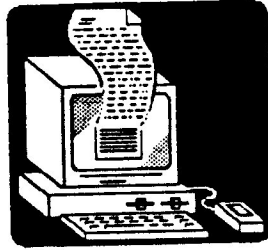




The President Says...

By John Moore



I have just finished reading the newsletter from the Big Red Computer Club "Scarlett" and it contains some very interesting material. Since I am about the only member of W.A.C. who is also a member of BRCC, I'll give you a run down on what they have to say.

BRCC is concerned about the amount of X-rated programs and graphics that are showing up in public domain libraries. They have opted not to include such material in their PD library and are asking their membership to comment on this policy. (We have one or two in our library.)

The lead story begins exploring the limitations of the Apple II in business applications. This is part 1 of a series entitled "Apples in Small Business". It seems to be well thought out.

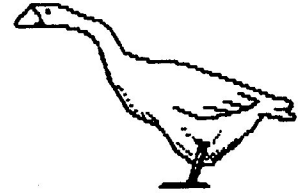
BRCC alerts the membership to articles in inCider/A+ on public domain and shareware software. The shareware article was written by one of BRCC staff and most of the disks are available from BRCC. (The hitch is that you have to be a member to get these disks. Anyone interested, see me at the next meeting.)

They also have a write-up on some discussions that they had with Apple executives and others, that may shed some light into Apple II's future. Apple has expressed a commitment to continue the II into the future but the number of third party producers of software are decreasing, so you might say the news is both good and bad.

The publication concludes with reviews of the newest additions to their public domain library and order blank.

Editor's Notes

by Bobbi Kirk



Here we are again, headed toward another summer of computing, with several updates of desk top publishing programs to play with plus some new shareware programs to look forward to.

This month I'm using Appleworks GS to put out the newsletter. I also have the Publish It! 3 and GraphicWriter III updates that I plan on using on the next two issues. (I'm sorry to say I'm going back to publishing the newsletter every other month but the few of us who are involved with it are getting a bit burned out so I'm going to a lighter schedule, at least for the summer.)

I've managed to pick up a couple of shareware programs from friends and acquaintances who go online a lot and will be bringing a couple of them to the next meeting.

This issue we have Rollin Ratcher's extremely helpful article on Dos 3.3 and ProDOS and the differences between them as well as how to use them. John Moore writes on the newsletter of the Big Red Computer Club for those of you who are unfamiliar with it. If you need more information, talk to John at the next meeting.

That's about it for me. I'm starting a new word processing and design business out of my home and it's been keeping me very busy this month! Anyone with any questions about that can talk to me at the meeting or give me a call at home. Hope to see you all at the next meeting!

Meeting May 17- Dos 3.3
Meeting June 21- Publish It! 3
Thanks again to Focus Electronics for
the use of their laser printer!

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**Apple Disk Systems and DOS 3.3
Operations**

By Rollin Ratcher

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Meetings-Regular Membership

The Regular Membership Meeting is held on the third Thursday of the month, with a start time of 7:00 p.m.. The meeting is held on the Chemeketa Community College campus, in Building 2, Room 113.

The general public is invited to attend.

Meetings-Board of Directors

The Board of Directors Meeting is held a half hour before the regular meeting at the same location or wherever we can all get together at the same time.

We need to know a few basics of how each of these very different systems work to understand how to work with them. We will know why we often need both program and data disks in Pro DOS, but may want to have all system disks in DOS 3.3.

Pro Dos Data Disks

We use a Pro DOS System Disk, or a Utility Disk to format an empty disk fresh from the store, or to reformat an old disk we want to start new with from scratch. We must give the disk a name, and let it go through the formatting process which marks it in blocks so we can store information on it with an Apple computer using a Pro DOS System Disk. This becomes a data disk. It will not boot. You can fill it up with files from your computer using a Pro DOS disk. You can select and load them back into the computer to work on or print. But the data disk won't do anything by itself. It just sits there and gives you the message "Can't find System File" or "Can't find Pro DOS" if you load it by itself.

Why do we need these non loading disks? Pro DOS uses up a big chunk of disk memory to perform a lot of utilities between the computer and disk drives, modem, printer and other add on devices. Pro DOS can use up a third of a 5 1/4" disk. The GS/OS versions of Pro DOS use up almost two full 800k disks. We may not have enough room left on the system disk for large files. You need data "file" disks to store your work when you use these large operating systems. You can separate your file disks by category. Letters on one disk, fonts that really eat memory on a different file disk, a large data base on a third disk and so on.

