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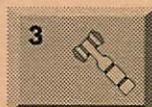
Volume 19, Issue 9



mini'app'les newsletter

the minnesota apple computer users' group, inc.

| S E P T E M B E R 1 9 9 6 | | | | | | |
|---------------------------|-----------------|-----------------------|----------------|----------------|-----|-----|
| SUN | MON | TUE | WED | THU | FRI | SAT |
| 1 | 2 | 3 7:00 | 4 6:30 | 5 7:00 | 6 | 7 |
| 8 | 9 7:00AM | 10 7:00 | 11 | 12 7:00 | 13 | 14 |
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| 29 | 30 | O C T O B E R 1 9 9 6 | | | | |
| | | 1 7:00 | 2 6:30 | 3 7:00 | 4 | 5 |



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Matthews Ctr., 2318 29th Ave. S.,
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Bob Demeules, 559-1124



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



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MN Department of Health
717 SE Delaware Street, Mpls.
"Putting Databases on the Web"
Nik Ludwig, 593-7410



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3777 Park Center Blvd,
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Mike Carlson, 377-6553



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7100 Nicollet Ave., Richfield
Tom Gates, 789-6981



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"U.S. Robotics"
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Digital Photography
Star Tribune
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"Putting Pictures on Paper"
Denis Diekhoff, 920-2437



Macintosh Novice SIG
Merriam Park Library
1831 Marshall Avenue, St. Paul
Tom Lufkin, 698-6523



Mac Programmers SIG
Van Cleave Park Building
15th Ave. SE & Como Ave.,
Mpls
Gervaise Kimm, 379-1836



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Microsoft
8300 Norman Ctr. Dr., Blmgtm
Tom Ostertag,
D 851-5520 E 488-9979



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2180 Hamline Ave. N., Roseville
Les Anderson, 735-3953



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



Apple II Novice SIG
Date, time, and location pending
Tom Gates, 789-6981



Mac Games SIG
Date, time, and location pending
Pete Feigal, 772-3038

mini'app'les

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

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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

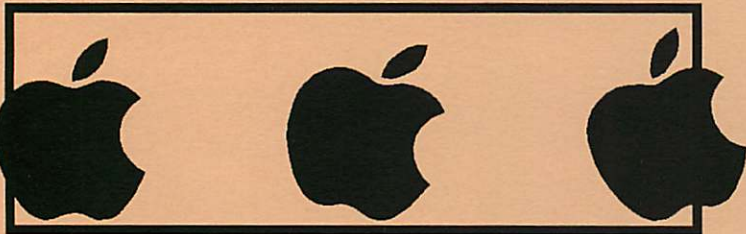
Newsletter Layout: John Hunkins

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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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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. | | | |
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- | | | |
|---------------------|----------|-----|
| 1. Les Anderson | 735-3953 | DEW |
| 2. Brian Bantz | 835-3696 | DEW |
| 3. Mike Carlson | 377-6553 | D |
| 4. Eric Jacobson | 645-6264 | D |
| 5. Nick Ludwig | 593-7410 | DEW |
| 6. Tom Ostertag | 488-9979 | EW |
| 7. Ardie Predweshny | 823-6713 | DEW |
| 8. Owen Strand | 427-2868 | D |
| 9. Bruce Thompson | 546-1088 | EW |
| 10. Pam Lienke | 457-6026 | EW |
| 11. Tom Lufkin | 698-6523 | EW |

*D-days (generally 9 a.m. to 5 p.m.)
E-evenings (generally 5 p.m. to 9 p.m.)
W-weekends (generally 1 p.m. to 9 p.m.)
In any case, call at reasonable hours and ask if this is a convenient time for them. By the way, these volunteers can also be reached on our BBS! We appreciate your cooperation.*

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 |
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| Full page . . . 7-1/2" Width x 10" Height (save 15%) . \$120 | |

President's Message

September 1996

by Bob Demeules

Attention All Volunteers!

There has not been alot of club meetings in July, but the club has lined up many activities for the next year. And we are going to need some help!

- Denis Diekhoff is looking for a warm body to collect Peach Pit Press and Sophisticated Circuits orders.
- Need someone to handle marketing of membership for the club.
- Matthews Center (where we host some of our meetings), would like to have the club help out in its

computer lab.

- mini'app'les has been selected to host the 1997 NAUGSAW convention, anyone willing to help should contact Brian Bantz

Mac eDOM #958 & #959



Mac eDOM #958 - Darts

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

eDOM #958, ! Darts !, requires Hypercard

Another great honorware game from MagicHat shareware.

For those of you who are avid dart throwers. This is a game of 301 for one or two players. Each player starts with a total of 301 Points. The object is to reduce the points to zero by subtracting the points scored.

Contains online helps and rules. But to play, just grab a dart, drag it into the Play Area, and let fly. Not the easiest of games, it will challenge your skill and luck.



Mac eDOM #959 - Fontastic!

Copyright © 1996
Mini'app'les

Submitted by Bruce Thompson

Font Box 1.9 features:

1 - Probes Disk Drives for Fonts

Font Box scours an entire volume, or multiple volumes, and finds all the fonts located anywhere on any disk drive. This frees you from having to locate or open your fonts manually and eliminates the risk that you'll overlook any font files.

2 - Verifies Font Integrity

Font Box performs several consistency checks to ensure the integrity of all your fonts. If it finds a problem, Font Box attempts to repair the font or alerts you to delete the problem font and re-install it. By repairing corrupt fonts, Font Box improves

the stability of your Macintosh and your applications.

3 - Fixes Duplicate Fonts

After identifying all duplicate TrueType, Type 1, and PostScript fonts, Font Box removes them, guaranteeing that your documents display and print faithfully. In the process, Font Box saves you memory and disk space, and also verifies that you have no font conflicts.

Additional features include:

4 - Fixes Unmatched Fonts

5 - Removes Superfluous Sizes

6 - Renumbers Font IDs

7 - Creates New Suitcases

8 - Creates an Organized Library

9 - Cleans Up Old Fonts

10 - Reports Font Status

Font Finder

Font Finder is actually three utilities in one:

Font Finder - View different fonts and find special characters. Learn their keystroke sequence and ASCII code. Copy individual characters to the clipboard for pasting in other documents.

Title Builder - Create text with differing fonts, sizes, and styles. Great for creating mixed type headlines. Invaluable when using foreign language fonts, like Cyril or Thai. Copy your newly-created title to the clipboard for pasting into other documents.

Converter - Convert measure-

ments between inches, picas, points and centimeters. Enter one and the other three auto-calculate. Also, calculate a fraction's decimal value (i.e.: $1/32 = 0.03125$). You select the numerator and denominator, it auto-calculates.

System Requirements

1. Macintosh System 7.1 or higher (any CPU)
2. AppleScript 1.1 extension (part of System 7.1 and higher.)

Font O'Matic 2.0.2

Font O'Matic 2.0.2 will help you keep track of what your fonts look like. It displays a window with a pop-up menu containing a list of all the fonts currently installed on your system. When you select a font from the pop-up menu, sample text in that font will be drawn in the window, in any size you select. You can also scroll through all available fonts by pressing the space bar. I leave it running in the background and activate when I want to take a peek at my fonts and get a good idea of what effect they produce on real text.

Font-o-rama!

Font-o-rama! dramatically simplifies font selection. If you spend any time at all scrolling through font menus, testing different font styles, or trying to get just the right font size, then Font-o-rama! will save you time.

It's a dialog box with a huge multi-column list area that's big enough to display all your fonts at once. So you don't have to scroll

through a long font menu looking for "Garamond Ultra Italic." You just click on it. Or type "Ga" to go directly to it.

