

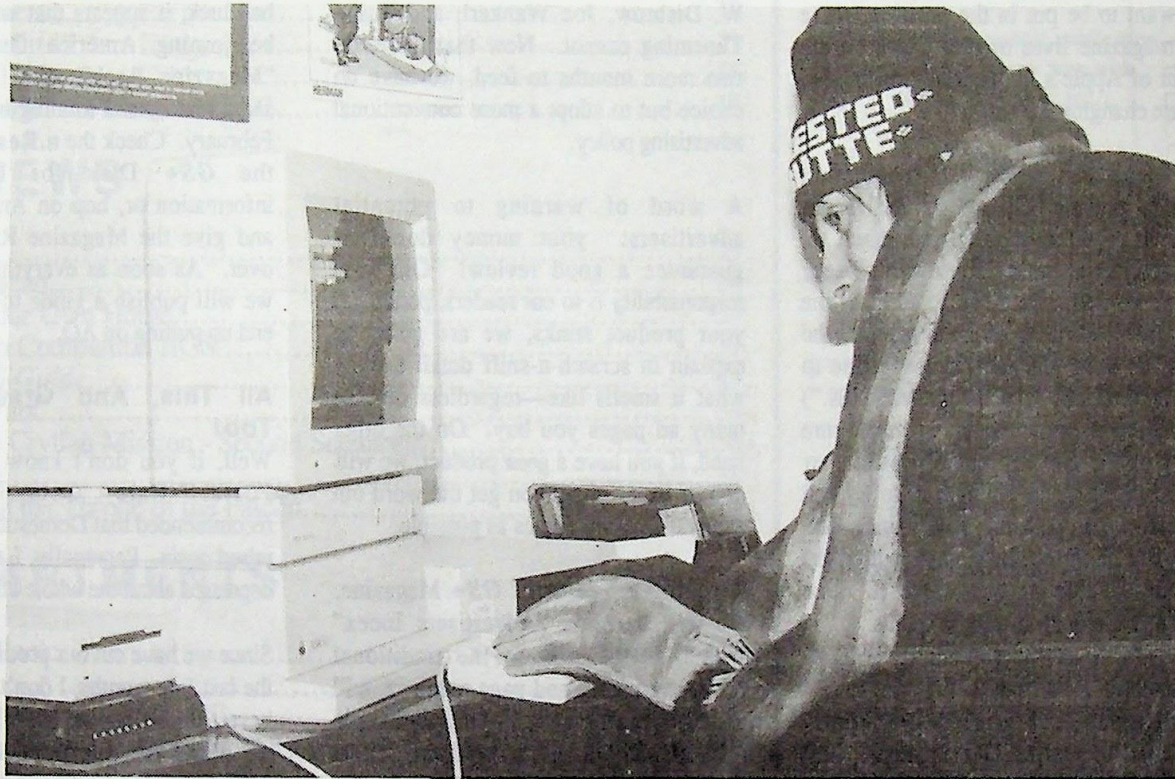
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**January
February
1991**

**Volume 2
Number 3**

The *First* Apple IIGs® Magazine + Disk Publication!



Feature Articles

AppleFest Report

An Interview With Jim Carson Of Vitesse, Inc.

An Introduction To System Software v5.0.4

Programs

RAM Namer

Battery Brain v1.1

EGOed v1.32c

GraphicWriter III TeachText Translator v1.1

Reviews

ZipGSX • LightningScan • Design Your Own Home • Print Shop Companion IIGS

Dragon Wars • 2088: The Cryllan Mission - The Second Scenario • Space Ace

Sinbad And The Throne Of The Falcon

WRITER'S BLOCK

A Rose by Any Other Name. . .

In the next few months, we will be changing the name of this magazine. Why are we doing this? Well, let's just say that the nice people at Apple told us that we might want to consider it. While they *did* outline a way that we could continue using the name "GS+," it would have been a royal pain in the . . . wallet. And, quite frankly, I simply do not want to be put in the position where my magazine lives or dies based on the whim of Apple's Legal Department. So, we are changing the name.

The thing that seems to be bothering them is that the "G" and the "S" in our name are right up next to each other, so, if no one else can come up with a better name, we will split them up and call the magazine, "G+S." (Oddly, most of the folks we have shown this new name to end up pronouncing it "gee-ess-plus.") However you pronounce it, we aren't sure that G+S is the best name possible, so we are going to have a contest to try and let one of you pick our new name. The prize is a lifetime subscription (with disk) to—um—whatever you name it. See page 41 for complete contest details.