If you copy Pro Dos System, and the needed system boot files to make a system disk for each category of disk, you will not only use a lot of disk memory, but will have to wait through the boot cycle each time you want to use a different disk. Better to load a Pro DOS System Disk, and use it to call up your files from data disks.

Example: When we use Apple Works, or a similar System Disk Working Program, we boot it into memory, and then can quickly swap data disks in and out of the computer to work on projects. Large amounts of data, big spreadsheets, and other files can more easily be manipulated this way. This is how most disk systems, including MS/DOS work.

DOS 3.3 System/Data Disks

DOS 3.3 is good little system for personal computing that was meant to be used with one disk drive, a limited amount of other devices, and limited memory. Lots of software and patches have been written to make it do more things, but that is too much to cover here. We need to know the basics of this system so that we can start work with it's disks.

When we name and format a DOS 3.3 disk, it also does something else besides divide up the disk into units that a DOS 3.3 System Disks can read and write to. It moves whatever basic program is in the computer to the disk, and runs this program each time we boot the disk. This is different from the way other systems make a disk ready to work with data. We call this whole process "Initializing" the disk, and DOS 3.3 uses the INT command to do this. This is nice for professional programers, because they can write a long, complex basic program on the computer, name and initialize the disk, add DOS 3.3 to the first three tracks, and the whole thing will quickly load up and run.

What do most of the rest of us do to make a DOS 3.3 disk? First you write a little basic program on your computer, like this:

```
10 REM HELLO PROGRAM
20 HOME: VTAB 5: PRINT "DISK NUMBER 1"
30 PRINT "INITIALIZED (DATE)"
40 END
```

Load a DOS 3.3 System disk, and use the INIT command, name the new disk, and let it initialize with the HELLO program, and format the disk.

You now have a DOS 3.3 data disk. Copy DOS 3.3 "System" from the System Disk you used to initialize to new disk. You will make your new disk into a System Disk that will boot each time you load the disk. Why not? DOS 3.3 only uses the first three disk tracks and little memory. It boots quickly. That is why you find most DOS 3.3 disks with

"System" and a HELLO program on them. It is used to boot the disk to your computer. You can add more lines to the HELLO program if you want. Some people add a print line with their name on it between lines 30 and 40. Remember, DOS 3.3 will boot on any basic program that was in the computer when you initialized the disk.

If you use our library programs, you will have to add DOS 3.3 "System" files to the disk from one of your own system disks, just as was described above for new disks. DOS 3.3 is copywrited by Apple Computer Company and we may not reproduce it unless we pay a fee, or buy a system disk.

When you work with a DOS 3.3 disk, put the "CAPS LOCK" on, or type all commands in caps. 3.3 was meant to run on older Apples. It will not recognize lower case letters.

DOS 3.3 Disk Commands

CATALOG	This will call up the disk menu.
LOAD	Load a file from the menu.
RUN	Will both load and run a file from the menu.
SAVE	You can load a file in the computer, and save it to a different disk, or rename and save it on the same disk.
DELETE	Remove unwanted file from the disk.
INIT	See the paragraph about this above.
RENAME	Change the name of a file, save to the new name.

You can find more commands in books on DOS 3.3. Remember, all commands must be in caps, or they will not work!

Crash Recovery

Some of the programs written by hackers for fun or personal use don't have an ending that brings you back to the Catalog Menu. Some don't have good error traps. If you enter wrong data you may have a computer lock up, commonly called a "crash". I will list a few ways to get out if this lock up

without turning the computer off and starting again.

If you get a flashing "]", you have crashed into Apple Soft Basic. Type PR#6 and hit return to reboot.

If you get a flashing ">", and have an older system, you have crashed into Integer Basic. Type IN#6 and hit return to reboot.

If you get a flashing "*", you have crashed into the machine language monitor, now is the time to type machine level programs. No? Well, a little one will get you out of there. Type C006G, and hit return. On some of the early machines, Ctrol-C, Or Ctrol-K, and a "6",

and a return will get you a reboot.

The "6" in all above commands is for slot #6, the normal boot slot for the first 5 1/4 inch disk drive. If you are using a 3 1/2 inch disk, substitute a "5" for the 6 in any of the commands above, it is the normal boot slot for 3 1/2 drives. If you used a different drive slot to boot your disks, use that number instead.

I hope this answers some of the questions you have on the two systems, and the operation of DOS 3.3. If you need help, some of our long time members can get into system operations in more detail.

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TO