Font-o-rama! makes common sizes and styles available as buttons. You don't have to scroll through size and style menus looking for "Bold," "Italic," and "18 pt." You just click on them. Or use the keyboard equivalents.

It's designed to be small, fast, stable, and very, very useful.

Fonts Manager™

Fonts Manager™ is functionally similar to the System 7.5.x Extensions Manager, but it is NOT a control panel. It is more like a Desk Accessory. It allows the enabling and disabling of font suitcases and print-

er fonts in 'Sets'. It supports Balloon help and a Topical Help system. Unlike other utilities, such as Suitcase™ and Master Juggler™, it works on ALL Macs with System 7.1 or later, including 7.5.3, without modifying the NORMAL startup and operation of your computer. Thousands worldwide running all kinds of Macs have switched to Fonts Manager to get 'Up & Running'.

VariTyper Toolkit

I think it would be very handy to have something that would whip through a document and make a list of all the fonts (and possibly sizes and styles thereof) used in that document. The list could be attached (electronically or physically) to a

document that is being printed from a different Mac, so that the person doing the printing would be forewarned that certain fonts may have to be added to the Mac doing the printing in order that the document come out all right. VariTyper made such a thing freeware.

ViewFont 1.3

ViewFont is a utility that allows you to see every font you have installed in your system in three ways: composed in a user definable sentence and either all the characters from ASCII value 1 to 255 or the characters that in most fonts doesn't appear as boxes.

Upcoming Apple II Meetings & Events

Submitted by Tom Gates

September

The Main Apple II & IIGS meeting will provide information the companies still supporting the Apple II computers. Attendees will receive a vendor listing and catalogs from a number of the vendors listed. The listing and catalogs will provide information on publications available, where to get parts and add-ons for Apple II equipment.

We also hope to have a usergroup member special pricing offer on some hard drive cards for the Apple II. Will be an option to allow you to add a hard drive to your Apple IIe or IIGS starting at under \$100.

The Apple II Novice meeting will not be held in September because of a scheduling conflict at the Roseville Library. However - in place of the Novice meeting, we are planning a Saturday get-together at dragNET. This will be to help dragNET sort through the Apple equipment they have received and put together some working systems - identify parts and pieces, etc. Look for more details at the Main Apple II meeting or contact Tom Gates for the details (789-6981).

October

Plans are in the works to have MECC out for our October meeting. MECC, which is now part of SoftKey, has a local office that still produces software for the Apple II computers (64k programs and up).

This may be held at the Roseville Library on the Apple II Novice meeting night to make use of the larger facilities for MECC. There may be invitations going out to some local education groups to attend this meeting with MECC - thus the use of the larger facility. More details will be available at the September meetings and in the October newsletter.

II Infinity & Beyond

Some other Apple II Meeting plans in the works but not yet scheduled include:

Revisiting scanning documents on the Apple II and text character recognition.

The Apple II as an Internet and World Wide Web device. You don't need a Pentium or PowerMac to get information from the Web - The Apple II works nicely and we'll show you how. This meeting is looking/waiting for a sight with

phone hookups.

A sharper image. The ImageWriter and ImageWriter II printers along with early use of the Epson printers have been the mainstays of Apple II printing. We'll show you how these resourceful computers from the 70's and 80's can make use of the inkjet and laser printers of the 90's.

HyperStudio - a common software product across the Apple II, Macintosh and PC computer platforms. What are its abilities and how much can be shared across platforms.

September Digital Photography SIG to visit the Star Tribune!!

Submitted by Denis Diekhoff

Dan Fenner of the Star Tribune's image center, will meet us in the lobby of their facility for this month's Digital Photography SIG. The meeting will be held on September 19, at 6:30, located at 425 Portland, downtown Minneapolis. We will learn how these fine folks get pictures (and text) on paper.

For those wishing to stay, we will visit the printing plant later in the evening. Be sure to tell a friend! This should be a good meeting and we would like another huge turnout!

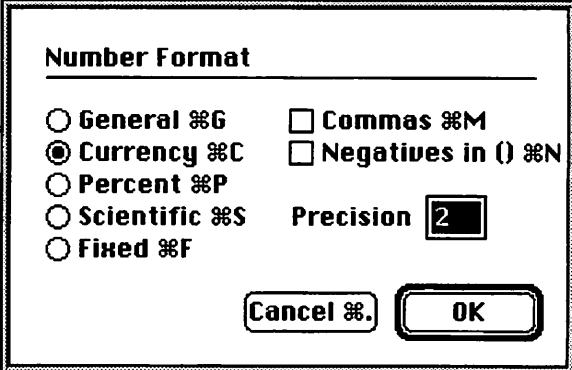
July ClarisWorks Meeting Minutes

By Pamela K. Lienke

At the July ClarisWorks SIG the questions and solutions centered around databases. One member had solved a problem at home, but shared with the rest of us what he did, should we ever find ourselves with a similar problem. He wanted to enter a number in a database field and have it displayed as currency. While it is easy to enter a number and the dollar sign if you have selected Number as the Field Type, the database does not display trailing zeros and ignores the dollar sign. To enter a number as currency, you need the Number Format dialog box. To begin, once you have your database open, select the layout mode.

Double click on the field you want to change. You are presented with the Number Format dialog box (you can also access the Number Format dialog box by selecting Field Format from the Options menu; the keyboard shortcut is Shift-Command-I) you have several options as shown in the picture. When you select the Currency format with a Precision of two, your entry automatically appears with the dollar sign and any zeros after the decimal point. If you are like me and don't want to have the dollar

sign displayed, select the Fixed format with a Precision of two; your number is not truncated, and the dollar sign does not appear.

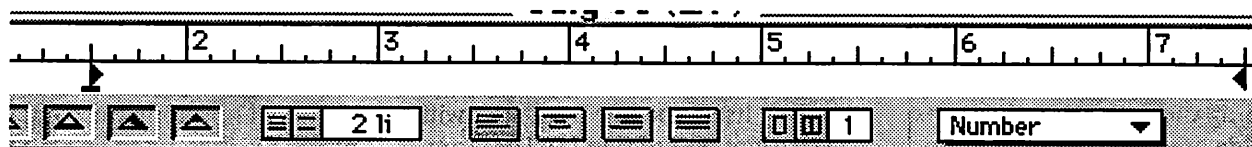


The image shows a dialog box titled "Number Format". It contains several radio button options: "General %%G", "Currency %%C" (which is selected), "Percent %%P", "Scientific %%S", and "Fixed %%F". To the right of these are two checkboxes: "Commas %%M" and "Negatives in () %%N". Below the checkboxes is a "Precision" field with the number "2" entered. At the bottom of the dialog are "Cancel %%." and "OK" buttons.

Pam Works with ClarisWorks

by Pam Lienke

If you need a numbered list and are using ClarisWorks 4.0, you can have ClarisWorks do the work of numbering for you. Select Number from the Style menu below the document ruler. You will not need to set tabs; the numbers line up neatly and you do not have to keep track of which number you need to enter. If you decide to change the order of your data, select the item to move and drag it to the new location. Not only does the item appear in the correct spot, the numbers are adjusted appropriately.



July Appleworks Meeting Minutes

Macros II Part 2

by Harry Lienke

In Macros I (mini'app'les Newsletter, August, 1996), we defined an AppleWorks (AW) macro as a single keystroke which results in a set of actions taking place (the single keystroke has multiple keys being depressed simultaneously to tell UltraMacros [UM] that a macro is being called). That first article discussed recording a set of keystrokes (keyboard macros) and buying macros (called compiled macros or task sets). In this article we will take a look at some of the basics of setting up a personal set of macros.