Welcome Aboard!

Starting with this issue, Joe "Gonzo" Wankerl becomes EGO Systems' first full-time employee and Technical Editor of GS+ Magazine. Joe's main responsibilities will be to ensure that everything in GS+ Magazine is technically accurate and to make sure the contents of the GS+ Disk are the best they can be. Not to worry, he'll still be cranking out great programs for your IIGS! (As if I could get him to stop programming!)

Also coming on board as our new Production/Marketing Coordinator is Susan Thoeming. As Production Coordinator, Susan will be responsible for keeping me, Joe, and the rest of our contributors on schedule. As Marketing Coordinator, she will oversee the ads that will be appearing in GS+ Magazine.

Speaking of Ads. . .

In the beginning, we did not take any ads at all. Then, we decided to take ads from mail-order firms. Then, we decided to take ads for any product that we had actually reviewed (and found to be worth a darn). Frankly, GS+ Magazine, EGO Systems, and Steven W. Disbrow could survive with no ads at all. However, GS+ Magazine, EGO Systems, Steven W. Disbrow, Joe Wankerl, and Susan Thoeming cannot. Now that there are two more mouths to feed, we have no choice but to adopt a more conventional advertising policy.

A word of warning to potential advertisers: your money does *not* guarantee a good review! Our first responsibility is to our readers, period. If your product stinks, we are going to explain in scratch-n-sniff detail exactly what it smells like—regardless of how many ad pages you buy. On the other hand, if you have a *great* product, we will do our best to help you get the word out and sell as many copies as possible.

Also, in each issue of GS+ Magazine, we will have an "Advertisers Index" which, in addition to the traditional advertiser names and page numbers, will include a capsule review of the products in each ad. These will range from, "Great product! Buy it!" to "This product creates a vacuum. Close proximity may induce violent stomach convulsions." If we have not reviewed a product, we will say so. If a product is unavailable, we will say so.

The point of all this is to make sure that:

- 1) Our readers don't get shafted
- 2) Good IIGS products thrive
- 3) Marginal IIGS products get better
- 4) Bad IIGS products die a swift and horrible death
- 5) We stay in business

Another Change

Starting with this issue of GS+, we are doing away with "Random IIGS Programming Notes" and presenting each of our program updates in it's own little

article. "Random IIGS Programming Notes" was a rather silly name, and quite confusing concept-wise. Hopefully, this change will help our new readers catch up with what our older programs are all about.

Now Online In America

After many, many months of missed phone calls, procrastination, and general bad luck, it appears that we will *finally* be joining America Online in the "Magazine Rack" area. Everything *should* be up and running by the start of February. Check the **a.Read.Me** file on the GS+ Disk for last minute information or, hop on America Online and give the Magazine Rack the once over. As soon as everything is set up, we will publish a guide to whatever we end up putting on AO.

All This, And Great Service Too!

Well, if you don't know by now, the Postal Rate Commission has recommended that Domestic Mail rates be raised *again*. Personally, I am very, very depressed about the whole affair.

Since we have cut our production costs in the last few months, I don't think we will have to raise our subscription rates; but, we *will* have to raise our First Class delivery rates. The amount of the increase will, of course, depend on the final amount they decide to raise the First Class rate. As I write this, the amount of that increase, and the date it will take effect, have not been determined. The bottom line is this: if you want your GS+ sent to you via First Class mail, get your request in *now* while the rate is still just \$1.50 an issue! And, while it's still only 25¢, maybe you should also drop your Congressperson a note telling her how much you appreciate our Postal Service.

Diz

GS+

CONTENTS

ARTICLES

AppleFest/Long Beach '90.....	4
Apple II Achievement Awards.....	7
Interview: Jim Carson of Vitesse.....	8
System Software v5.0.4.....	11

PROGRAMS

RAM Namer.....	12
Battery Brain v1.1.....	13
EGOed v1.32c.....	15
GWIII TeachText Translator v1.1.....	18

REVIEWS

ZipGSX.....	25
Lightningscan.....	26
Design Your Own Home.....	27
Print Shop Companion IIGS.....	31
<i>Your IIGS Guide</i>	33
Dragon Wars.....	34
2088: The Cryllan Mission - Second Scenario.....	36
Space Ace.....	38
Sinbad and the Throne of the Falcon.....	39

