30 	21 7:00 	22	23 7:00 	24	25
26	27	28 7:00 	29	30 7:00 	31	1
J U N E 1 9 9 6						
2	3	4 7:00 	5 6:30 	6 7:00 	7	8



Mac Games Sig
 Saturday 11
 10AM to 5PM
 Topic: Marathon
 Southdale Library
 7001 York Avenue
 South, Edina
 Pete Feigal
 772-3038

1

ClarisWorks SIG
 Southdale Library
 7001 York Avenue South, Edina
 Denis Diekhoff, 920-2437

2

Telecommunications SIG
 Location pending
 Nick Ludwig, 349-0206

7

Board of Directors
 Mini'app'les members welcome.
 Matthews Ctr., 2318 29th Ave. S.,
 Rm. C, Minneapolis
 Brian Bantz, 835-3696

9

Macintosh Main
 Norwest Bank
 53rd and Lyndale South, Mpls
 "Newton: Message Pad 130"
 Mike Carlson, 377-6553

13

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

13

Apple II/GS Main
 Augsburg Park Library,
 7100 Nicollet Ave., Richfield
 "GraphicWriter III v2.0"
 Tom Gates, 789-6981

14

Photoshop SIG
 Jacor, 1410 Energy Park Dr. #17
 St. Paul
 Eric Jacobson, 645-6264

15

Digital Photography
 Southdale Library
 7001 York Avenue South, Edina
 Denis Diekhoff, 920-2437

15

Microsoft Word SIG
 Microsoft
 8300 Norman Ctr. Dr., Blmgt
 Note: different day "Macros"
 Denis Diekhoff, 920-2437

20

Fourth Dimension SIG
 Ceridian/Health Partners
 8100 34th Ave. S., Bloomington
 Bob Demeules, 559-1124

21

Apple II Novice SIG
 Ramsey County Library
 2180 Hamline Ave. N., Roseville
 Tom Gates, 789-6981

23

Filemaker Pro SIG
 Southdale Library
 7001 York Avenue South, Edina
 Steve Wilmes, 458-1513

28

Mac Programmers SIG
 Rondo Education Center
 560 Concordia, Rm 2509
 (SE corner of I-94 and Dale)
 Gervaise Kimm, 379-1836

30

AppleWorks SIG
 Ramsey County Library
 2180 Hamline Ave. N., Roseville
 Les Anderson, 735-3953

Macintosh Novice SIG
 No meeting this month
 Memorial Day
 Tom Lufkin, 698-6523

mini'app'les

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

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

Dealers – Mini'app'les does not endorse specific dealers. The club promotes distribution of information which may help members identify best buys and service. The club itself does not participate in bulk purchases of media, software, hardware and publications. Members may organize such activities on behalf of other members.

Advertisers – For information, see Newsletter Ad Rates box 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 824-4394.

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

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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Newsletter Submissions

By John Hunkins Jr.

Submitted by Tom Ostertag

Newsletter article submissions are required by the 1st of the month rather than the 9th as previously required. The change is to facilitate the printing of the newsletter.

Articles will be used in the following month's newsletter where space is available.

Send your articles to the Editor/Publisher, Tom Ostertag. The easiest way to do this is through our BBS. The articles should be submitted as raw text. Tom will edit them for content and format, you do not need to format your documents.

If you have any questions about the newsletter, please feel free to contact one of the board members or Tom Ostertag.

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CHANGE OF ADDRESS

Moving? Going to be away from home and leaving a forwarding address with the Post Office? Please send us a Change of Address when you are informing others. By using a moment of your time and a few cents to drop us a card, you save the club some money and you get your newsletter delivered promptly to your new address. If you don't inform us, the Post Office puts your newsletter in the trash (they don't forward third class mail) and charges the club for informing us of your new address. Change of Address should be sent to the club's mailing address: mini'app'les, Attn: Membership Director, Box 796, Hopkins, MN 55343.

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For more information call (voice) 1-800-638-9636.

HTML in an Hour - May Telcom SIG Announcement

By Niklas Ludwig

Wondering what <BLOCKQUOTE>, <PRE>, , and <H1> means? Join us at the May SIG where Peter Fleck will discuss the wondrous HyperText Markup Language and show us how to create a web site in less than 60 seconds (give or take an hour) using tools you can find in your kitchen (and a computer).

Peter is President of PF Hyper, a multimedia development company, and the HTML instructor at the Science Museum's Computer Education facility. He's a long-time Mini'app'les member and led our HyperCard SIG in a past life.

Members Helping Members

Need Help? Have a question the manual doesn't answer? Members Helping Members is a group of volunteers who have generously agreed to help. They are just a phone call (or e-mail) away. Please call only during appropriate times, if you are a Member, and own the software in question.

Macintosh	Key	If you would like to be a "Members Helping Members" volunteer, please e-mail Nick Ludwig with your name & phone number on our BBS, or leave a voice-mail message at 229-6952, or use the MultiForm mailer near the back of this issue.			
Claris Draw	3				
Claris Resolve	2				
Claris Works	2,8,9				
Cross-Platform File Trnsfr	6				
FileMaker Pro	2				
First Class	2	AppleII	Key	AppleII GS	Key
MacWrite Pro	2				
Microsoft Excel	3,6,7	Appleworks	1,6,9	Hypercard GS	1
Microsoft Word	6	Applewriter	6	Smartmoney GS	1
MYOB	7	Publish It!	1		
Photoshop	4	To. Superfonts	1		
Quicken	3	To. Superform	1		
System 7	9				
Word Perfect	5				



- | | | | |
|---------------------|----------|-----|---|
| 1. Les Anderson | 735-3953 | DEW | |
| 2. Brian Bantz | 835-3696 | DEW | |
| 3. Mike Carlson | 377-6553 | D | D-days (generally 9 a.m. to 5 p.m.) |
| 4. Eric Jacobson | 645-6264 | D | E-evenings (generally 5 p.m. to 9 p.m.) |
| 5. Nick Ludwig | 349-0206 | E | W-weekends (generally 1 p.m. to 9 p.m.) |
| 6. Tom Ostertag | 488-9979 | EW | In any case, call at reasonable hours and ask if this is a convenient time for them. By the way, these volunteers can also be reached on our BBS! We appreciate your cooperation. |
| 7. Ardie Predweshny | 823-6713 | DEW | |
| 8. Owen Strand | 427-2868 | D | |
| 9. Bruce Thompson | 546-1088 | EW | |

Newsletter Ad Rates

1/12 page 2.25" Width x 2.5" Height \$10	Outside back cover 7-1/2" Width x 7-1/2" Height . . . \$100
1/6 page 2.5" Width x 5" Height \$20	Inside back cover . 7-1/2" Width x 10" Height \$120
1/3 page . . . 2.5" Width x 10" Height Vert or 5.5 H . . \$40	Frequency discounts 6 months at 5%, 1 year at 15%,
1/2 page 7.5" Width x 5" Height (save 5%) . . . \$60	Mail inquiries to: PO Box 796, Hopkins, MN, 55343
2/3 page 5" Width x 10" Height (save 7%) . . . \$80	Phone inquiries to: Nick Ludwig 349-0206
Full page . . . 7-1/2" Width x 10" Height (save 15%) . \$120	

Notes from the President



By Brian D. Bantz

As eWorld closed down, yesterday, we received instructions from The User Group Connection to transition over to AOL or to an ISP (Internet Service Provider). Even ATT is in the business now, promising a Macintosh Client by July. Prices of the services are dropping, to the point where vendors want all of us to view their World Wide Web pages (www), rather than having them pay a provider to offer their information. Drop in at the AOL UG program at <http://www.aol.com/community/channels/computing/channelc/ugf/>. This address is available by a shortcut at AOL, UGC. eWorld

users can get 20 hours free their first month on AOL by using certificate #29-3872-0014 and the password: Edges-Duster, when used with a new starter kit, (those monthly AOL disks you receive) Another tip to pay the MINIAPPLES Annual Membership). You can surf-the-net on AOL to try the system!

On May 9, the Newton marketing directors and sales team will break MessagePad 130 with the Newton 2.0 operating system. This Pad will glow in the dark, run faster and be easier to read by humans and cameras. Check elsewhere for the Mac Main Meeting location, also, please bring a friend, we promised a larger main meeting. They sought us out--save some cash to purchase a unit.

The WEB Page group and the Games SIG are regularly meeting on Saturdays. Here is a chance to attend a new group. Bring your Windoze friends along.

Macintosh models will be introduced this month in the Performa line. These will be faster and less expensive. The new PowerPC Platform, will be introduced after the first of the year, presumably, around the time of the Copeland OS release.

Enjoy your computers--attach the modems, for greater pleasure!

Mac eDOM #952 and #953



Mac eDOM #952 - Mark It Up

Copyright © 1996 Mini'app'les
Submitted by Bruce Thompson

HTML Markup 2.0

HTML Markup 2.0 is a fast, effective, economical, and customizable way to put your existing text documents on the World Wide Web. This document will help you use HTML Markup 2.0 more effectively. On-line help is available for all menu items and options through Balloon Help.

HTML Markup is very easy to get up and running. If you can't wait to get started, here's the quick start:

- 1. Launch HTML Markup by double-clicking on the icon
- 2. Select the conversions that you would like to apply on the "Job Ticket"
- 3. Click "Convert File..."
- 4. Select the text file you would like to convert
- 5. HTML Markup will convert the file and prompt you for a place to save it

That's all! Five easy steps. Of

course, if you want to get more involved, HTML Markups allows you to do a lot more. You can select document colors from a color wheel, add your company's logo as a footer, process hundreds of files in seconds using Drag-and-Drop, and save your settings for future use. Read this document for more information about these and other features. Or simply double-click the icon and start exploring!



HTML Viewer 1.2.1

HTML Viewer is a simple hypertext viewer, or "browser", meant to be used by people who do not have access to a full-featured browser like Mosaic or Netscape. It is also handy for authoring HTML documents, as it does not have the overhead that the more capable browsers have.

HTML Viewer implements those portions of HTML that are most widely used. Anything HTML Viewer cannot do is probably something that the average HTML author will not want to do anyway. More details on the limitations of HTML Viewer are given below.



Mac eDOM #953 - \$401k Planner

Copyright © 1996 Mini'app'les
Submitted by Bruce Thompson

\$401K Planner

Rated 4 Stars by Ziff-Davis Interactive.
Used by Fortune 500 companies.

Are you saving enough money for retirement? Not sure? This software will help you answer this question. \$401K Planner will help you:

- develop a savings strategy using your 401(k) plan.
- know how much you need to save for retirement.
- understand 401(k) plans and how they work.
- understand the time value of money.
- start thinking about how much income you will need in retirement.
- help you determine your options if you aren't saving enough.

In short, \$401K Planner™ software will help you plan for a better retirement. For something so important, don't you want to be absolutely

sure you will be financially ready?

\$401K Planner™ will help you in your \$401K decision making process by calculating the future value of your current \$401K account balance, as well as the future value of your

future \$401K contributions. It is extremely flexible since it allows the user to control the rate of inflation, rate of return (interest rate), number of years until retirement, amount of contributions, etc.

This application is protected by the SoftLock registration system. You must register your copy in order to access the full calculation ability of the program.

Microsoft Word Joint Meeting Minutes

By Thomas Ostertag

The second Microsoft Word Joint meeting with the Twin Cities PC Users Group was held on 27 March in the Microsoft Headquarters Conference room. Shari Brandt, our gracious host from Microsoft and Denis Diekhoff were already there as were a number of others.