Why would anyone want to construct their own macros? Although keyboard macros are easy to put together, they can only handle the situation in which they were recorded (they cannot evaluate options and make decisions), there are commands which cannot be accessed from the keyboard, the macro cannot have a restricted domain, and documentation is probably nonexistent. Purchased macro sets usually have many features but you cannot customize them to suit your particular needs, and they cost money.

The source of a set of macros is an AW word processor file. The file has four sections: header, label, body, and finale. The header contains introductory comments. The label section contains a list of names and descriptions for the macros, a list of names and definitions for frequently used strings of commands, and a name for the macro set. The body includes the definitions of the macros. The finale contains any other data pertinent to the macros.

The header is an introduction to the macro set. This is a good place for a general description of the macro set. It should also contain a revision history of the macro set including the dates of, and reasons for, all revisions. Everything from the beginning of the file to the key word "labels" is considered part of

the header and is ignored by the UM compiler. The header is optional and may be empty.

The key word "labels", on a line by itself, starts the label section. This section may contain three different types of information. All information in the label section is optional; if no labels are used, the key word may be omitted from the file.

A label (name) for the macro set can be established by putting a legal ProDOS file name preceded by a period on a line by itself. The standard name for a default macro file is ".seg.um".

A macro menu activated by holding down the SOLID APPLE (OPTION on the IIGS) key and pressing and releasing ESCAPE (sa-esc) can be constructed by placing the label (name) for each macro and a short description of each macro on individual lines; the first character of each line must be a backslash (\). If, for example, there is a macro named sa-C which centers text, the label for it could be "\sa-C Center text". For ease in accessing the macros from this menu, the labels should be alphabetized. Each macro description is limited to 27 characters. The menu can contain up to 766 characters, including two extra characters per line used by UM for formatting. Because of these limitations, the macro descriptions should be short but meaningful. The compiler does not give a warning when these limits are exceeded. Long lines are truncated; descriptions are ignored if they do not fit within the 766 character limit.

Labels can be assigned to short, frequently used command sequences. Each label followed by at least one space, an equal sign (=), at least one more space, and the command sequence must appear on a line by itself; the line must start with a sharp or pound sign (#). For example, a command sequence to go to the Add Files menu is labelled by the

following: "#addfiles = oa-q esc rtn rtn". Within the macros defined in the body of the file, this sequence of commands can be executed by entering its label: "#addfiles".

Comments can and should be included in the label section (as well as in all the other sections). All text between curly brackets ({}) is ignored, even if the curly brackets do not appear on the same line. All text from a double slash (//) to the end of a line is ignored. Use comments to help remember what each line or group of lines is doing and why the information is organized the way it is. Without comments, the passage of a little time is all that is needed to turn even simple macros into phrases in a foreign language.

The "start" key word indicates the end of the label section and the beginning of the body. As with the other key words that delimit the file sections, "start" must appear on a line by itself.

The "end" key word is used to tell UM where the body ends and the finale begins. The UM compiler ignores all information appearing after "end". The finale is used to store miscellaneous information such as copies of macros undergoing changes or macros being deleted; having copies of this information here makes it much easier to return the file to its original form if the need should arise.

The key word "start" begins the only required section of a macro source file: the body. The body can be any length you need to make it, but the compiled file can be no longer than 3984 characters. When the compiler output file exceeds 3984 characters, the compiler stops the compilation process, sounds a warning, and issues the message, "The macro table is full". It's impossible to tell how long the compiled macro file is going to be without

(Continued on page 17)

Apple IIGS Game Clearance

By Joe Kohn

Submitted by Harry Lienke

In an attempt to make a little more room in the Shareware Solutions II warehouses....

All of the following games are supplied in their original packaging, and all are brand-new, boxed and shrink wrapped. All programs are supplied on 5.25" disk only. Previously available for \$6 each, plus shipping, Shareware Solutions II is now offering an "Entertainment Bundle" with all of the following software available as a "package deal" for \$50, with no additional shipping charges.

All titles work with Enhanced Iie, Iic and IIGS computers. For \$50, you will get all of the following classics:

- Battlezone
- Centipede
- Defender
- Dig Dug
- Donkey Kong
- Galaxian
- Gremlins
- Jungle Hunt
- Moon Patrol
- Ms Pac Man
- Pac Man
- Stargate
- Dragon Wars
- Neuromancer
- Qix
- Renegade
- American History Print Shop Graphics
- Combo Pack (contains more than 200 general interest Print Shop graphics)

As always, only checks or money orders, in US Funds only, can be accepted. Please make all checks payable to Joe Kohn, 166 Alpine Street, San Rafael, CA 94901-1008, USA

CD-ROMs from Shareware Solutions II

By Joe Kohn

Submitted by Harry Lienke

I guess I dropped some hints before KansasFest about some new CD-ROMs from Shareware Solutions II. They were introduced at Kfest, and actually went on sale at Kfest.

As you know, Shareware Solutions II has been distributing the 2 hypermedia collections that had originally been published by Resource-Central (ICON). Those collection....Stack-Central (aka Studio City) is a HyperStudio based collection, and Script-Central is a HyperCard IIGS based collection.

It is those 2 collections that are now available on CD-ROM.

Each CD-ROM disk contains a single HFS partition, and each collection is presented in 2 different formats. One format contains disk images as they were originally shipped on 3.5" disk. The second format is where the disks have been uncompressed and installed on the CD-ROM, all set to run.

The HyperStudio collection repre-

sents 30 (2 disk) issues of Studio City, and that is still for sale, on 3.5" disk, for \$120 plus \$6 shipping and handling for US delivery (or \$20 anywhere else). The cost of the CD collection is \$110, with no additional shipping and handling.

The HyperCard collection represents 22 (2 disk) issues of Script-Central, and that is still for sale, on 3.5" disk, for \$99 plus \$6 for shipping and handling for US delivery (or \$10 to Canada/Mexico or \$20 anywhere else). The cost of the CD collection is \$89, with no additional shipping and handling.

To order either collection (on CD-ROM or on 3.5" disk), send a check/money order in US Funds to:

Joe Kohn, 166 Alpine St, San Rafael, CA 94901-1008, USA

All CD-ROMs are shipped in a jewel case. There are Sampler Disks of both collections available for downloading from the Genie library.

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Kansas Fest Keynote

by Gary Utter

Submitted by Tom Gates

The following is the basic text of the keynote presentation given by Gary Utter at the 1996 Kansas Fest this past July. It makes some interesting points about the sense of community that exists with Apple II owners and their willingness to help anyone with a question or problem.

Here is Gary's presentation...

There's a joke that starts "unaccustomed as I am to public speaking"...

I don't remember the rest of it.

Of course, I'm NOT accustomed to public speaking, I'm accustomed to speaking in public, which is quite a different thing.

Cindy asked me to give this talk, and the first thing she wanted me to do (perhaps the ONLY thing she wanted me to do) was to not pull a Dean Esmay, since Roger Wagner was unable to be here this year. (It's only an evil rumor that he made another commitment because he didn't wish to be drafted into giving this speech two years in a row.)

I don't really know what a keynote speech is supposed to be, other than 20-25 minutes long, so I thought this would be a good opportunity to talk about some things that I take especially seriously.

The first of these things is community.

Those of us in this room, and a LOT of other people who would be here if they could, have forged a community around the Apple II, but, odd as it may seem to say so, it is not the Apple II that is important.