DEPARTMENTS

Writer's Block.....	inside front cover
Letters.....	2
Advertisers Index.....	6
Apple Computer, Inc. Warranty Disclaimer.....	14
Errata.....	17
Rumors, Wishes & Blatant Lies.....	21
How to Use the GS+ Disk.....	22
Icons.....	23
Contest #3 Results/Contest #4.....	41
Buying Ad Space in GS+.....	42
GS+ Ordering Information.....	42
New Products.....	43
Product Updates.....	44
GS+ Back Issue Information.....	inside back cover

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LETTERS

Dear GS+,

I've owned my IIGS for three years and love it. I have yet to find something I need to be done on it which it can't handle. It is just so disappointing on how the IIGS market has been doing lately. It is really refreshing finding your magazine in the mail every other month. I wish it came out monthly. Is there any chance of this happening?

The Apple IIGS doesn't get the respect it deserves in today's computer industry. I've been trying to think of things I could do to help out the IIGS in any way. Do you have any suggestions which would help me, or any other IIGS fan, to better our beloved computer?

Anthony Kyriakakis
Bricktown, NJ

I really would like to take the magazine monthly someday, but at this point, we just don't have enough subscribers or personnel to support such a move. Tell about 10,000 of your closest friends to subscribe and check back with me.

Here are a couple of things that every IIGS owner should do to bolster support for the IIGS:

1) Don't pirate software. Software, hardware, and, yes, even magazine publishers are in this for (ultimately) one reason only—money. If there is no money in developing for the IIGS, no one will do it. (I certainly won't.) No matter how much a publisher loves the Apple II and no matter how much the Apple II helped build that publisher's business years ago . . . if the Apple II can't feed his family tomorrow, he won't waste his time developing for it today. Remember, "Money talks."

2) Send in the registration cards for everything that you buy and make sure that the publisher knows you are using an Apple IIGS and that you want to buy more Apple IIGS titles.

3) Spread the word! Join and become active in your local Users' Group. If you participate, you get a lot more out of it. If you don't have a local Users' Group, you might consider starting your own.

Dear Steve,

Here's my money. You are doing a great job with your magazine. I am a rank beginner in the computer world and I appreciate your beginner-level articles.

Also, I trust your reviews. I know it's tough being honest about a product whose owners are paying your bills with their advertising, but I believe you are. Anyway, in the long run, your advertisers benefit if the readers believe what you write . . .

Timothy J. Hohs
Fruitvale, ID

I have no qualms about pointing out problems with products, even if the product was given to me as a free review copy. The really hard part is that I have become friends with a lot of the people whose products I have critiqued. It's tough to criticize something (in front of a worldwide audience, no less) that a friend has put a lot of time and effort into. Fortunately, most of them realize that while our first priority is to help our readers get the most for their dollar, we are also trying to provide constructive criticism so that their products can be improved. To me, that's what the whole review process is about.

Dear GS+,

I think GS+ Magazine is an excellent publication providing a great resource for Apple IIGS users. I appreciate reading honest product reviews and informative articles about GS/OS, IIGS programs, IIGS programming, etc.

I would like to ask you a favor. I would like a copy of the Volume 1, Number 4 issue which you are sold out of. Would it be possible for you to photocopy it and charge me a reasonable price for this? I would very much appreciate it.

Once you run out of back issues, IIGS users that would like back issues lose out on an excellent Apple IIGS resource. I would like you to consider the following ideas that could solve this problem:

- 1) Reprint back issues
- 2) Include text files of the articles in the magazine on the disk
- 3) Sell the text files of articles separately on a disk
- 4) Sell photocopies of sold out issues

Leo G. Schnitzler
Theresa, WI

Thanks for the comments, Leo. Sold out back issues are rapidly becoming a problem for us. Your suggestions are all good—we have considered each of them already—but none of them will work for us at this point. Why not? Well, let's look at each of them:

1) Reprint back issues. While this is, quality-wise, the best solution, there are several major problems with this. First, to make this cost effective, we would have to print about 1,000 copies of each back issue. (Even at that point, getting 1,000 copies printed is very expensive.) So, having printed those back issues, we begin to take orders for them. At this point we have had about 20 people request copies of V1.N4 (as an example). That leaves me with 980 back issues sitting in my tiny office waiting for people to order them. I can barely turn around in here now! Another major obstacle to this particular scheme is that, oftentimes, our printer lost the photos that went into those older magazines. In one case, they lost the entire set of proof pages! It will require a major investment of time to put those proof pages back together.