Denis opened the meeting with announcements, mentioned that I would be taking care of the Word meeting for a number of months

and then left to take charge of the elevator. I took over the meeting and asked for any additional announcements. Shari Brandt had another announcement and then I opened the meeting up for questions and answers...

That was the extent of the meeting, we had three questions. The first was a question on newsletter construction using the newsletter wizard. The second question was on using macros to format text pages

and the third question involved using frames and how to get the frames to conform to the graphic... didn't get that one figured out.

Shari ended the meeting at 8:30 and then people re-gathered at Perkins on France and 494 for pie and coffee. Topics covered there included Mac and Windows computers, computer uses, some other topics involving the computer clubs and general conversation and camaraderie.

March ClarisWorks Meeting Minutes



By Pamela K. Lienke

If you use ClarisWorks but have never been to our special interest group (SIG) meeting, we think you're missing something. Our meetings are quite informal; frequently a member brings in a disk containing a document they have a question about. Working together we all discover something new and usually send home another happy customer.

The problem we tackled in March had to do with adding fields to an existing database. Once your database is established and in use, you may find you want to make some changes; perhaps you discover that another field would be useful. For example, after creating a database and entering census data for the students in my classes, I was able to perform the operations I needed; I later decided, however, I wanted to add some fields to use with a mailmerge document. With ClarisWorks this is not a problem. The information I wanted to add was to indicate gender (his or her). Rather than adding a

field and then going back through all records to enter data, I had two other choices with ClarisWorks 4: a pop-up menu or a value list.

To create either of these, add a field by selecting Define Fields from the Layout menu. When you use a pop-up menu you must select an item as the default value; this is not necessary with the value list. In addition a value list does not limit you to the choices you list; you may enter other data once you return to the

Browse mode. Decide which you want, pop-up or value list, and enter your choice under Field Type in the Define Database Fields dialog box. Select Modify to allow you to enter the choices you wish to have available. Under Item Text or Item Label, type in the first choice, in this case 'red,' (see the accompanying picture) and press Return or select Modify. After entering all of your choices, select Create. It may be that you know one selection will be used

more often than the other(s); enter that as the default. Click on OK to return to the Define Database Fields dialog box. When you finish adding fields, click Done. Now you have a pop-up menu or value list. To

change the selection in the pop-up field or the value list, select that field in the record of your choice and click. The list appears and you merely select the correct item. With a value list you may enter a non listed

item by clicking a second time in the field itself; the value list disappears, and you then type the data you want.

Pam Works with ClarisWorks



By Pamela K. Lienke

If you have an older Mac with a small screen, you may become frustrated that you cannot see a full line of your word processing document as you are typing. There are several ways to

handle this annoying problem. The first thing to do is set your document to be displayed without the margins. To do this, select Document from the Format menu. In the Document dialogue box (see picture), deselect Show margins. This will delete the margins and display

your full line of text. If the Tool Panel is visible, you may also wish to hide it. To do that click on the Tools control icon at the bottom of the window, press Shift-Command-T, or select Hide Tools from the View menu.

Apple II Main and Novice Meeting Notes

by Tom Gates

The last couple of months at the Main Apple II and IIGS meeting we've been covering system software setup and installation. Many thanks to Owen, Erik and Harry for picking up the ball and running when I was late coming from the doctor in March. (who didn't get that cold?)

The April meeting will be covering the care and maintenance of your hard drive. This will cover using software such as ProSel-8 and ProSel-16, the Salvation software from Vitesse for finding bad data blocks and how you can defragment your drive for added speed and efficiency.

Will also cover option for backup.

At the May meeting, Harry Lienke has offered to cover the GraphicWriter III version 2.0 update that has just been released. Lots of new and enhanced features. Look for the "Apple II News" article and also info on the Mini'app'les BBS.

Some people have mentioned that when they ask about accessing the Internet or World Wide Web (WWW) with their Apple II - they constantly get the "no way can you use an old Apple II" response. Of course we say "Well there they go again, unaware of the abilities of that Apple II." Not only can the Internet

and WWW be accessed by an Apple II - see the "Apple II News" for info about IIGS Web Browser software! Also, some months back I uploaded a file to our BBS that was the Mini'app'les Web page from an Apple II using ProTerm through Delphi. And now Genie will be providing text-based Internet and Web access to Apple II users. Watch for an Apple II meeting on this topic in the near future - just have to work out the phone line arrangements.

At the recent Apple II Novice meetings - we've helped resolve a number of problems. Some software. Some hardware. And we've also answered numerous Apple II questions in general. Even done some surgery on some ailing Apple II's. This is the meeting to attend to ask those Apple II questions you figured no one had time for any more. That is precisely the reason for this meeting. To answer those questions since you can't walk into an Apple Dealer

NEW MEMBERS

by Pam and Harry Lienke

The following people became mini'app'les members during March. Welcome to the ranks of one of the most active computer clubs in this area. Be sure to attend the monthly special interest group (SIG) meetings to learn how to get the most out of your Apple computer.

Rod Julkowski
Steve Winckelman
Dick Taylor

K Lyle Hanson
Ross L Held
Emily Harris
Alan Ebbert
Melford Klimas
Dorothy Rossing

The following mini'app'les members earned recruiting awards (a two month membership extension) during March (the last month for this special offer).

Denis Diekhof
Norman C Peterson



these days and find someone old enough to remember that Apple Computer built the Apple II's.

We look forward to seeing you at an upcoming Apple II meeting. And

Apple II News

Submitted by Tom Gates

Premiere Issue Of Juiced.GS

From GenieLamp - Apple II - March 1996

I am pleased to announce that the premier issue of Juiced.GS was mailed to subscribers early Monday afternoon. It will soon be arriving in a mail box near you.

I'll be looking forward to lots and lots of feedback. Let me know what you think, what's good, what's not, and what you'd like to see covered in future issues.

For those who have not yet subscribed but would like to, I remind you that a special charter subscription rate of \$12 in the U.S. and Canada and \$18 elsewhere for the four 1996 issues is available to Genie A2 members until March 15. After that, the regular subscription rate of \$14 (\$20 overseas) will be in effect. If you'd prefer a single copy rather than a subscription, it is available for \$4 in the U.S. and Canada, \$6 elsewhere.

Thanks again to all here in A2 (*Genie Apple II area - ed.*) who have provided assistance, encouragement and subscription orders. Because of you, Juiced.GS is off to a fast start.

GRAPHICWRITER III V2.0 NOW SHIPPING!

Seven Hills Software announced that the new update - version 2.0 - is now shipping. First orders going out "first-come, first-served" order. If you pre-ordered, you do not have to re-order; it will be coming soon!

If you already own GraphicWriter III version 1.0 or 1.1, you can order the update to version 2.0 for just \$25.00 plus \$3.50 s&th!

You'll find more information about the update on the Mini'app'les BBS in the Apple II area. This new version will also be the topic of our May Main Apple II and IIGS meet-

ing. See you there!

be sure to check out one of Les Anderson's AppleWorks meetings and see what wonders are in the recent release of AppleWorks version 5+.

ing. See you there!

NEW TRANSWARP GS 32K CACHE AVAILABLE

Joachim Lange announced the availability of a new 32K cache add-on board for Transwarp users that still have 8K cache sizes. Not sure what size cache your Transwarp card has? Go to the TWGS CDA and select "Speed". This sub-menu should display "8K" or "32K". There was an additional information file uploaded to Genie. Look for a copy of it on the Mini'app'les BBS in the Apple II area.

WEB BROWSER FOR THE IIGS

Information from Derek Taubert: Very good news for those interested in TCP/IP access for the Apple IIGS. I have just completed an initial port of CERN's LineMode Web Browser to the IIGS, and it is functional! The LineMode Browser is a simple text based browser based on CERN's WWW Library. Using the LineMode browser, information can be retrieved via many protocols such as http, ftp, gopher, and nntp.

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OPEN 7DAYS—9AM-8PM

My port of the WWW Library (almost 40,000 lines of C code) in cooperation with GS/TCP and GNO will make it feasible for a graphical based web browser to be written for the Apple IIGS.

In addition, I have also completed an initial port of the public PPP package to run under GS/TCP. It is still in the testing phase, but I have been able to establish a connection and use GS/TCP utilities such as ftp over the connection.

I apologize that the work I have done is not yet available to the public. I am very busy finishing up my Master's degree, and will work on GS/TCP whenever I get a chance. I am very close!

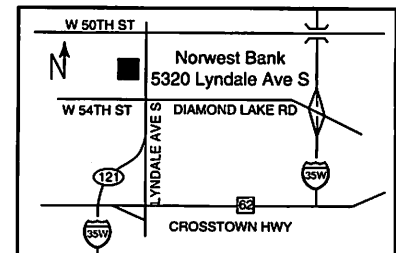
All of this information and links at: <http://www.winternet.com/~taubert/gstcp.html>

I urge you to check it out!

Apple Computer comes to Main Mac Meeting

On Thursday, May 9th, mini'app'les is hosting a special event. The Apple Computer National Newton Tour will be appearing at the Main Macintosh Meeting. They will be introducing the Newton 130 which has a screen that glows in the dark and can read handwriting better. Apple Computer has specially scheduled this national tour so that they could be the presenters at our meeting.

This event will begin at 7pm at the Norwest Bank meeting room at 53rd and Lyndale Avenue South in Minneapolis. Please plan to attend and bring a friend so that Apple Computer will continue to schedule future product introduction events for us.



Apple at Strictly Business

Submitted by Curtis Juliber

The Apple pavilion at Strictly Business (booth #1025) is 50' x 30' and will house the following developers. (The focus, as you can see, is on publishing, graphics, multimedia and the Internet for small thru large businesses)

- Allegiant Technologies (Marionette, Supercard)
- Business Brothers (Newton Development)
- CE Software (Web Arranger, Quickmail)
- Data Translation (Media 100)
- emotion (Creative Partner)
- Everywhere Development Corporation (Butler, Tango)
- Global Village (modems)
- Interactive Catalog Corporation (Commerce Publisher)

- IPT (Network Server Tools)
- Live Picture (image manipulation)
- Main Event (scripter and other Apple script tools for CGIs)
- Maxum Development (NetCloak and other CGIs)
- Helios (Quark Xtensions, other publishing tools)
- North Plains Systems (Telescope - a multimedia database)
- Shana Corporation (Informed)
- Specular International (Infini-D)
- VocalTec (telephone calls on the Web)
- Symantec (Java development)

There will also be a separate Newton pavillion (booth #701) run and staffed by the Newton group.

Jeff Martin will be Apple's featured speaker as part of the show. How To Be Heard Above The

Noise - Marketing in the Age of New Media. Thursday, May 23, 1996, 11:00 AM - 12:00 PM

Note: This keynote presentation is also part of the Strictly Business Computer Expo. WebTech attendees will be provided preferential seating!

The World Wide Web. CD-ROMs. Interactive kiosks. Interactive TV. The new media frontier has arrived changing the marketing landscape in its' wake. Jeff's presentation will explore how integrating new media into your overall marketing strategies can give you a competitive edge.

Jeff Martin, General Manager, Worldwide Marketing & Channel Development, Publishing & Media Markets Division, Apple Computer, Inc.

Premiere Issue Of The AppleWorks Gazette

From GenieLamp - Apple II - March 1996
by Douglas Cuff - EDITOR.A2
Submitted by Tom Gates

Christian Serreau of France and Howard Katz of Illinois, U.S.A. have launched The AppleWorks Gazette, an AppleWorks magazine on disk. The premiere issue appeared in January 1996.

Last year was not a great year for AppleWorks newsletters. Both TimeOut-Central and the National AppleWorks User Group's

AppleWorks Forum ceased publication in 1995. Serreau and Katz are doing their part to make 1996 look brighter.