I know that a lot of you just tweaked when I said that.

However, it happens to be true. I'm not saying that the Apple II isn't important to each and every one of us, but that in greater scheme of things, in the larger world, the Apple II COMMUNITY is far more significant than the Apple II itself.

The Apple II, and all the wonderful things about it, are no longer recognized outside our little family.

Most of the things that made the Apple II special are now becoming available on other platforms. The world is catching up with us, people.

But I have not yet seen any other community of users that has what we have. The spirit, the willingness to help ANYONE (even those DOS users from the Dark Side), the support, the friendliness, the warmth and the interaction that typifies the Apple II community are qualities that are simply not found elsewhere.

Years ago, when Apple failed to release the fabled Rom 04 GS, there was a great sense of despair, and I made a statement then, on CompuServe, that I feel is still true today, and more relevant than ever...

It is not the Apple II, but the COMMUNITY that we need to strive to preserve, we had no control over what Apple would do with the II, but even though they tried to kill it, it lives still, through our efforts, and the efforts of other like us, across the country and across the world.

It lives because the community that grew up around the II, OUR community, MADE it live, and continues to do so. But year by year, our community becomes smaller. Too many people think that the fact that they have purchased a Mac or a Windows box means they have to give up the Apple II,

That doesn't have to be the case, and SHOULDN'T be the case.

We need to find a new identity, or more precisely, we need to recognize an identity that already exists.

To me, A2 is not just the Apple II Round Table on Genie, it is the identifier for the whole Apple II community. I have trouble, most of the time, remembering to refer to the Appuser area on CompuServe AS the Appuser area, or the MAUG area, I keep wanting to call it "CIS A2".

What I would like to see happen is for the A2 community to grow and spread. Our identity, as a group, is NOT linked inextricably to the fate of the Apple II series of computers, nor is it linked to the success (or lack

thereof) of Genie.

We've developed something special, and we need to preserve it, to enlarge it, and to make an active effort to keep this thing going DESPITE the "slings and arrows" that come our way.

Many of you here are not Genie users, and have only a vague idea of what A2 is, as an online area, but even so, you are familiar with the A2 spirit, and familiar with the community, or you would not be here in the first place.

Many more of you ARE Genie users, and A2 members, and you are concerned about what is going to happen to Genie, or more precisely, what is going to happen to A2 if Genie folds.

I can't tell you what is going to happen to Genie. No one can. There are too many ways things can go, good ways and bad ways, to even begin to issue any kind of prediction.

Which brings me to the second thing I take seriously, and that is the future of the A2 community.

I can tell you, with complete confidence, that it is possible for the A2 community to grow and thrive. It can be done, but it won't just HAPPEN. It is going to require work and dedication from each and every one of us, and all of our friends, and all the other members of the community that couldn't be here this year.

I can tell you, with complete confidence, what we CANNOT afford to do, and that is to wait for someone else to do it for us, to wait for some turn of events to fall in our favor. We have to make our own future, we have to build what we want to see.

The A2 community, by its very nature, depends on strong online communications capability. With the exception of a dedicated few people putting out high quality newsletters, we no longer have any support from print media. The only effective way we have of getting and sharing information is on line. The only effective way for software and hardware producers to disseminate

product news, or to advertise, is online. And, for all practical purposes, "online" has come to mean little else but Genie, in the form of the A2 and A2Pro RoundTables. There are A2 people, members of the community, on Delphi, and Compuserve, and on the Internet, but the BULK of people who are members of A2, the community, are also members of A2, the Genie RoundTable.

The problem with that, of course, is that we have, for all practical purposes, put all our eggs in one basket. It was not a problem that was obvious, when Genie was doing well, when CIS was still competitive, when AOL was even in the game, but AOL has given up the text based environment entirely, and CIS is headed that way. Although we can be confident that CIS will support text in certain aspects for years to come, how long they will support an Apple II in the face of continually dropping usage is less certain.

We need to preserve our options, give ourselves enough communications channels to ensure that we WILL have a place to go, a place to BE the community we have become.

That is going to require several things. First of all, we have to develop more "conventional" online resources, especially an alternative home for the A2 RoundTable operation, not only in case Genie folds, but as a SUPPLEMENT to our Genie operation. That is something that Dean and I are looking into now, and HAVE been looking into for quite a while. Lately, however, it has taken on a bit higher priority.

Secondly, we (as a community, not Syndicomm alone) have to develop a set of Internet resources for the Apple II, something considerably more powerful than a few newsgroups with a terrible signal to noise ratio. At a minimum, we should have one or more moderated newsgroups. We should also get to work on developing a centralized World Wide Web page, accessible not only in text, for use by actual Apple IIs, but also in graphical modes. Many of us here have other computers, fully

able to access such an area graphically, and many of the people who have drifted away from the Apple II in recent years, and who are using other platforms now, are still members of our community at heart, and finding an Apple II area on the Web will attract some of them back into the fold.

We have made a mistake, I think, in focusing too tightly on the Apple II, to the point that many of us think that using some other computer is an act of disloyalty, something that disqualifies people from being REAL members of the community.

We have to recognize that other platforms are useful adjuncts to the Apple II. Many of us have to use other platforms in our day to day work, and there is no good reason that those computers can't be used to support Apple II activity as well as the other work we have to do.

In any case, what we need to do at this time is to start developing, on our own, the resources that will allow us to keep the community healthy, even in the face of the changes in the world of online communications. There are TCP/IP tools for the GS in development, and we will see those one day. There is at least the possibility of giving ANY 6502 based computer the capability of accessing via TCP/IP, even if without the graphical interface so commonly used on the Web.

Those of us who are in some way capable of developing some part of these resources should start working on these ideas and projects. Those of us who are not able to do that should help support those who are. Each of us should look to his or her own area of expertise, or to that style of use that we find particularly effective, and imagine what resources we would really LIKE to see, then start finding ways to develop them, or to help those who are already developing them.

We also need to recruit. We need to bring people who are faithful users into the online community, and we need to bring BACK those who have left because they felt guilty

about buying another platform. It's not the machine you use that matters, it's the machine you LOVE. But we NEED more people in the community, we need to maintain our "critical mass", that number of users that it takes to make an online (or offline) community viable. In spreading out into other arenas, we face the risk of diluting our concentration below the point where we have "critical mass" anyplace, and we must be very careful to avoid that. That means recruitment, that means spreading the word, that means not only keeping the people we have, but bringing in more. That is VERY important.

Throughout all of this, we need to be mindful of who we are, and where we come from. No matter what other platforms we may be using on a day to day basis, we will ALWAYS be Apple II users. We should never be shy about admitting that, or bragging about it.

APPLE II FOREVER!!!!!!

Apple II October Calendar

Submitted by Tom Gates

Still trying to finalize with MECC for a meeting in October. At this time planning on being Apple II focused - to show what they are still supporting, etc. - and we're thinking of doing invites to local schools.

So, still waiting for word. If I find out the first part of next week (week of Aug 5th) I'll pass it on ASAP

Will keep you posted....

Announcing Spectrum Version 2.1

By Dave Hecker

Submitted by Harry Lienke

I (Dave Hecker of Seven Hills) had a great time at KansasFest. It was nice to see past acquaintances, meet new friends, and FINALLY meet Ewen Wannop and Richard Bennett! :) Everyone should plan NOW to attend next year!

At KansasFest we released "Spectrum Version 2.1 Update" on two 3.5" disks, with no printed documentation. Word has already spread and we're being asked, "Can I order it now???" The answer is YES! However, because the printed documentation is not finished yet, and I won't be in town for the next two weeks, your order can't ship until I return (see below for shipping schedule).

In addition to numerous improvements and fixes, we have (of course) included several new features. Here are a few of the changes between version 2.0 and version 2.1:

- Many new and enhanced XCMDs are included, giving scripts even more power.
- File transfer settings have been split into two dialogs so separate send and receive folders can be specified.
- Includes great new !Help! NDA that we'll soon be releasing as freeware!
- Supports new "menu item help" feature.
- XCMDs can now customize Spectrum's menus...
- The Kermit XCMD provides Kermit file transfer ability, and it integrates right into Spectrum's Send and Receive menus, and into its File Transfer menu!
- Supports MacBinary wrappers to transfer files that have a resource fork.
- Several new scripting commands and replacement items, including Make CaseChange, Store Screen, Trigger strings, and others.

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You can order now with a Visa/Mastercard/Discover card & expiration date via email or by phone (904-575-0566) or mail a check/money order to:

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Thanks for your continued support, and I hope to see you at next year's KansasFest!*

ULTRA-AppleWorks

By Will NELKEN

Submitted by Harry Lienke

GOOD NEWS! Help is here...

With the release of AppleWorks 4 and 5, we got more than we dreamed possible, opening a gateway for unlimited development of easy-to-use productivity tools, through the built-in macro player (AW 4) and macro compiler (AW 5). But to get the most out of this powerhouse package on YOUR system, you need to know, in easy-to-follow terms, how to write macros that suit YOUR needs. It's not hard, if you have the right help.

ULTRA-AppleWorks and ULTRA--to the Max! are your answer. These two books, written by Will Nelken, former associate editor of TimeOut-Central, provide clear, concise, yet thorough explanations in non-technical language of the "how" and "why" of macro writing, including the latest features of UltraMacros

and AppleWorks.

ULTRA-AppleWorks is a twelve-lesson tutorial (over 100 full-size pages) designed for beginners through intermediate macro writers who want to enhance and customize the high-performance power of AppleWorks v2.0 through v5.1. Well-organized, thoughtfully written and amusing, ULTRA-AppleWorks offers training in using, modifying, recording, and writing macros. ULTRA-AppleWorks takes a step-by-step, progressive approach that leads the novice comfortably and enhances the veteran user's capabilities. Complete descriptions of all macro tokens are included, plus an abundance of helpful tips, useful sample macros, and reference charts. The manual is fully indexed for ease of reference.

ULTRA--to the Max! is a fifteen-lesson reference (200 full-size pages) to the many changes introduced by

UltraMacros v4.x. Complete descriptions of all UltraMacros 4 macro tokens are included, plus many helpful tips, sample macros, reference charts and a complete index. For the power macro user, several help-screens, plus databases listing over 1000 AppleWorks memory addresses have been included.

ULTRA-AppleWorks sells for \$20 (postpaid). ULTRA--to the Max! sells for \$25 (postpaid). You can save \$5 when you buy both at once (\$40, postpaid).

You've got AppleWorks and UltraMacros. That's turbo power under your Apple II hood. You owe it to yourself to know how to use them...to the max!

No credit cards or purchase orders accepted. To order, send prepayment to:

Marin MacroWorks, 1675 Grand Avenue, Suite 1 San Rafael, CA 94901-2211

UltraMax

Marin MacroWorks is pleased to offer UltraMax, another collection of seventeen (17) TimeOut add-on utilities. They include:

- Age Detective -- Want to know just how old you (or someone you love) are today? Ask Age Detective, for an immediate readout of years, months, weeks, and days.
- BatchFiler -- Process multiple desktop files at once. Save them, print them, and/or remove them.
- Beep Tester -- Experiment with the sounds of the <.Beep> command.
- BlockBlanker -- Blank a block of text in a word processor document.
- BlockCopy -- Copy a block of columnar text (not limited to full lines) in a word processor document to another area of the same document.
- Calendar Now -- Display a perpetual calendar, by the month, with any date from January 1, 1582 to December 31, 9999.
- Context Help -- Display a Solid-Apple keystroke command help-screen, according to the context (module) from which you call it. Shows the default macro set for AppleWorks 5. Can be modified with TimeOut HelpScreens.
- DBX Printer -- Prints to a file an extended record (all data base categories, PLUS the linked AWP help-file data).
- DJBookletMaker -- Print an AWP in booklet format (portrait or landscape), automatically arranging the page order.
- Hyphenator -- Automatic or interactive hyphenation for the word processor.
- IWBookletMaker -- Print an AWP in booklet format, automatically arranging the page order.
- IW Printer Utilities -- Display a menu of common ImageWriter printing procedures (Quick Print, Print a Screen Block, Date a Hardcopy, Form Feed, Line Feed, Printer Reset).
- Just-In-Case -- Manage the case of an entire document: all upper case,

all lower case, capitalize every sentence, or capitalize every word.

- Make FilePath -- Makes the current path the "original path" for an existing (not new) file.
- RestorePath -- Just a keystroke away from restoring the Standard Data Path in AppleWorks.
- Text Sorter -- Sort selected lines of text in a word processor file alphabetically.
- World Clock -- Display the current time in twenty-four time zones.

Each program's function is documented, with screen shots, where applicable, in AppleWorks files on the disk.

UltraMax is available in two versions: one for AppleWorks 4 and one for AppleWorks 5. You must specify, when ordering, if you want the AppleWorks 4 version.

UltraMax costs \$12.95, postpaid.

Outside North America, please add \$3.00 per order (up to 5 disks) for airmail delivery.

To order, please send prepayment (check or money order in U.S. funds) to:

Marin MacroWorks, 1675 Grand Avenue, Suite 1, San Rafael, CA 94901-2211, USA

To contact by phone, please call (415) 459-0845. By FAX: (415) 459-4273

By Email: w.nelken1@genie.com

CHECKWORKS FOR APPLEWORKS V5 RELEASED

Shareware Solutions II, in association with Dan Crutcher, is pleased to announce the release of CheckWorks 5, a complete and sophisticated Apple II based checking account program that works as a TimeOut module from within AppleWorks v5.x.

With CheckWorks 5, users of AppleWorks v5 will be able to write and print checks, maintain a check-book register, show current balances, and reconcile checking accounts without ever having to leave the friendly, familiar and integrated environment of AppleWorks Classic.

Noted AppleWorks expert Dan Crutcher originally released

CheckWorks 3 as a shareware program for use with AppleWorks v3 (enhanced with UltraMacros 4). After AppleWorks v4 was released by Quality Computers, CheckWorks 4 was enhanced, updated and released by Quality as a commercial add-on program for use with AppleWorks v4.

At the current time, the complete CheckWorks package, available exclusively from Shareware Solutions II, includes the previously released CheckWorks 3 and CheckWorks 4, as well as CheckWorks 5. No matter which version of AppleWorks you use, CheckWorks can help you organize and keep track of your checking accounts.

The complete CheckWorks package is available from Shareware Solutions II for only \$20, plus \$3 additional for postage to anywhere in the world.

Additionally, low cost upgrades are now available to owners of older versions of CheckWorks. Those who use CheckWorks 3 for AppleWorks 3 can upgrade to CheckWorks 4/5 for only \$10, plus \$3 additional for postage to anywhere in the world. Those who currently use CheckWorks 4 with AppleWorks 4 can upgrade to CheckWorks 5, for use with AppleWorks v5, for only \$5 with no additional postage required.

To receive the special upgrade pricing, you must return your original disk to Shareware Solutions II for verification. That disk will be returned to you.