There are three parts to the first issue of the Gazette: the newsletter itself, software, and data. You can easily read the newsletter--which is, naturally, an AppleWorks word processor file--either with AppleWorks 5.x or with the enclosed QuickView program. If you choose to read the file from with-

in AppleWorks 5.x, there's a browser that you can launch from your TimeOut menu.

NEWSLETTER

Here are the contents of the first issue:

1. Welcome to the AppleWorks Gazette! [introduction to the magazine]



Cactus Software & Communications, Inc.

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2. The Main Menu [introduction to the disk and its contents]
3. The NewsReel
4. Duplicate Zapping Made Easy: a Review of TO.DupeFinder
5. Software Preview: Deja][
6. Twelve Features I Wish I Had in AppleWorks 5.1
7. Two CD ROMS for the Apple II
8. How to reach us
9. Subscription information

My favorite article is Serreau's wish list of features for AppleWorks. It required some thought on the part of the author, and it's something you won't find in every other Apple II journal. I also admired the preview of Deja][for its in-depth, nuts-and-bolt approach.

The NewsReel presents news from the Apple II world, with the AppleWorks-related news given prominence. This item and the review of the Digisoft Golden Orchard CD-ROM and AUGE CD #1 bored me just a little, since I'd already gone into most of this information elsewhere.

The Gazette is clearly aimed at the up-to-date and fairly knowledgeable AppleWorks user. The word processor file will load into AppleWorks 3.0 and 4.3, but not without a few cosmetic glitches. Serreau and Katz use inverse in their titles--to good effect!--but the upper case inverse characters won't look nice unless you're using AppleWorks 5.x. If you're not up to date with AppleWorks, you show use the supplied QuickView program instead. The supplied browser also assumes AppleWorks 5.x. It won't crash if you try to use it with AppleWorks 4.x--for which the editors are to be commended--but it won't work, either.

If you don't have MouseText in your Apple IIe, you won't find the Gazette attractive. Now that it's easy to use inverse and MouseText characters in AppleWorks word processor documents, one can design documents to look more attractive than was previously possible. Serreau and Katz have done so here. They're

obviously assuming that readers will read the Gazette onscreen, and not want to print them out.

The newsletter was cut shorter than the editors meant in this first issue, as there was a need to include certain tools on the first issue. I look forward to the editors having more room to move next time out!

ON THE DISK

The software on the first issue actually has a slightly sparse feel, due to the necessity to supply the AppleWorks 5.1 update on the first issue. (The editors not only believe it is the reader's duty to keep up to date, but it is the Gazette's duty to help the reader stay current!) The 5.1 update consumes also 40% of the disk space. Presumably later issues, freed from this restriction, will be meatier.

The software contents break down as follows:

1. The official AppleWorks 5.1 update
2. Macros from Roy Barrows
3. DupeFinder, the macro reviewed in the newsletter
4. An unofficial upgrade for TimeOut DirecTree
5. 19 new dot-commands for UltraMacros programmers
6. ShrinkIt 3.4 (necessary to unpack the software)

The 5.1 update and ShrinkIt are unexciting, but the editors were duty-bound to include them. DupeFinder, reviewed in the newsletter, is hardly an exclusive either, but it's well worth a look. Don't confuse it with DuplicateFinder, included with AppleWorks 5.x--Joe Walters' DupeFinder is more flexible and useful.

The macro and macro-writing tools--about 25 of 'em--from Roy Barrows are useful, but not polished. I get the impression that they're more geared toward to AppleWorks programmer than the AppleWorks user. Still, there are some gems here that you'll clasp to your bosom, even

if you never program.

The upgrade for TimeOut DirecTree is exciting, since it expands on the capabilities of DirecTree--with this patch, DirecTree lists text files as being AppleWorks compatible, and can load them.

You'll need to own DirecTree (available as part of TimeOut DeskTools IV) in order to apply the patches.

Even more exciting are the 19 dot commands: .Accent, .ChngChar, .FillBlock, .FillStrng, .FindChar, .FlipChar, .FlipStrng, .SC, .SCPrompt, .Sub, .Super, .StoreChar, .TabFill, .ZapCR, .GetLine, .PutLine, .Write, .PickStrng, and .PutStrng. (These have also appeared on Texas II.) The commands are all intended for use in the word processor, and make life easier for the UltraMacros programmer who wants to manipulate word processor files.

DATA

Also on the Gazette disk is the complete text--in AppleWorks word processor format, natch--of Sir Arthur Conan Doyle's Sherlock Holmes novel, The Sign of Four. (Conan Doyle's copyright has lapsed, and this work is now in the public domain.) Each of the 12 chapters is in its own word processor file. The file have all been compacted with ShrinkIt.

Personally, I found the inclusion of this item a little odd--your mileage may vary. I like Sherlock Holmes stories, but I don't like reading books with my computer. I'm all for having certain books on disk so that I can use the computer to search them, but not Conan Doyle's work. Getting an entire book on a disk is a nice little treat, but somehow it feels out of place to me on an AppleWorks disk--almost like filler. Perhaps if it hadn't happened on a month when the editors were cutting back their newsletter--? I'm always more interested in original material than reprints.

I'd like to underline that this is a personal, subjective reaction. It left me cold, but you may be delighted to with the lagniappe. It's certainly

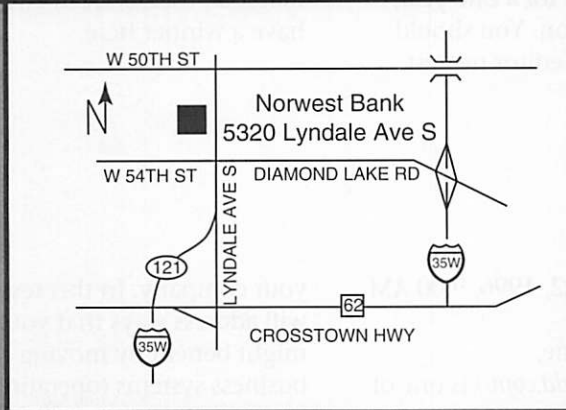
(Continued on page 12)



mini'app'les

Maps to selected
Special Interest Group
(SIG) meetings

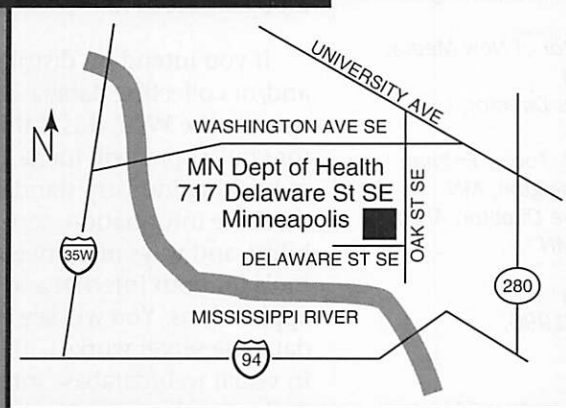
Main Macintosh SIG



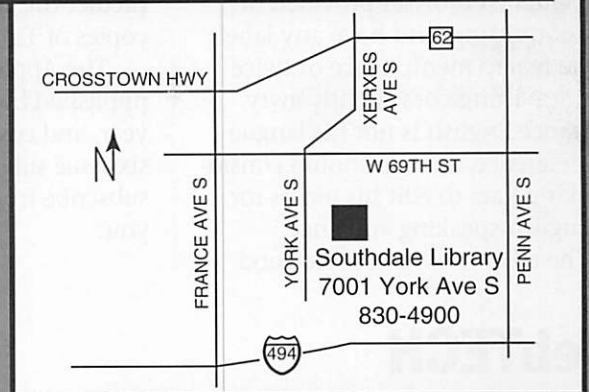
Mac Novice SIG



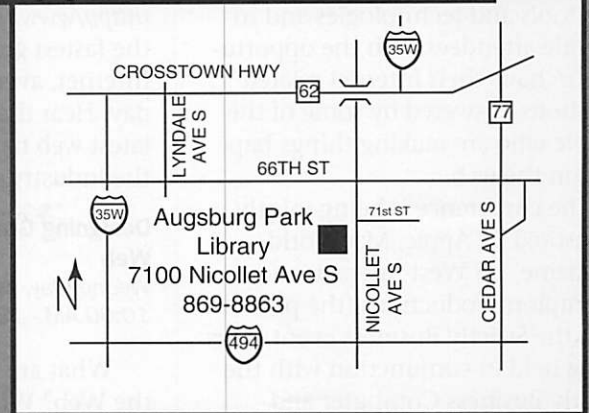
Telecomm SIG



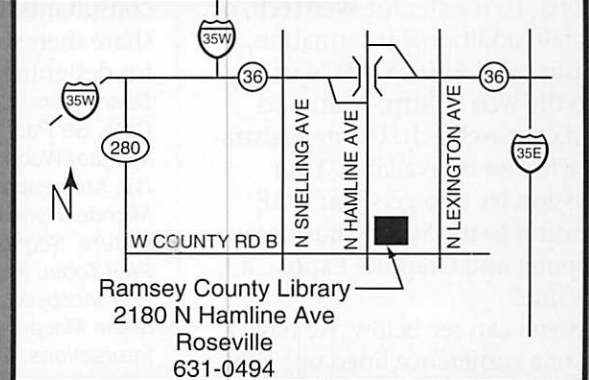
ClarisWorks, FileMaker Pro, & Digital Photography SIGs



Apple II/GS Main SIG



AppleWorks & Apple II Novice SIGs



*Locations of some SIG meetings
do change periodically.
If you are in doubt,
please contact the SIG Leader.*

(Continued from page 10)

an excellent book!

SUMMARY

There's room for improvement here, but the glitches are all minor. The supplied browser provided no way of quitting, and have any labels in the macro menu. Once or twice the formatting goes slightly awry, and since English is not his langue de preference, Serreau should consider asking Katz to edit his pieces for an English-speaking audience.

The editors have had the good

sense not to use ShrinkIt to compress the newsletter itself. Presumably owners of TimeOut ShrinkIt will get the most out of the Gazette, since they can unpack the software and data without leaving AppleWorks. (I predict the Gazette will help sell copies of TimeOut ShrinkIt, in fact.)

The AppleWorks Gazette will be published bi-monthly, six times a year, and costs \$35 for a one-year, six-issue subscription. You should subscribe from the editor nearest you:

Christian Serreau, 12, rue de la Censerie, 49100 Angers, France, 100316.14@compuserve.com

Howard Katz, 1104 Lorlyn Circle #2D, Batavia, IL 60510, U.S.A., h.katz@genie.com

At approximately \$5.80 a disk, the Gazette seems to me a fair enough deal as it is. If subsequent issues give more space to original material, then Serreau and Katz will have a winner here.

WebTECH

Submitted by Curtis Juliber

WebTech is a conference designed to showcase the latest in web tools and technologies and to provide attendees with the opportunity to have their Internet related questions answered by some of the people who are making things happen on the web.

The conference is being jointly sponsored by Apple, MacWorld Magazine, US West Interact, and Champion Productions (the promoter of the Strictly Business event). It is being held in conjunction with the Strictly Business Computer and Graphics Expo on May 22-23.

The single \$85 registration fee (\$10 off if you register by May 15) gets you into each of the 11 different sessions. To register for WebTech, or to obtain additional information, you can call 1-800-257-0374 or log on to the web at <http://star.macworld.com/webtech>. Onsite registration will also be available. Your admission fee also gets you FREE admission to the Strictly Business Computer and Graphics Expo.... a \$20 value!!

As you can see below, we have a heck of a conference lined up! This info is what is on the home page at <http://star.macworld.com/webtech>.