CheckWorks 4 and 5 will work with AppleWorks v4 and v5 with no additional add-ons necessary. CheckWorks 3, for use with AppleWorks v3, does require UltraMacros 4. UltraMacros 4 may be purchased from Quality Computers.

To order CheckWorks, make a check or money order payable to Joe Kohn, in US Funds only, and send it to:

Joe Kohn, Shareware Solutions II, 166 Alpine St, San Rafael, CA 94901-1008 USA

Powerful Artistic Tool Release Version 2.0

Press Release Submitted by Curtis Juliber

Sterling, Virginia (July 22, 1996) - Praxisoft, Inc., the leader in providing color design tools, is proud to announce the release of Color Compass 2.0; the next generation color managed color picker that resides on a designer's desktop. The product is the first universal color picker in the industry providing guaranteed color consistency between both applications and output devices.

Like Color Compass 1.1, Color Compass 2.0 fits easily into a desktop workflow as a powerful artistic tool. Designers can choose from a wide variety of palette tools to blend, tint or shade, make colors warmer, cooler, lighter or darker, find the closest PANTONE color or even find similar and complementary colors on the color wheel.

Version 2.0 features include:

- Supports Apple ColorSync 2.0;
- Incorporates an updated interface, including tabbed palettes, which can be dragged around and regrouped, conserving real estate and increasing functionality;
- Provides users the ability to find, sort, select and check colors for quick and easy choices;
- New Batch Save enables users to

save palettes to multiple applications;

- Supports 10 color spaces (CMYK, RGB, HSV, HLS, Yiq, XYZ, Lab, HunterLab, Luv and Yxy) as well as PANTONE and FOCOLTONETM colors offering optimal color conversion between color spaces.

When used in conjunction with CompassLink, Praxisoft's product for managing color with the creative workflow, Color Compass 2.0 becomes a powerful printing tool offering superior creative color management from design to print. Any color the designer chooses is automatically referenced back to the six closest printable colors of a particular device for optimal color selection from the desktop. In this way the designer is not only given unprecedented flexibility in creating colors, but is guaranteed any color they choose is achievable on a particular output device.

Steven Mace, Praxisoft's Vice President of Sales and Marketing stated, "With the release of Version 2.0, we are able to provide an extremely powerful design tool that gives a designer color assurance from day one of the design process. We have solved the problem at the critical point in the design process - the beginning. When a color is chosen from the desktop, the designer is

guaranteed that is the color that will print. No other company today can guarantee color results. We can."

CompassLink Color System users (commercial printers, in-plants, etc.) can "link" with designers from the outset of a design project. By positioning their color capabilities on their customer's desktop (in-house or geographically separate) print companies can provide color quality and consistency, cost savings and ultimately, extremely satisfied customers.

Suggested Retail Price for Color Compass 2.0 is \$329.00. Current Color Compass 1.1 users can upgrade to version 2.0 for only \$49.00.

Praxisoft, Inc., founded in 1994, is the only software company in the world providing both bitmap and vector-based color design tools for the print and design industries. The family of Praxisoft color management tools includes CompassMaster, CompassSwap Bundle, CompassProfile, CompassCapture, ColorCompass and Spot Separator. Praxisoft also offers a remote profiling service.

Phone For more information call 1-800-55PRAXIS
<<http://www.praxisoft.com>>

QuickTime 2.5 now available!

Submitted by Curtis Juliber

QuickTime 2.5 is now available for your downloading pleasure. You can get it the Quicktime web site (<http://quicktime.apple.com>) or from AOL, Applelink, Compuserve etc.

What is QuickTime?

The QuickTime system software extension enables you to create, edit, and play video, graphics, sound, sprites, text, music, 3D and animation in documents, CD-ROM titles, and over the internet. While you do not use QuickTime directly, it is the

enabling technology behind your Macintosh multimedia experience.

What's new in QuickTime v 2.5?

QuickTime 2.5 plays MIDI files back with CD quality sound on Power Macintosh systems (44.1 KHz, 16 bit, stereo).

QuickTime 2.5 allows you to play back karaoke files commonly found on the Internet. Try importing an Internet karaoke file using MoviePlayer.

In addition to playing music through the computer's built-in

speaker, QuickTime 2.5 for Macintosh can route MIDI to external devices, using Apple's MIDI Manager, Opcode's Open Music System, or Mark Of The Unicorn's FreeMIDI system. Use the QuickTime Control Panel to route musical information.

Graphic Importers:

QuickTime 2.5 for Macintosh includes a new graphic importer component allowing for import of a variety of diverse file formats. With this feature, any application that is

QuickTime aware is able to import file formats such as GIF, MacPaint, Silicon Graphics, and Photoshop directly into their application. Try importing graphics into SimpleText or any of your favorite applications.

AutoPlay CD-ROM and audio CD's:

QuickTime 2.5 for Macintosh allows you to automatically start playing a CD-ROM or audio CD when inserted or on when your Macintosh is powered up. Use the

QuickTime Control Panel to turn this feature on or off.

THE BBS COMMAND LINE INTERFACE:

A CONTINUING ENCOUNTER

by Harry Lienke

In our first adventure into the FirstClass BBS command line interface (CLI) we explored the use of the CLI by a first time caller (June, 1996). The second installment described logging on as a veteran and setting up your user space so that you can operate efficiently (August, 1996). This time we will explore the wonderful world of conferences and files. If things don't seem to be operating correctly when you try some of the features shown here, go back to the previous articles and make sure that your system is set up appropriately.

Remember that when a command line is shown, you can take a shortcut and enter just enough characters to uniquely select the command: h or he for help, l or lo for logout, and so forth.

Also keep in mind that the BBS software uses preemptive input/output (I/O). This means that you don't have to wait for the BBS to send out a prompt if you know what the prompt is. After you type in one response you can go ahead and type in the next response. When you sign off from the BBS, for example, you can enter "log y" to tell the software you want to logout and "yes" you are sure you want to do it.

If you get into a situation where you don't know what information the BBS is expecting, you can use the command abort. Enter CONTROL-C to tell the BBS to ignore the last command you entered.

Most of the conversation that occurs on the mini'app'les BBS can be found in the Conferences area. At the main menu, enter "4" and RETURN.

Home: 8 Conferences, 1 Folder.

- 1 MailBox
- 2 News
- 3 Help Folder
- 4 Conferences
- 5 File Area
- 6 Members' News
- 7 Commercial Ads
- 8 Directors
- 9 Suggestions/Comments
- 10 Index_of_Conferences

Type an item's name or number to open it.

Commands: Help,Logout,Scan.

> 4

Home:Conferences: 16 Conferences.

- 1 Calendar
- 2 For Sale & Wants

- * 3 Newsletter
- 4 eDOM Q & A
- 5 Shows & Expo's
- 6 Random Noise
- * 7 General/Misc
- * 8 Apple II Talk General
- 9 Apple II Talk Software
- 10 Apple II Talk Hardware
- *11 Mac Talk General
- *12 Mac Talk Software
- 13 Mac Talk Hardware
- 14 Media
- *15 Special Offers
- 16 AppleLink & PR

Type an item's name or number to open it, or EXIT to exit.

Commands:

Help,Logout,Exit,Read,New,Home,Delete,Scan,Send,Reply,Forward.

>

This menu shows the major topic areas available on the BBS; there are sub-topics lurking beneath many of the major topics. The asterisk in front of a topic's number indicates there are new messages waiting to be read. In this case, let's enter "8" and RETURN and see what is there.

> 8

Home:Conferences:Apple II Talk General: 1 Unread item; 1 Message, 52 Hidden items.

* 1 Les C. Anderson 1K 7/22/96 2:21 PM Appleworks SIG

Type an item's name or number to open it, or EXIT to exit.

Commands:

Help,Logout,Exit,Read,New,Home,Delete,Scan,Send,Reply,Forward.

> 1

Message 1 7/22/96 2:21 PM

Subject:Appleworks SIG

From:Les C. Anderson

To:Apple II Talk General

For Newsletter Staff

No Appleworks SIG in August. Come to the picnic. We will be back at the Ramsey County Lib in Sept and Oct on the normal 4th Thursday. If you have a topic idea let me know.

Les

A message left by our Apple II SIG Director flashes

across the screen. To look at the messages left in another conference, enter "ex" to exit from the Apple II General conference and then pick a topic by entering a number and RETURN.

If you select a conference which has messages plus one or more conferences within it, select the items of interest to you by entering a number and RETURN; you can always "exit" from a conference when you have finished accessing all the data. If a conference is of no interest to you, ignore it; nobody will try to force you to read everything.

Sooner or later, you'll get bold and decide to ask a question or voice an opinion. To do this, either enter the appropriate conference (your message will also be left in your mailbox) or go to your mailbox. Once at your destination, tell the FirstClass software that you want to "compose" a message. The software will prompt you for the names of the conferences and/or people who are to receive the message. You can send the message to as many places as you want (as a matter of courtesy, send the message as few places as possible so you don't clutter up the BBS with duplicate messages); you are also prompted for conferences or people to receive copies of the message. The software needs a subject to use as a title in the menu of the places that receive the message. Finally the software indicates it is ready to send you to the editor so the message can be entered.

Commands:

Help, Logout, Exit, Read, New, Home, Delete, Scan, Send, Reply, Forward.

> comp

To: app ii talk soft

Apple II Talk Software

To: for news staff

For Newsletter Staff

To:

Copies:

Subject: July AW Meeting

Enter your message using the editor. Press ESC to leave the editor.

[More]

At this point you can type in your message or, if your communication program allows you to load text files, send a file you typed into a word processor, spell checked, and saved as a text file. When the message has been entered, hit ESCAPE to tell FirstClass that you are finished. The software stores your message and asks if you have any attachments for it; attachments may be text files, graphics files, application programs, or anything else that is not text and/or is too long for the editor's buffer. If you have no attachments, answer "no"; the software delivers your message to the conferences and people you selected. If you need to use attachments, you should send them using the Zmodem protocol; for most Apple II communication programs, you must select "no" when you are asked about using MacBinary format. Always choose

"text" as the file type. Once the BBS software is set up to transfer via Zmodem, you need to initiate the transfer in your communication program. You can attach as many files as you need. After all the files have been attached, the software delivers the message and the attachments.

Do you want to attach any files to this message? NoYes

Select protocol ('abort' to exit): ZModem

Use Macintosh MacBinary format? YesNo

Type of file (if known): Text

Received file will be attached to your message.

ZModem. You have 1 minute to begin sending.

**B01000000039a32

[Send file :Q2:S:F:MACROS.PART2 (Zmodem 11k) SUCCESSFUL]

File transfer completed successfully

Attach another file? No

Do you want to send the message now? Yes

Message sent.

Commands:

Help, Logout, Exit, Read, New, Home, Delete, Scan, Send, Reply, Forward.

> sc

Home: MailBox: 1 Unread item; 2 Messages.

2 To Apple II Talk Softw 12K 7/29/96 7:06 PM July AW Meeting

Type an item's name or number to open it, or EXIT to exit.

Commands:

Help, Logout, Exit, Read, New, Home, Delete, Scan, Send, Reply, Forward.

> ex

One of the major benefits of belonging to the mini'apples is being able to access the many files that are available on the BBS and on eDOMs. Following is an example session that navigates to some eDOM files and downloads a catalog of files available on 5.25 inch disks.

Home: 8 Conferences, 1 Folder.

1 MailBox

2 News

3 Help Folder

4 Conferences

5 File Area

6 Members' News

7 Commercial Ads

8 Directors

9 Suggestions/Comments

10 Index_of_Conferences

Type an item's name or number to open it.

Commands: Help, Logout, Scan.

> 5

Home: File Area: 5 Conferences, 2 Hidden Items.

* 1 Apple II Files

* 2 Mac Files

* 3 For Newsletter Staff

* 4 For Software Staff

* 5 Apple Licenced SW

Type an item's name or number to open it, or EXIT to exit.

Commands:

Help,Logout,Exit,Read,New,Home,Delete,Scan,Send,Reply,Forward.

> 1

Home:File Area:Apple II Files: 2 Unread items; 2 Messages, 1 Conference, 1

Folder, 10 Hidden items.

* 1 Apple II eDOM Catalog

2 Shrinkit System files Folder

* 3+Harry Lienke 43K 5/27/96 5:16 PM Apple 2 Info Files

* 4+Harry Lienke 29K 6/4/96 6:56 PM Apple 2 Info

Type an item's name or number to open it, or EXIT to exit.

Commands:

Help,Logout,Exit,Read,New,Home,Delete,Scan,Send,Reply,Forward.

> 1

Home:File Area:Apple II Files:Apple II eDOM Catalog: 3 Unread items; 1

Message, 2 Uploaded files, 1 Folder, 9 Hidden Items.

1 Shrinkit System files Folder

* 2 GS.61.77.SHK 43K 9/13/95 11:27 PM Uploaded File

* 3 GS.77.SHK 6K 9/13/95 11:27 PM Uploaded File

* 4+Les C. Anderson 469K 1/7/96 8:08 PM EDOM5.25 DISK

Type an item's name or number to open it, or EXIT to exit.

Commands:

Help,Logout,Exit,Read,New,Home,Delete,Scan,Send,Reply,Forward.

> 4

Message 4 1/7/96 8:08 PM

Subject:EDOM5.25 DISK

From:Les C. Anderson

To:Apple II Talk Software

Owen Aaland

Copies:Tom Mehle

Attached is the 5.25 edom file in text form.

Attached files:A2.CATALOG.1 167K

A2.CATALOG.2 82K

A2.CATALOG.3 112K

A2.CATALOG.4 107K

Do you want to download any of the attached files? NoYes

Download A2.CATALOG.1 ? Yes

Select protocol ('abort' to exit): ZModem

Use Macintosh MacBinary format? YesNo

File A2.CATALOG.1 is 170544 bytes long.

It will take approximately 2 minutes to transfer.

ZModem. You have 1 minute to begin receiving.

**B0000000

[Received file :RAM5:A2.CATALOG.1 (Zmodem 167k 1874cps) SUCCESSFUL] 0 File transfer completed successfully.

The other catalog files were also transferred successfully. The Zmodem protocol should always be selected if your communication program supports it; Zmodem transfers data much more rapidly than the alternatives.

Everyone who has read these three articles is hereby declared to be an expert in the use of the FirstClass BBS command line interface. Use your knowledge of the BBS to take advantage of the expertise of the other BBS users and of the programs and data stored in the archives of the BBS. Share your knowledge and files by participating in the conferences and uploading noteworthy information.

I hope to be hearing from you!

(Continued from page 8)

compiling; if the compiled file is too long, it must be shortened by making some macros more efficient, eliminating some macros, or moving some macros to a different file.

The body of a macro source file contains one or more macros. Except for the limit on the number of characters mentioned above, a source file can contain as many macros as are required to do the job at hand. Since one set of macros can call another set of macros, the number of macros available is virtually unlimited.