Keynote Address

Paul Devine, Content Engineer, Macworld Online, San Francisco, CA,

Wednesday, May 22, 1996, 9:00 AM - 10:00 AM

Macworld Online, (<http://www.macworld.com/>) is one of the fastest growing sites on the Internet, averaging 150,000 hits per day. Hear the inside scoop on the latest web happenings from one of the industry's hottest new stars.

Designing Graphics for the World Wide Web

Wednesday, May 22, 1996, 10:00 AM - 12:00 PM

What are the best design tools for the Web? What are the technical restraints of the medium? When is the use of multimedia appropriate? Tour some of the more interesting web sites as this panel of leading consultants and software developers share their secrets, stories and tips for designing successful web pages.

Dean Hyers, Creative Director, Digital Cafe, St. Paul, MN
Michael Wood, Director of New Media, IVL, Minneapolis, MN
Michael Hanes, Sales Director, Live Picture, Soquel, CA
Paul Tobin, President, Tobin, Erdman and Jacobsen, Bloomington, MN
Mario Macari, Creative Director, Allen Interactions, Edina, MN

Setting Up Intranets

Wednesday, May 22, 1996, 2:00 PM - 3:00 PM

The Internet is not just for communicating with people outside of

your company. In this session, we will address ways that your company might benefit by moving established business systems (operational, marketing, HR, training, distribution needs etc.) to a secure "Intranet" solution. Attendees to this session will receive a FREE CD that can be used as a template for setting up your very own intranet!

Charles Denault, Market Manager Internet Server Solutions, Apple Computer, CA

Dave Burris, Senior Consultant, Solid Logic Computer Solutions, Eden Prairie, MN

Dorian Cougias, President, Network Frontiers, Inc., San Francisco, CA

Paul Chamberland, Account Manager, Shana Corporation, Edmonton, Alberta

Integrating Databases with Your Website

Wednesday, May 22, 1996, 2:00 PM - 3:00 PM

If you intend on distributing and/or collecting database information on the Web, this is the session for you! Topics will include tools for publishing industry standard ODBC database information, server portability, and ways of harnessing web tools for both internet and intranet applications. You will see how your database server works with the latest in visual web/database integration tools

David Crouch, Everywhere Development

Corporation, Mississauga, Ontario
Steve Sauder, President, North Plains
Systems, Inc., Mississauga, Ontario

Multimedia Development Tools

Wednesday, May 22, 1996
3:15 PM - 4:30 PM

QuicktimeVR. Shockwave. Java.
VRML. RealAudio. WebCasts.
Acrobat. Multimedia technology on
the web seems to be growing just as
fast as the web itself. Come to this
session to learn about the latest in
multimedia tools and technologies,
how and where to apply them, and
an update on the Java environment.
*Fred Reynolds, Internet Solutions
Development Manager, Apple Computer,
Inc.*
*Will Iverson, Macintosh Developer
Relations Manager, Symantec
Corporation, Cupertino, CA*
*Brian Molyneaux, Product Manager,
Allegiant Technologies, San Diego, CA*
*John Henry Gross, Manager of Business
Development, Adobe Systems, McLean,
VA.*

Website Security

Wednesday, May 22, 1996
3:15 PM - 4:30 PM

Once your company gets on the
Internet, sooner or later someone
might attempt to break into your
system. This session, featuring one of
the country's leading experts on
Internet security, will discuss firewall
options, how to determine a staff
Internet usage policy, and provide
you with ideas to minimize security
problems.

*Dorian Cougias, President, Network
Frontiers, Inc., San Francisco, CA*

Learn from Us!

Twin Cities' Businesses Discuss Their Web Experiences

Thursday, May 23, 1996
9:00 AM - 10:45 AM

Getting on the World Wide Web
forces a company to think about
their reasons for being there in the
first place.... and then the work
begins on crafting the materials,
selecting service providers, maintain-
ing the web site, dealing with securi-
ty etc. It can get to be a pretty daunt-
ing experience. Hear how local com-
panies, both large and small,
approached implementing their web

sites and what they would do - and
not do- in the future.

*Matthew Dornquast, MIS Director, Fallon
McElligott, Minneapolis, MN*
*Elwin Loomis, Advertising Technologies
Supervisor, Target Stores, Minneapolis,
MN*

*Jeff Tindillier, WebMaster, Homestyles
Publishing, Minneapolis, MN*
*Lee Surma, Manager Computer and
Technical Services, Public Radio
International, Minneapolis, MN*

How To Be Heard Above The Noise - Marketing in the Age of New Media

Thursday, May 23, 1996
11:00 AM - 12:00 PM

Note: This keynote presentation
is also part of the Strictly Business
Computer Expo. WebTech attendees
will be provided preferential seating!
The World Wide Web. CD-ROMs.
Interactive kiosks. Interactive TV.
The new media frontier has arrived
changing the marketing landscape in
its' wake. Jeff's presentation will
explore how integrating new media
into your overall marketing strate-
gies can give you a competitive edge.

Jeff Martin

*General Manager, Worldwide Marketing
& Channel Development,
Publishing & Media Markets Division,
Apple Computer, Inc.*

Macworld Magazine's New Technology Showcase!

Thursday, May 23, 1996
2:00 PM - 3:00 PM

We are purposely saving all the
details for this session until the last
minute so we can bring you the
absolute latest and greatest in web
technology! Just to tease you a little-
since not all the products we will fea-
ture are even announced at this time
- we expect to show you the latest
authoring tools for bringing 3D and
animation to the WEB, new naviga-
tional tools, and new ways to orga-
nize and control your Internet
world. Don't miss this session!

*Paul Devine, Content Engineer,
Macworld Online, San Francisco, CA*
*Jeff Julian, Online Sales Manager,
Macworld Online, San Francisco, CA*

Working with Internet Service Providers

Thursday, May 23, 1996
2:00 PM - 3:00 PM

You can't get online without
them.... but what do they do for
you? What services should you
expect? Where do they see their
businesses going? Bring your ques-
tions and get them answered here!
*Kurt Anderson, Principal/Technical
Director, Honeycomb, Eden Prairie, MN.*
*Kelly Breit, President, NetAlliance, Inc.,
Minneapolis, MN*
*Mike Rouleau, Director, Services
Planning and Development, US West,
Minneapolis, MN*

Commerce on the Net

Thursday, May 23, 1996
3:15 PM - 4:30 PM

All of a sudden you have millions
of potential customers.... but what
are the issues, problems and chal-
lenges? How will people know you're
out there? How do you make your
network secure for commerce? Can
you share your web database with
other media like CD-ROM and print?
What parts of your site are people
visiting the most? Our panel will
share their experiences with you to
help you and your company conduct
business on the Net.

*Fred Reynolds, Internet Solutions
Development Manager, Apple Computer,
Inc., Cupertino, CA*

*Dan Merrill, Interactive Catalog
Corporation, Seattle, Washington*
*Dave Burris, Senior Consultant, Solid
Logic Computer Solutions, Eden Prairie,
MN*

*Lauren Freedman, President, the e-tail-
ing group, Chicago, IL*

Dealing with CGIs

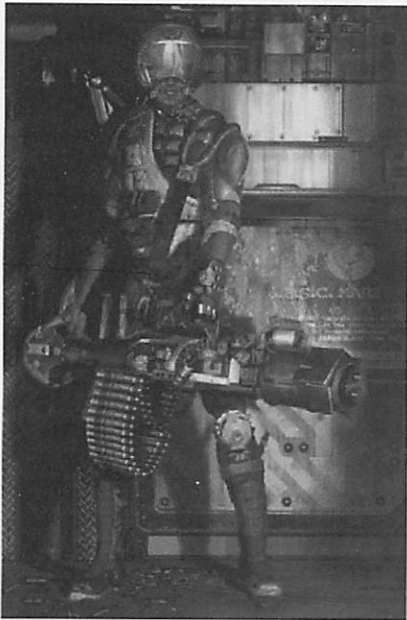
Thursday, May 23, 1996
3:15 PM - 4:30 PM

A Common Gateway Interface
(CGI) is the backend application that
can make your website both unique
and powerful. This session will
address the role of CGIs and how to
incorporate them into your website.
We will also help you determine
when and whether you should build
your own CGI or buy any of the
ones that are commercially available.
*Cal Simone, President, Main Event,
Washington, D.C.*
*Dean Dahlgren, Executive Vice
President, Maxum Development
Corporation, Streamwood, IL*

Somewhere in the suburbs... they are playing

Marathon and Marathon 2: Durandal

A Review by Pete Feigal



They (Bungie) have created with and for the Mac, a superior, intelligent and beautiful game.



Two approaching Compilers and a firing Fighter, all of Pffor origin. Note the light reflection from the computer terminal on the floor in the left background. Weapon barrel is visible in the bottom foreground of this full screen display.(Marathon)

Even with the superior operating system of the Mac, it's easy to have PC envy, especially when it comes to games. We can only take so much solace from trashing Window's '95 or enjoying the Mac-created Pentium commercials, after the misery of walking past rows and rows of PC based software to the back of the CompUSA and it's (relatively) miserly Mac section. "PC's, Hah! Who needs all that superfluous software anyway? I've got my ClarisWorks, I've got *Wolfenstein*, I've got.....ClarisWorks!"

And then *Myst* came along, an intelligent and beautiful game that helped enormously with our feelings of inferiority. But some players would still trade all that beauty and intelligence for one of those cool shotguns the *Doom* guys flaunt. "Superior System?" Hah! Put your money where your mouth is, Mac Bois!"

Usually when I put my money where my mouth is, it's only to kiss it goodbye, but the Bungie Bois are not ordinary men. They have created with and for the Mac, a superior, intelligent and beautiful game. *With shotguns*. The *Marathon* series of games from Bungie is that rarest of all commodities in the "flash-in-the-pan-Movie-of-the-week-wham-bam-thankyou-maam" World of Entertainment: a product that can be played and enjoyed *repeatedly*.

Marathon and *M2's* game play is based/stolen directly from *Doom* and daily urban commuter travel: 1st person shoot-outs and puzzle solving in a hellish environment. This style of game is not for every gamer, Mom and Dad. The action is violent with a capitol "V," as this is a combat i.e. killing game. It is a rationalization of the juiciest kind to plead innocence because you are shooting aliens instead of people.

In *Marathon* you play the role of an intergalactic cop who arrives at the city-huge space station/colony ship, "Marathon", just as it is being attacked and boarded by outergalactic aliens. After barely surviving a crash landing into an airlock, ("Open the pod-bay doors, HAL,") you discover that this is only an indication of how the *rest* of your day is going to go. The game play begins, and you're off to see the wizard.

Armed only with a sidearm, and aided only by a rapidly deteriorating Artificial Intelligence (AI) named Leela, you begin an incredible trek through miles upon miles of dark, dangerous passageways clearing out the aliens, rescuing (or not!) crew members (BOB's) and repairing and reactivating crucial areas of the ship. It's a Dantean "Apocalypse Now" epic that takes you deeper into the ship and the inferno with each level you conquer.

On this journey you find more and better weapons, to face tougher and faster foes, and discover a mysterious subplot connected to "Durandal", another AI who has gone rampant, i.e. insane. Leela, sincere and dangerous as a Second Lieutenant with a map, and Durandal, exuberant in his nasty childishness, battle the aliens and each other and play "make a wish" with you. "It's a Floor wax!" "It's a Desert Topping!" You quickly discover you're both.

Which is why info-supplying computer terminals, power-up stations, oxygen dispensers and pattern buffers are provided randomly along the way. The pattern buffer is your crucial "Save" function, allowing you the interesting experience of being killed time and again in various gruesome and violent ways and not having to start from scratch. Somehow it takes the very quintessence of your precious bodily fluids, and duplicates them electronically. Don't ask *me* how, I can't even set the clock on my VCR.

Your monitor also acts as a kind of Heads-Up-Display, constantly showing crucial oxygen and shield-power levels, inventory of weapons and ammo, and a very "trick" motion detector, used with such dramatic effect in the "Alien" movies. A multi-scale tactical map can be called up showing as much of the level lay-out as you've learned, and your exact position in the maze.

Graphics and game play are generations ahead of the industry's past benchmark, *Doom*. The 'feel' and textures of the metal corridors, the whining electric motors of old elevators, the flickering strobes of failing lights all combine to create a stark but beautiful environment that is virtually "real." The essence of the spellbinding and addictive nature of this game is that, like a good movie, book or theater piece, it effortlessly allows you to suspend reality and enter wholeheartedly and without question into its own fantasy world.

The game is filled with what I call the "Gasp!" Factor: incredible moments of surprise, suspense and action that are usually only found in the most finely crafted movies. For greatest effect I recommend playing with earphones on and room lights off. As you crawl or more likely flee through pitch-black tunnels fighting hoards of very tough enemies that are visible only by your motion detector or muzzle flashes, you'll understand what the "Gasp!" Factor means.

Game play is by mouse and/or keyboard with a full and very realistic range of motions available. You can run, walk, swim, turn your head, look up and down, cycle through weapons, reload clips and probably do the Hokie-Pokie. Only *Dark Forces* with its 'squat' and 'jump' offers more movement options.

Marathon 2: Durandal is a sequel but stands completely on its own with ownership or knowledge of *Marathon* not required. From the initial double-click of the icon, you know things are going to be a little different. In *Marathon*, the game begins with soft, eerie electronic tones, setting the suspenseful mood. *M2* begins with blasting rock n' roll, and promise of an entirely new environment.

In *Marathon*, you can almost smell the cold metal, ozone, rust and blood in its dark, dank tunnels (God, that's dramatic! I like that!). *M2* shocks you with a 180, as *Durandal*, again playing puppet master with your butt, sets you down in the middle of a firefight at dusk in a beautiful water processing plant on an alien planet. If *Marathon* is the next generation of graphics and game play above *Doom*, then *M2* is the next level above that.

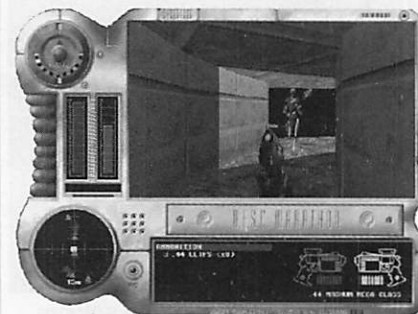
The world of *M2* is breathtaking: Deep purples of twilight with double full moons, alien cities and mountains in the distance surrounded by glowing lava flows in the bright yellow sky of noon, beautiful stone textures on walls and floors, huge blue cisterns of water. Like the portraits of *Myst*, this game is wonderful just to look at.

Where *Marathon* stays in the dark corridors with a few wonderful forays to the Alien mother ship, *M2* bounces you to an amazing variety of combat situations and environments. From the top of a miles-high alien cathedral, the lava filled interior of the planet, crystal-clear water parks, and "yeti" infested sewers, this detailed and meticulously well planned world comes to life like no other game.

Bungie follows *Myst's* lead in some of the most important but overlooked elements of game design: light, shadows and sounds. The perfectly realistic physics of the lighting effects and shadows bring a depth and realism to this game that is unmatched. And you listen to the wind, bird and animal calls, the tinkling of the brass shell casings on the stone floor at your feet, the splashing of water and the hollow deafness of being underwater, thunder or explosions in the distance. Or as Ilsa said to Rick, "Was that artillery fire, or is it my heart pounding?"

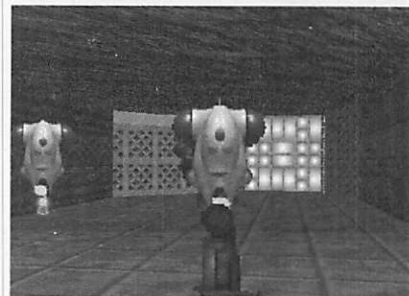
M2's game play is still combat based and as heart-pounding as the original, with familiar weapons and enemies and new ones, including the amazing lever action shotgun and the awesome grenade shootin', flame spittin', tracked Cyborg. You even get "backup" in the form of armed BOB's, the original crew members of the "Marathon," kidnapped and forced into Janissarian battle for *Durandal* as you are.

Durandal again uses you as his "mad dog" to do his dirty work in battling the



A Pforter Fighter advancing towards you through a variably lit hallway. 100% Display setting with Status Displays at the bottom and to the left. (Marathon)

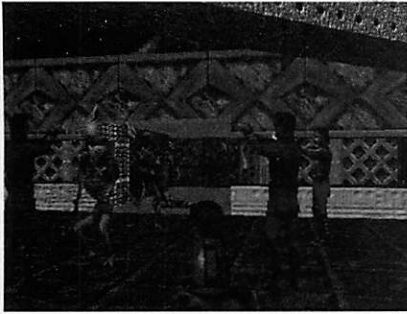
The perfectly realistic physics of the lighting effects and shadows bring a depth and realism to this game that is unmatched.



Devious Drones determined to prevent your escape out to the open. (Marathon 2:Durandal)

About Pete

Pete Feigel is a pen and pencil artist, an amateur military historian, and one of GameWire's newest reviewers. He is also one of the founders of mini'app'les' new Game SIG. The next Game SIG meets on Saturday, May 11th at Edina's Southdale Library from 10am to 5pm. If you'll interested in joining the computer network at this meeting, please call Pete at 772-3038 for details.



Bobs to the rescue! All too seldom do armed Bobs transport down to help you out of a sticky situation. (Marathon 2: Durandal)



Yuck! You fell into the channel of green sewage with three Yetis and a Compiler waiting for you. The Compiler is behind middle Yeti. He's letting them do the dirty work. (Marathon 2: Durandal)

The real value in the Marathon games is their open-ended design... from all of the options and additions available.

members of the "Marathon," kidnapped and forced into Janissarian battle for Durandal as you are.

Durandal again uses you as his "mad dog" to do his dirty work in battling the aliens. He drops you into the thick of it, beams down ammo and a few fast-dying support troops, (occasionally,) and you've got only two options: to be quick or be dead. Not unlike Vietnam, where our troops were dropped by chopper into a hot LZ (Landing Zone), supported by air, artillery or ARVN troops, and informed where they needed to go to reach safety and liftoff.

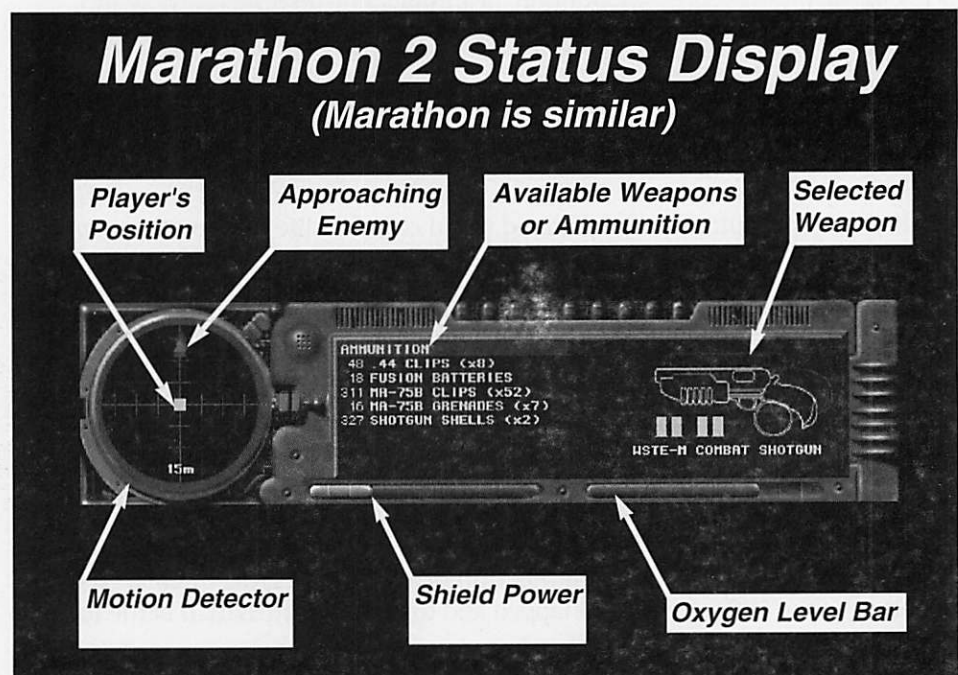
The real value in the *Marathon* games is their open-ended design. So much of their repeat playability comes from all of the options and additions available. Five different levels of play allow you to learn the game without too much frustration and still be able to dial it up to increase the difficulty and skill level. Once you've got the basics, my recommendation is to turn it up to eleven, Total Carnage, and leave it there. That's where the fun and true skill begin.

Many sound and graphics options give players with slower machines a chance to enjoy the game, or PowerPC players a chance to blow their minds with millions of colors, high density graphics, stereo, light levels, ambient sounds and much more. Saving and reshowing movies of your favorite levels is extra frosting.

Editors, cheaters and map makers now exist to design your own levels, modify your own weapons, and to custom create and alter this game to infinity. Hundreds of maps and weapons are already available on all services with entirely new *Marathon* worlds and games at our touch-tone finger tips. *Devil In A Blue Dress* is one of the best, a true 20 level solo game, designed by the Marathon Map Maker's Guild. Bungie, aware of the overwhelming amount of personalization of it's games, specifically and thoughtfully designed M2 for ease of use of alternate maps and physics models.

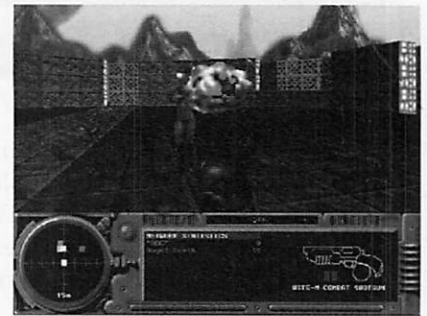
The Jewel in the Crown though, is network play, allowing up to 8 separate machines to connect and battle player against player. This is what electronic gaming has been moving toward and is surpassed or equaled only by real combat, (not recommended), or Splatter-ball, (highly recommended.) Net play can be done in person or over modem, man-to-man, team play, or even co-operative play of the entire game. Net options of Ethernet or AppleTalk allow play with different equipment and pocketbooks.

This is as close as it gets to being the star of your own action movie. The pos-



sibilities of this game engine are limitless. And with its market success and the incredible devotion of it's players, Bungie has already announced it's next new game extender, aptly named *Marathon Infinity*, a factory map and physics editor with game tips and extra levels.

These are games that will be played, added to and upgraded for many years.



Above: Duck! No Run! You're about to be eliminated by an incoming missile! This is just one of the deadly player vs. player network arenas. Scores are shown on the Status Display. Yes, you are penalized when you accidentally kill yourself. Team or cooperative play is also possible on a network. (Marathon 2: Durandal)

Their alias' are almost guaranteed to become permanent fixtures on your desktop. Buy and play them and the walk back to the 'Mac' section won't ever be so long, again.

Pete Feigal's next Marathon article will concentrate on the tactics and strategies best employed when playing Marathon and Marathon 2: Durandal. In the meantime, visit the Mac Games conference on the mini'app'les BBS.