A macro is constructed from name tokens, domain tokens, and command tokens. Tokens are alphanumeric constructs delimited by less than/greater than pairs (<>), colons (:), and spaces. In most cases

only one delimiter is needed, although more than one may be used to help clarify the intent of a series of commands. In some cases the compiler is fussy about the use of delimiters; if you just can't see anything wrong with a construct that the compiler complains about, try changing the delimiter or adding another delimiter.

Every macro starts with a name token. A macro name always includes SOLID APPLE (sa) and an alphanumeric key. A macro name can also include either CONTROL (ctrl) or OPEN APPLE (oa); the oa-sa combination is known as both apple or ba. Some of the sa combinations are reserved by UM for special functions; see the UM documentation for a list of these keys. The name token must start in column one of the line,

must be delimited by a colon, and cannot contain a SPACE. Since the macro name always includes sa, the compiler treats sa as optional. If you omit sa, however, and you use a single character name without either oa or ctrl, the compiler does not permit the greater than/less than pair to be used as a delimiter; when one character is used as the name token, a colon is the only delimiter permitted (I don't set the rules; I only point them out). If any combination of sa, oa, and ctrl is used with a character or a key name, the greater than/less than pair must be used as one delimiter; the colon must also be used. The following name tokens are legal: "F:, <sa-F>, <up>:, <ba-del>:". The following name tokens are illegal: "<F>:, sa-F:, <ba-del>:". The name token is followed by a

domain token. This token tells UM the circumstances in which the macro can be executed. Macros can be restricted so that they function only in one of Appleworks' domains; this, in turn, permits the same name to be given to different macros which are valid only in certain domains. The domains (and their tokens) are: everywhere in AW (<all>), in the data base (<adb>), in the spreadsheet (<asp>), in the word processor (<awp>), when called as a subroutine by another macro (<asr>), and in a TimeOut application (<ato>). With the <awp> token, for example, macro sa-F can perform a Find in the word processor and be ignored elsewhere in AW. With the use of the appropriate domain tokens, Save macros can be defined differently for each of the data base, spreadsheet, and word processor domains. If a macro is to function one way in one domain (for example, the spreadsheet) but execute in the same fashion in the other domains, the macro with the restricted domain (<adb>) must be placed in the source file prior to the macro with the wide domain (<all>); AW searches for macros from the beginning of the compiled file and executes the first macro which is capable of running in the current domain.

A domain token is followed by a

command token group. This group does the work. It consists of commands, keyboard input, and calls to other macros. UM is a very powerful language that allows files and memory to be accessed, the screen to be read and written, arithmetic to be done, messages to be assembled, decisions to be made, and iterations (loops) to be constructed. This group is much too complex to be covered in this article.

The macro is terminated by an exclamation point (!). The macro can occupy as many lines as are needed to contain the command group; the end of a line has no particular significance except for a comment delimited by a double slash (//). The command group should be formatted using indentation and blank lines to group the sections of the macro and make it easier to understand. In addition to comments placed between curly brackets ({} and after double slashes (//), comments may appear between the exclamation point ending one macro and the name token defining the next macro. Errors in name tokens most often result in UM interpreting that macro as a comment and refusing to compile it.

After all the macros have been combined into a source file and saved to disk, it's time to compile them. If UltraMacros hasn't been

enabled, go to the UM menu, activate UM, and return to your source file (oa-q oa-s 6 rtn 1 rtn oa-q). Go to the TimeOut menu (oa-esc) and select the Ultramacros compiler. Elect to "Compile a new set of macros"; since for a normal compile there is no need to "Pause every line" and the macro data starts at the beginning of the file, take a shortcut and hit oa-rtn when selecting "Compile a new set of macros". If there is a problem with the source file, UM issues an error message and returns to the source file at the point of the error so a repair can be effected. If there are no problems in the file from UM's point of view, the debugging process can begin. When the macro set has been thoroughly debugged, it should be established as the default macro set so that it is available every time AW is started; to do this, select Ultra options from the TimeOut menu and choose to "Save current macros as: The default set".

The macros are now ready to help you save time and keystrokes.

Marathon Infinity

A Mini Review

by Pete Feigal

I just got back from the EAA Oshkosh Fly-in and played through Bungie's new 'Infinity' demo. The Marathon Infinity demo features 3 solo demos and one net level. Expect about a 2 hour download for the 16 bit version about half the time for the 8 bit. AOL has the smaller if you can't get through to Bungie central.

'Infinity' takes it just a little further than M2. Some new weapons (esp. the 10mm flechette submachinegun) some new sounds and

new graphics/textures/environments. No changes in game play, so we'll have to wait for 'crouch' and 'jump,' two of my favorite movements from 'Dark Forces.' If you're anything like me (and, Hey, I know I am!) you'll love this addition to our Marathon universe. One of the few things missing for me in M2 was the "gasp! factor" of the darkness and tight spaces of the original Marathon. 'Infinity' seems to have brought that back in spades. There are 2 levels on a spacestation with

much improved graphics over the original that made me think I was on the movie set of the original 'Aliens' movie.

The full version features 'Forge,' Bungie's own mapmaking editor and the description makes it sound as if map making will be a realitive breeze. Full version features 45 levels, new monsters, weapons, textures, characters, all to add to the Marathon story by the new scenario, "Blood Tides of Lh'won." Also included is "Anvil" a factory graph-

ics, sound and physics creator that can add, change or create new 'Infinity/M2' stuff. One cool item is the ability to embed specific physics models into individual maps.

This is a must buy so call 1-800-295-0600 or visit bungie at <http://www.bungie.com> to order. Should be in stores soon, too.

**At right:
A new look, and a new tool of the trade (along with a poor soul on the wrong end of that tool), from Bungie's latest works, Marathon Infinity.**



Minnesota Apple Computer Users' Group, Inc.

Fed ID#41-1415-857, PO Box 796, Hopkins, MN 55343

Profit & Loss Budget Analysis

August 1995 thru June 1996

| | Selected Period | Budgeted | \$ Difference |
|--------------------------------|-------------------|---------------|-------------------|
| Income | | | |
| Advertising | \$564.50 | \$916.63 | (\$352.13) |
| Donations | \$228.00 | \$366.63 | (\$138.63) |
| eDOMs Sales | \$1,299.25 | \$733.26 | \$565.99 |
| Interest-Norwest | \$87.60 | \$91.63 | (\$4.03) |
| Membership Income | \$6,265.00 | \$6,874.78 | (\$609.78) |
| Total Income | \$8,444.35 | \$8,982.93 | (\$538.58) |
| Expenses | | | |
| Hardware Expense | \$151.82 | \$550.00 | (\$398.18) |
| Membership Expense | \$187.87 | \$595.76 | (\$407.89) |
| President Expense | \$0.00 | \$91.63 | (\$91.63) |
| Publication Expense | \$5,026.28 | \$6,453.26 | (\$1,426.98) |
| Secretary Expense | \$325.00 | \$284.13 | \$40.87 |
| Software Expense | \$20.00 | \$229.13 | (\$209.13) |
| Treasurer Expense | \$206.50 | \$457.38 | (\$250.88) |
| Vice President Expense | \$20.00 | \$320.76 | (\$300.76) |
| Total Expenses | \$5,937.47 | \$8,982.05 | (\$3,044.58) |
| Operating Profit | \$2,506.88 | \$0.88 | \$2,506.00 |
| Total Other Income | \$100.00 | \$0.00 | \$100.00 |
| Total Other Expenses | \$25.00 | \$0.00 | \$25.00 |
| Net Profit/(Loss) | \$2,581.88 | \$0.88 | \$2,581.00 |

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