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Tech sheet for Marathon & Marathon 2: Durandal

Retail prices: \$39.95-\$49.95
 Available: Now
 Genre: 1st person combat
 Media: CD-ROM or Floppy Disc
 Developer: Bungie Corp.
 Publisher: Bungie Corp.
 PO Box 7877
 Chicago IL
 60680-7877
 Phone: 312-563-6200
 Fax: 312-563-0545

Minimum System Reqts.: 68040 or faster Mac or compatible
 8-bit (256) color 13" monitor
 System 7.0 or later
 4 MB of avail. RAM
 CD ROM drive for M2
 Accelerated for Power Mac, M2 also accelerated for Macintosh models 630/6200
 Features: Real-time, 3-D, Texture-mapped action. Up to 8 player networking, high resolution graphics with stereo sound, and shotguns.

Bungie has already announced ... Marathon Infinity, a factory map and physics editor with game tips and extra levels.

Good Deals #32

by Ken Slingsby

This is another installment in a series of articles which list press releases. Many were originally published by 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 articles 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.

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!

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PRESS RELEASES

Affordability, Flexibility Mark New 27 Bit Color Scanner

CUPERTINO, California--March 14, 1996--Fulfilling its commitment to helping users easily incorporate color images into documents, Apple Computer, Inc., today announced immediate worldwide availability of the Color OneScanner 600/27. The new color desktop scanner offers a wide range of image and document management capabilities at an affordable price to Macintosh users in education, the home and small businesses.

Pivotal to the Color OneScanner 600/27 is a breakthrough software component called the OneScanner Dispatcher. The OneScanner Dispatcher software allows effortless scanning, editing, printing, faxing, copying, archival of images and documents, and Optical Character Recognition (OCR). OneScanner Dispatcher integrates seamlessly with the user's other office products, turning the scanner, any MacOS compatible computer, monitor, printer, and fax/modem setup into a "power office" by allowing the user to control all functions from a memory-efficient central interface. In addition, the new scanner comes with the award-winning TextBridge 3.0 OCR software from Xerox. With

TextBridge 3.0 OCR, mainstream users can accurately and easily turn documents into editable, formatable text for further word processing or desktop publishing without retyping. The scanner also comes with a Photoshop-compatible plug-in scan module to provide scanning from within Photoshop, and supports a wide range of file formats, including PICT, TIFF, JPEG, EPS and Windows BMP.

The new 27 bit scanner recognizes up to 134 million colors, making it capable of sending a broader gamut of color information to the computer and resulting in more detailed images. It offers 300 by 600 optical resolution and 2400 by 2400 interpolative resolution--ensuring superior image quality and accuracy. Other key features include a space saving design and a speedy single pass scanning process to increase user productivity. In addition to protecting originals from heat damage, cool Xenon bulb illumination offers an accurate daylight balanced light source for better image quality. Apple's ColorSync 2.0 color matching system is included at no charge to ensure the closest possible match between the color in the scanned image, the image that appears on the monitor, and final printout.

Customers purchasing the Color OneScanner 600/27 also have the option of adding an automatic docu-

ment feeder. With this option, the unit's lid is removed and the feeder easily snaps into place. The feeder is capable of bulk loading up to 20 pages and can scan 8 1/2 by 14 legal size documents. Cost is just \$350 U.S.

Availability and Price The Color OneScanner 600/27 is available immediately through Apple authorized resellers worldwide and is expected to sell in the U.S. for less than \$600. The new scanner replaces Apple's previous offering, the Apple Color OneScanner. For the location of the nearest reseller, customers in the U.S. can call 800-538-9696, ext. 525. Customers outside the United States should contact their local Apple representatives for information.

MULTIMEDIA PROJECTS WITH HTML WEB PAGES

A new helper application allows web authors to seamlessly integrate Special Delivery projects with their web pages for delivery on Macintosh computers

LOS ALTOS, Calif. -- March 7, 1996 -- Interactive Media Corporation (IMC) today announced that it has extended the functionality of its multimedia authoring tools with the release of a free helper application to seamlessly integrate interactive multimedia projects with web pages. The application supports

IMC's authoring tool, Special Delivery (TM) 2.1 and allows web users to download and run highly interactive multimedia projects by simply clicking a link on any web page. Users can return to their browser with the click of a button. This application is available only for Macintosh computers at this time. The helper application works with Netscape Navigator(TM) and other browsers which support helper applications.

The growing need of both intranet and internet users to create and distribute projects which utilize sound, pictures, video and text in a highly interactive and controllable manner has been expressed by corporate users, creative professionals, educators and students. The majority of these users do not have the time or desire to master complex programming or scripting to achieve the type of interactive control they desire. IMC's highly regarded multimedia authoring tool, Special Delivery 2.1 provides an extremely effective solution for these users without scripting or programming and is priced under \$260.00. Now, in conjunction with the new helper application, these users, whether working over the intranet or the internet, can distribute, collaborate on and share multimedia projects easily.

The helper application is written in AppleScript(TM) and will run on all Macintosh computers which support the scriptable finder. These include all models with System 7.5 and models with System 7.1.2 and the scriptable finder extension.

The Macintosh version of the

helper application, along with sample projects is available now at no charge from IMC's web site at <http://www.imcinfo.com>. In addition, the site contains a wide variety of multimedia project examples including examples from business, the arts, education and personal portfolios.

Interactive Media Corporation, located in Los Altos, Calif., was founded in September, 1990, to develop and market interactive multimedia software for mainstream users.

Apple Announces the MessagePad 130 With Backlit Screen

CeBIT/HANNOVER, Germany-- March 14, 1996--Continuing the momentum of the Newton platform, Apple Computer, Inc. today announced the Apple MessagePad 130 at CeBIT, the largest computer trade show in the world, being held through March 20th in Hannover, Germany. The MessagePad 130 is the first Apple MessagePad to offer user controllable back lighting for on-demand use and a new durable, nonglare screen for viewing and entering information in any lighting condition.

The MessagePad 130 is targeted towards both mobile professionals as a high-end solution and towards the specialized vertical markets as an entry level product where product ruggedization is not a key requirement. Mobile professionals include corporate executives, small business owners, consultants and sales/marketing professionals who perform a significant amount of their work away from the office. Vertical market

usages where the backlit screen would be of benefit include the health care, field services, sales force automation and transportation industries where nighttime or darkened working conditions are common.

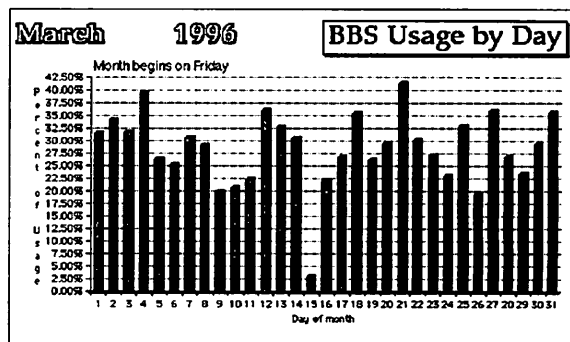
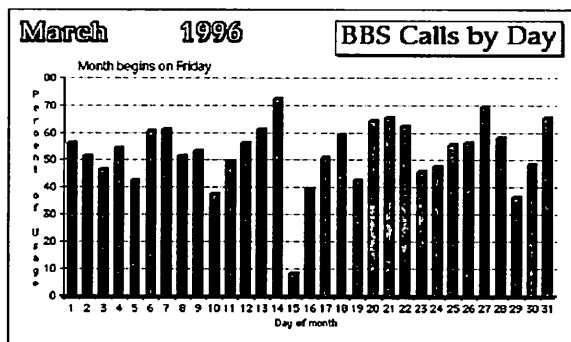
MessagePad 130 Features Key features in the MessagePad 130 include:

- New transfective LCD with EL backlight for on-demand use in any lighting condition.
- Non-glare more durable writing surface for easier viewing and a more robust mobile forms/data capture tool.
- 512K additional system memory for better performance with new Internet solutions and improved multi-tasking.
- 8MB ROM, 2.5MB RAM (1,361K nonvolatile user RAM)

MessagePad 130 Retail Offer The following products are expected to be bundled with the MessagePad 130 (U.S. customers only):

- Newton Backup Utility for Windows- and Mac OS-based PCs
- Serial cables for Windows- and Mac OS-based PCs
- Pocket Quicken 1.2
- Compuserve mail client (Spring 96)
- Newton Tour reference software
- Handwriting Instruction reference demo

Pricing and Availability The Apple MessagePad 130 is expected to be available worldwide beginning in April through Apple authorized resellers, VARs and SIs at a price of U.S.\$799.00.



On Xerox, Apple, and Progress

By Bruce Horn

Submitted by Bob Demeules

I've been watching the debate for more than a decade now about where the Macintosh User Interface came from. Most people assume that it was taken directly from Xerox, after Steve Jobs went to visit. This "fact" is reported over and over, by people who don't know any better (and also by people who should!). This just isn't true--there are some similarities between the Apple interface and the various interfaces on Xerox systems, but the differences are substantial.

Steve did see Smalltalk when he visited PARC. He saw the Smalltalk integrated programming environment, with the mouse selecting text, popup menus, windows, and so on. The Lisa group at Apple built a system based on their own ideas combined with what they could remember from seeing the Smalltalk demo, and the Mac folks yet another. There is a significant difference between using the Mac and Smalltalk (or the Star; I don't know if Steve ever saw that, and none of the Mac group did before the Mac came out).

There was no Finder in Smalltalk, and no need for one, really. Drag-and-drop file manipulation came from the Mac group (the Finder pro-

totype was shown to the Lisa group, which implemented their own version), along with many other unique concepts: resources and dual-fork files for storing layout and international information apart from code; definition procedures; drag-and-drop system extension and configuration; types/creators for files; direct manipulation editing of document, disk, and application names; redundant typed data for the clipboard; multiple views of the file system; desk accessories; and control panels, among others. The Lisa group invented quite a few fundamental concepts as well: pull down menus, the imaging and windowing models based on QuickDraw, the clipboard, and cleanly internationalizable software. Smalltalk had a 3-button mouse and popup menus, in contrast to the Mac's menubar and one-button mouse. Smalltalk didn't even have self-repairing windows--you had to click in them to get them to repaint, and you couldn't draw into windows that were partially obscured. Bill Atkinson did not know this, so he invented regions as the basis of QuickDraw and the Window Manager so that he could draw in covered windows and repaint portions of windows brought to the front easily and quickly. The

one thing that I can recall where a Macintosh feature is identical to one in Smalltalk is the selection-based modeless text editing with cut and paste, which was created by Larry Tesler for his Gypsy editor at PARC.

The difference between the Xerox system architectures and the Mac's architecture is huge; much bigger than the difference between the Mac's architecture and Windows. Not surprising, since Microsoft was shown quite a bit of the Macintosh design (API's, sample code, etc.), during the Mac's development from 1981-1984; the intention was to help their programmers write applications for the Mac, but having this also gave their system designers a template from which to start designing Windows. In contrast, the Mac and Lisa designers had to invent their own architectures. Of course, there were some ex-Xerox people in the Lisa and Mac groups, but the design point for these machines was so different that we didn't leverage off our knowledge of the Xerox systems as much as some people think.

The hardware itself was an amazing step forward as well. All-in-one design, 4-voice sound, small footprint, clock, auto-eject floppies, serial ports, and so on. The small, portable,

(Continued on page 24)

AppleColor RGB Monitor Fixes

*Several Quick and Simple fixes for AppleColor RGB monitor problems
From GenieLamp - Apple II - March 1996
Submitted by Tom Gates*

Notice: All of these repairs require removing the back case of the monitor, and some amount of soldering. If you are not confident of your abilities to handle this environment have someone else who is confident and qualified perform the needed repairs.

There are potentially lethal shock hazards exposed during these procedures, as well as CRT implosion hazards. Proper safety procedures should

be followed. These instructions are presented here as reference materials for properly qualified service technicians to make use of. I shall NOT, in ANY MANNER, be liable, or held liable, for any injuries, to anyone, or any piece of equipment, occurring while following these directions.

Symptom: The entire screen lights up with one color.

Fix: Obtain three 10uh (10 micro henry) inductors (Radio Shack often has these available, usually less than \$5.00 for all three). Use these to replace L6R2, L6G2, and L6B2, all three of which are found on the PC

board that is mounted to the neck of the CRT. (No adjustments of anything should be required) All three should be replaced at the same time, as field reports indicate that once one has burned out, the other two aren't far behind.

Note: These three inductors are used in series with the collector load resistor on the three gun driver output transistors, they simply perform power supply decoupling between the colors. When one of these inductors opens up, the collector of the associated gun driver transistor is no longer connected to its source of

power, causing the transistor's bias to go nuts (due to electron impingement on the grid) This causes the one color that has to open inductor to become biased full-on. This CAN CAUSE PERMENENT DAMAGE the CRT, do NOT leave the power on for longer than needed to observe the symptom.

Also note that it is normal for the PC board near these inductors to be somewhat discolored from heat (being dissipated by the noted collector load resistors)

Symptom: The entire screen slowly fades to black, sometimes comes back (full or partially) when the case is slapped. [In some cases the screen may never show anything at all, but if one checks with the back of the hand it will be noted that there is a considerable static charge on the face of the CRT]

Fix #1: After unplugging the PC board from the neck of the CRT (slicing thru the blob of silicone rubber if present) clean the pins of the CRT with a tarnish removal chemical such as Tarn-X. Reassemble and test after drying.

Note #1: While I have not seen this procedure needed on the AppleColor RGB monitor, I have done this to fix several "fishtank" style Macs as well as televisions. It's a cheap longshot that can save a LOT of time and effort when it does work. Call it Majik and bill accordingly ;-)

Fix #2: After unplugging the PC board from the neck of the CRT (slicing thru the blob of silicone rubber if present) inspect and resolder every pin on the CRT socket where it connects to the PC board, also resolder both ends of R636. DO NOT try resoldering these connections with the board still plugged onto the CRT as the heat conducted into the CRT along the pins may cause it to implode, causing severe injury!

Note#2: The solder joints on the pins of the CRT socket sometimes crack, causing poor / intermitent contact and operation. Usually caused by blocked cooling and excessive operating temperature

Fix#3: After unplugging the PC

board from the neck of the CRT (slicing thru the blob of silicone rubber if present) test R636 with an ohm meter. This is a 1.2 ohm, 2 watt ceramic / sand resistor, which is in series with the CRT's filament. If it is open, replace it with a like part. Be certain to mount the replacement away from the board, for proper heat disipation.

Note#3: This resistor fails due to excessive heat, and normal thermal cycling over a long period of time (many on/off cycles)

Fix #4: Locate the horizontal output transformer (flyback) and resolder all of it's pins on the bottom of the lower PC board, paying particular attention to pins 6 and 9 (these provide filament voltage to the CRT)

Note#4: The solder joints on the pins of the horizontal output transformer sometimes crack, causing poor / intermitent contact and operation. Usually caused by blocked cooling and excessive operating temperature, but can also be agravated by magneticly induced motion (on a micro scale) which is directly related to the horizontal output frequency of 15.750Khz. This problem is also prevalent on many other monitors, TV sets, and in particular, the older "fishtank style" Macs.

Overall Note: If you sliced thru the blob of silicone rubber that keeps the board attached to the CRT, it is a good idea to re-glue things with a fresh blob of silicone rubber, as was done originally. This will keep the board in place when the monitor is moved or shipped. (A good grade of RTV or 100% silicone rubber bathtub caulk is desirable)

Symptom: Monitor appears to be totally dead. No power light, no "thump" at turn-on, no static charge noted on face of CRT.

Caution: This procedure involves working in an area of the monitor that is NOT isolated from the power line. Be CERTAIN to unplug the monitor EVERY time prior to putting even one hand into these areas!

Fix: Check the internally mounted power line fuse located on the lower board near where the power

cord enters. If it is bad try a replacement of the same current and voltage ratings. If the replacement fuse blows almost immediately:

a) Locate the connector for the auto degaussing coil (near front edge of lower board, same side as fuse) and unplug it. Retest with a new fuse. If all is now well the degaussing coil should be replaced as it's shorted.

b) Desolder and remove RP901 (near front of monitor, same side as fuse), and retest with a new fuse installed. If all is now well, RP901 needs to be replaced (it's a glowbar / thermistor which controls current thru the automatic CRT degaussing coil at turn on, these are rather generic and readily available at many TV repair shops)

If removal of RP901 did not eliminate fuse blowing, then reinstall it, as it's probably Ok. The problems lie elsewhere and will require further diagnostic skills on your part. (Checking all components in the power supply, especially electrolytic capacitors will likely reveal the problem. Also check the horizontal output transistor for shorts)

Symptom: Single horizontal or vertical line on screen

Fix #1: Check the connector between the deflection yoke and the lower PC board. Also check the bottom of the board around this connector for cracked solder joints, resoldering as needed.

Fix#2: If the line is horizontal, and you have been working inside the monitor, check the Service Switch, which is located on the PC board on the neck of the CRT, middle of the edge directly over the power cord. It is very easy to bump this switch accidentally. This is a three position switch, it should be in the middle position for normal use. -Harold Resident Solder Slinger

Editor's Note: This is the first installment of what is expected to become a multiple-installment series. There have many of these "Tech Tips" over the years. This is an attempt to pull all of those together.

Apple Computer - The Early Days A Personal Perspective

By Paul Laughton

Submitted by Ken Slingsby

In 1977, I became very excited about these new microcomputers. I had been working as a systems programmer on large IBM main frames (for IBM) for eight years. IBM's operating systems had become huge (many megabytes!). It had become so large that no one person could understand it all. The limited address space (64k) and possibility of owning my very own personal computer was very exciting. One day while visiting the Byte Shop (the first personal computer store), I came across a brochure and order form for the new Apple II computer. It was truly amazing. I had to have one. Coincidental to this, I happened to see a small add in the paper from a company called Shepardson Microsystems. They were looking for a programmer. On a lark, I sent them my resume. A few days later I went for an interview. I learned that Bob Shepardson had just signed a contract with Apple Computer to write a Basic Interpreter. He offered me the job of writing it.

Two weeks later, I had left my safe, secure position with IBM to work at the three (now four) person company. Within days I had my very own Apple II work station. This computer was hand delivered to me by Steve Jobs. I learned that the Basic Interpreter was to go into Apple's next generation of computer, code named Apple Annie. Woz was very excited about this new machine. It was to have plug-in program ROM cartridges and lots of custom LSIs.

One problem that we had to solve was that of getting 6502 object code files into the Apple II from our development system. The development system consisted of a national COPS microprocessor with a 6502 compiler created by Bob Shepardson. The input to the compiler was a deck of punched cards. The output was paper tape. How do you read paper

tape into an Apple II? Woz had the answer. He built a card for the Apple II that would drive a paper tape reader. One day while Woz and I were setting up the tape reader, I noticed that Woz seemed depressed. I asked what was wrong. He replied that he had developed a floppy disk drive for the Apple II. He was really proud of that, but Apple's management had given him an impossible schedule for the delivery of both the hardware and the disk operating system. I said I could do the disk operating system (DOS). Woz was delighted. After a quick consultation with Bob Shepardson and Steve Jobs, Woz and I started to work.

When Woz showed me the designs of the disk controller hardware and software driver. I was truly amazed. At that time, all disk drive controllers were big cards with dozens of large and small scale integrated circuits. The design Woz created required only seven small scale integrated circuits. What was even more amazing was that Woz's design had significantly better performance (data density, reliability, cost) than existing controllers. When Woz started this design, he did not look at how other people had done it. He thought about how it should be done. Using this process he created something remarkable. This became my real world example of what was to later be called "thinking outside the box." In my later life as an engineering manager, I have told the Woz Controller story to many engineers as a way of getting them thinking on a different path.

Unfortunately, most engineers will never attain the level of Steve Wozniak's creativity.

It took Bob Shepardson and Steve Jobs a couple of weeks to negotiate the details (cost, schedule, re-scheduling the Basic, etc.) and sign a contract. If you looked at this contract, you should be amazed. The cost to Apple was very small compared to

the value Apple received. The schedule was very short considering the work to be done. The product specifications, deliverables, acceptance criteria, penalty/bonus clauses and legal mumbo jumbo that I have become used to in the years since were all missing. Those were the good old days!

Now that I was no longer doing the Basic and because we had other work coming in, Bob needed to hire another programmer. I knew the perfect candidate. Kathleen O'Brien, my life partner, was a very good programmer - and we worked well together. A few weeks later, Kathleen was Shepardson Microsystems employee number 5.

During the time I was working on the DOS, big changes were happening at Apple. They moved from their small office space behind the Good Earth Restaurant in Cupertino to their new World Wide Headquarters on Bandy drive. (We used to joke about the World Wide part. Apple was a tiny start up that had just begun delivering its first production products. Shepardson Microsystems did a lot of projects for similar small start up companies that were going nowhere. Why should Apple be any different? At one point Steve Jobs

Shepardson Microsystems, Inc.
12140 Bandy Drive
Cupertino, CA 95014
(415) 961-8000

April 10, 1978

Steve Jobs
APPLE COMPUTER, INC.
12140 Bandy Drive
Cupertino, CA 95014

Dear Steve,

Per our discussions of the last 2 weeks we are developing the following components of an APPLE II operating system:

1. File manager
2. Basic interface for your Integer BASIC and Applesoft BASIC.
3. Utilities for:
 - a) backing up a disc
 - b) disc recovery
 - c) file copy

Not included are SYBEX or any other utilities. SYBEX will be required as another component prior to your shipping DOS to customers. Apple will provide us with the disk driver software.

Price is \$13,000. Payable as follows:

1. \$5000. Now
2. \$7500. Upon delivery.

In addition Apple is to give us two controllers with three drives.

Delivery will be May 15.

Sincerely yours,

Robert C. Shepardson
SHEPARDSON MICROSYSTEMS, INC.
12/3/78

Shepardson

offered to buy Shepardson Microsystems to form the nucleus for Apple's software development organization. Bob refused the deal. Steve was only willing to pay for the Shepardson Microsystems with Apple stock. Bob might have been more interested, but the Steve would not increase the offer beyond 10% of Apple's stock.)

One of the big changes came when Apple hired Jeff Raskin to manage Apple's technical writing group. The task of writing the user manuals for the DOS and the new Basic fell on Jeff's shoulders. The task was particularly difficult since no form of specification existed for either product. Jeff had a nearly finished version of the DOS to work with. For the Basic, all he had was the syntax checker part of the code. Jeff's solution was to write the manual as the specification. This was all well and good, but Jeff had big ideas. As he was writing the manual, the specification for both products grew well beyond the scope of the original agreements. For DOS, this led to several follow on, last minute contracts to cover Jeff's additions. Fortunately, the scope of the DOS changes were limited due to shipping deadlines. This was not the case with the Basic.

Our little Basic grew and grew and grew. It would no longer fit in

48k of RAM. We were going to have to develop code segmentation and overlay methods. Jeff acknowledged the size of this monster by naming it NOTZO BASIC. We called it NutSo Basic.

The final chapter in our association with Apple came soon after a meeting with Apple in October, 1978. The first part of meeting covered fixing some defects in the now shipping Apple DOS 3.0. The second part of the meeting covered discussion about the now bloated NOTZO Basic. I fixed the DOS defects by giving Apple a marked up listing. The Basic problem was fixed a short time later, when Apple canceled the Apple Annie project and the Basic contract. We at Shepardson did not mind. Atari wanted us to write a Basic for their new Atari 800 computer. That is another story.....

Why was the first release of Apple DOS called Apple DOS 3.1?

Every time I recompiled the code, I incremented a revision counter. The counter started at Rev 0.1. Whenever I got to (n).9, I would roll the counter over to (n+1).0 The first listing I gave Apple was Rev 2.8. They (I forget who) decided they could not call it DOS 2.8, so they changed it to DOS 3.0. Apple did the beta testing with this version (2.8 renamed 3.0). When Apple shipped

the DOS for revenue, they incremented it to 3.1 to indicate that the code had changed from the beta version. As a final note, when I transferred the source code to Apple in October, 1978 the Rev number was up to 6.3.

For more on this topic, see Steve Weyrich's Early Apple History

If you have any questions or would like to make any comments, you can send me an Email at paul@laughton.com. Thank you for your interest.

(C) Copyright, 1996, Paul Laughton

I happened to find this article on an intriguing Web page. The article was most interesting to me as I purchased one of the first floppy disk equipped Apple II computers sold in the Twin Cities in 1979. Mr. Paul Laughton is the author of Apple DOS, aka DOS 3.1. It is with his kind permission that we are reprinting his story. I invite you to look up his Web site at:

<http://www.laughton.com>.

There are more items of interest there than contained in this article. - Ken Slingsby.

System 7.5 Update 2

By Bob Demeules

On March 11 Apple is announcing System 7.5 Update 2.0, which is a comprehensive set of system software enhancements designed for all Macintosh computers. This important update offers new functionality, as well as enhanced system performance. And it significantly improves the overall reliability of Macintosh and MacOS-compatible computers running System 7.5, 7.5.1, or 7.5.2.

There are many important changes reflected in this update: some affect all

Macintosh computers; others are specific to certain models. One

example of the former is that all Macintosh computer users should see a performance boost while the Finder is copying large numbers of small files-particularly when copying to and from file servers. More specifically, this update has several additional PowerPC-native system software components that should yield noticeable performance improvements on Macintosh computers with a PowerPC processor.

Perhaps one of the most significant new features that this update will deliver is one version of System 7.5 (officially known as System 7.5.3) which will run on every Macintosh,

from the Macintosh Plus to currently shipping systems. You can now even create a universal System Folder that can be used on all currently supported Macintosh MacOS-compatible computers. This allows you to set up a single external hard disk or removable-media drive that can boot-up everything from a Macintosh Plus to a PCI-based Power Macintosh 9500.

In response to requests from customers and developers, System 7.5 Update 2.0 also contains a number of system reliability improvements, such as: a reduction in the occurrence of Type 11 errors on Power Macintosh computers; corrections to

the General Controls control panel to eliminate conflicts with some third-party products; and proper handling by the Installer of control panels and extensions disabled using the Extensions Manager.

From a communications standpoint, System 7.5 Update 2.0 integrates a new version of Open Transport (version 1.1) which offers better performance on high-speed networks, broader support for dial-up connectivity to TCP/IP networks and the Internet, and new support for most 68030, 68040, and NuBus Power Macintosh computers.

With the introduction of the Macintosh System 7.5 Update 2.0, Apple is providing loyal Macintosh users with an enhanced operating system environment that features increased performance and added capabilities-while significantly increasing overall system software reliability.

To take advantage of the

(Continued from page 20)

appealing case was a serious departure from the ugly-box-on-an-ugly-box PC world, thanks to Jerry Manock and his crew. Even the packaging showed amazing creativity and passion; do any of you remember unpacking an original 128K Mac? The Mac, the unpacking instructions, the profusely-illustrated and beautifully-written manuals, and the animated practice program with audio cassette were packaged together tastefully in a cardboard box with Picasso-style graphics on the side. Never before had a computer been delivered with so much attention to detail and the customer's needs.

Read Guy Kawasaki's books, "The Macintosh Way" and "Selling the Dream," and you'll get an idea about what *really* went on at Apple. In particular, "Selling the Dream" includes the entire Macintosh Product Introduction Plan in an appendix. The Mac project was innovative from top to bottom, from engineering to marketing to sales to evangelism to product design. We can thank Steve Jobs for hiring the

Macintosh System 7.5 Update 2.0, you'll need an Apple Macintosh or PowerBook with at least 4MB of RAM (8MB required for PowerTalk and QuickDraw GX); or a Power Macintosh computer with at least 8MB of RAM (16MB required for PowerTalk and QuickDraw GX). Open Transport requires an Apple Macintosh or PowerBook with at least 5MB of RAM ; or a Power Macintosh computer with at least 8MB of RAM. System 7.5 version 7.5, 7.5.1, or 7.5.2 must be already installed on the system being updated.

System 7.5 Update 2.0 is available electronically on the following Apple ftp and world-wide web sites:

[ftp.info.apple.com](ftp://ftp.info.apple.com)

[ftp.support.apple.com](ftp://ftp.support.apple.com)

<http://www.info.apple.com>

<http://www.support.info.com>

kind of people who brought the enthusiasm, creativity, and passion for excellence that made the Mac possible.

Looking Back

In my opinion, the software architectures developed at Xerox for Smalltalk and the Star were significantly more advanced than either the Mac or Windows. From what I have read since, the Star was a tremendous accomplishment, with features that current systems haven't even started to implement; OpenDoc will be a strong advance past the Xerox systems. I have great respect for the amazing computer scientists at Xerox PARC, who led the way with the innovations that we all take for granted now, and from whom I learned a tremendous amount about software design. Still, the Lisa and Macintosh groups deserve respect for making a large number of these innovations available to personal computer users, and a significant number of homegrown innovations as well.

It is also available at most on-line services American Online, CompuServe, AppleLink, and eWorld.

Customers in the U.S. can also order the update on a CD or floppy for \$13 by calling 800-293-6617, ext 984.

Ed. Note: For more information regarding System 7.5 Update 2.0 check out:

<http://www.norstar.on.ca/System-753/tips.html>

Also according to www.mactouch.com... Here's the story on the System 7.5.3 upgrade: Apple is not charging customers in the U.S.A. for the upgrade, even if they told you they would. (This apparently was decided April 2nd.) The free offer runs through May 31st. Call (800) 293-6617 or fax (408) 644-2008. You'll need to provide name, mailing address, and daytime phone number, but no credit card number.

Apple could have developed a more complex, sophisticated system rivaling the Xerox architectures. But the Mac had to ship, and it had to be relatively inexpensive--we couldn't afford the time or expense of the "best possible" design at every step of the way. As a "little brother" to the Lisa, we didn't have multitasking or protection, since we didn't have space for the extra code or stack required. Our memory and disk constraints were very tight: for example, the Resource Manager took up less than 3K bytes of code in the ROM, and the Finder 46K on disk. There were *many* design decisions that we regretted to some extent--even at the time some of us were disappointed at the compromises we had to make--but if we had done it differently, would we have shipped at all?

The Past and Future

In many ways, the computing world has made remarkably small advances since 1976. I suspect that

(Continued on page 27)



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- Apple II model(s) _____
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- Check if you were
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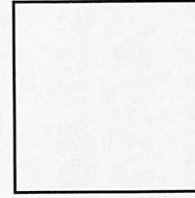
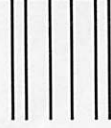
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(Continued from page 24)

some of the Star features still are not available on any platform. We continually reinvent the wheel: Smalltalk had a nice bytecoded multiplatform virtual machine long before Java. As far as language technology is concerned, Object-Oriented Programming is the hot thing now, and it's almost 30 years old (see Simula-67). Environments have not progressed much either: I feel that the Smalltalk environments from the late 1970's are the most pleasant, cleanest, fastest, and smoothest PE's I have ever used. While CodeWarrior is reasonably good for C++ development, I haven't seen anything that compares favorably to the Smalltalk systems I used almost 20 years ago. Even the Smalltalk systems of today aren't as clean, easy to use, or well-designed as the original Smalltalks, in my opinion.

We are not even *close* to the ultimate desktop computing/ information/ communication device.

There is *much* more work to be done on system architectures and user interfaces. In particular, user interface design must be driven by deep architectural issues and not just new graphical appearances; interfaces are structure, not image. Neither Copland nor Win95 (or NT for that matter) are the last word on operating systems. Unfortunately, the market forces are slowing the development of the next revolution. Still, I think you can count on Apple being the company bringing these improvements to the next generation systems.

I'm sure that some of the things that I remember as having originated at Apple were independently developed elsewhere. But the Mac brought them to the world.

Bruce Horn (a short bio follows, at Guy's request)

At Xerox I was a student in the Learning Research Group (1973-1981), where Smalltalk was developed. While there I worked on vari-

ous projects including the NoteTaker, a portable Smalltalk machine, and wrote the initial Dorado Smalltalk microcode for Smalltalk-76. At the Central Institute for Industrial Research in Oslo, Norway (1980) I ported Smalltalk-78 to an 8086 machine, the Mycron-2000.

At Apple (1981-1984) my contributions included the design and implementation of the Resource Manager, the Dialog Manager and the Finder (with implementation help from Steve Capps). I also was responsible for the type framework for documents, applications, and clipboard data, and a variety of system-level design decisions. I consulted on a variety of projects in the late 80's at Apple as well.

Since then I've received a PhD in CS from Carnegie-Mellon University (1993) and have worked as a computer science consultant, working on projects with Apple and other companies.

Treasurers's Report P&L Fiscal YTD

February-March 1996

By Ardie Perdwehny

8/1/95-3/19/96

AccountName	SelectedPeriod	Budgeted	\$Difference	%Difference
Income				
Advertising	\$524.50	"\$1,000.00"	(\$475.50)	-47.60%
Donations	\$228.00	\$400.00	(\$172.00)	-43.00%
eDOMsSales	\$839.65	\$600.00	\$239.65	39.90%
Interest-Norwest	\$54.58	\$100.00	(\$45.42)	-45.40%
MembershipIncome	"\$5,075.00"	"\$8,600.00"	"(\$3,525.00)"	-41.00%
TotalIncome	"\$6,721.73"	"\$10,700.00"	"(\$3,978.27)"	-37.20%
Expenses				
AplSIGExpense		\$35.00	(\$35.00)	-100.00%
HardwareExpense	\$282.18	"\$1,000.00"	(\$717.82)	-71.80%
MacSIGExpense	\$155.60	\$745.00	(\$589.40)	-79.10%
PresidentExpense		\$50.00	(\$50.00)	-100.00%
PublicationExpense	"\$3,900.67"	"\$7,140.00"	"(\$3,239.33)"	-45.40%
SecretaryExpense	\$104.00	\$310.00	(\$206.00)	-66.50%
SoftwareExpense	\$20.00	\$425.00	(\$405.00)	-95.30%
TreasurerExpense	\$61.85	\$470.00	(\$408.15)	-86.80%
VicePresidentExpense	\$20.00	\$525.00	(\$505.00)	-96.20%
TotalExpenses	"\$4,544.30"	"\$10,700.00"	"(\$6,155.70)"	-57.50%
OperatingProfit	"\$2,177.43"		"\$2,177.43"	NA
BadDebt	\$25.00		\$25.00	NA
NetProfit/(Loss)	"\$2,152.43"		"\$2,152.43"	NA

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