2) Include text files of the articles on the disk. *Our last disk (V2.N2) was 100% full. We simply don't have room on the disk.*

3) Sell the text files of articles separately on a disk. *This is something that we are very seriously considering. However, it would make us very vulnerable to piracy of the entire GS+ Magazine + Disk package. Our reader base and profit margins are so small, that any piracy of such a package could very well put us out of business!*

4) Sell photocopies of sold out issues. *Photocopies of back issues would cost us about twice as much to produce, and they would require a great deal of time on our part (going to and from the "local" copy shop, which is in fact, several miles away), so, we would have to raise the price accordingly. Also, if we started selling photocopies, this might encourage others to do the same; after all, who could tell the difference?*

At this point, I am leaning towards the first option. Even though it will take a considerable investment of time and money to reprint back issues, as our circulation grows, the demand will grow. At some point in the near future, the demand for those back issues will, hopefully, be enough that we can actually justify the expense.

Dear Mr. Disbrow,

I have read your article on using the Apple LaserWriter (and by extension any PostScript Printer—a possibility you did not mention, by the way) on the Apple IIGS [GS+ V2.N2, page 8]. I enjoyed it very much and felt that, as far as it went, it was useful. There were a few slight inaccuracies and missing pieces of information that I felt you might be interested in.

First, you imply that the only way to use the AppleTalk Interface is via the use of an AppleTalk/LocalTalk setup. This is not strictly true. If you have the simplest setup of a IIGS driving a LaserWriter, all that is needed is a normal IIGS to ImageWriter II

cable (Mini-Din 8 connectors at both ends). I have had my LaserWriter IINT connected in this fashion for over one year. The cost is much less than the \$60+ of using the AppleTalk/LocalTalk connectors. My 15 foot cable cost me \$25 and was well worth the expense.

Next in the article, you have Figure 1 and the accompanying text in which you point out the difference in appearance of the true PostScript Fonts [generated from the ROM built-in to the LaserWriter] and the "Bit-Mapped" Printing that is created by use of a Screen Font that does not map to a ROM font. You state that you do not have Screen Fonts that correspond to the PostScript Fonts. This [may not be] strictly true. All that is [probably] wrong with the Screen Fonts that you have is that the Internal Name in the Font does not match the name that the LaserWriter is expecting to allow it to know to use a ROM font. For the two fonts that you got bit-mapping for, the [internal] names should be "New Century Schlbk" and "N Helvetica Narrow." By changing the internal names of the screen fonts with a font editor (Spelling and Punctuation are important - they must match exactly, including spaces and Upper/Lower case) your current screen fonts will be rendered usable. Since the name is only used to print to the LaserWriter, there exist fonts that are perfectly good for use on Dot-Matrix Printers (such as the ImageWriter) or with Time Out SuperFonts (from Beagle Bros.) but which have invalid internal names. . . Enclosed with this letter are a replacement set of IIGS Screen fonts for Helvetica Narrow and New Century Schoolbook that are designed to map to the LaserWriter ROM fonts if you do not want to font edit your existent fonts by hand. Use of these should solve your problem with getting these two faces as bit mapped. The fonts are Public Domain so they can be distributed with a future GS+ Disk to complete the set of fonts that you sent out with the November-December 1990 issue of GS+ [V2.N2].

In the section on 8-bit Programs, you give the impression that you are forced to use the ImageWriter Emulator. Again,

this is not strictly true since Publish-It! 3 (from TimeWorks) while an 8-bit program will drive a PostScript printer in PostScript mode. Now for some additional comments:

First, although it has not been widely published by Apple, there exists an upgrade program for LaserWriter IINT owners who want to convert their printers to the faster (and more functional) LaserWriter IINTX. The list cost is \$1500 [street price \$1000-\$1200]; which is the difference between the list prices of the IINT and IINTX, for which you exchange your IINT motherboard (the only difference between the two models is the motherboard) for a IINTX motherboard which comes with a faster/newer version of PostScript (the IINT and original IINTX boards came with PostScript Level 47.0 - the new IINTX boards are PostScript Level 51.8 [the same faster version that ships with the Personal LaserWriter NT that you mention in your article]). As you note in the sidebar, you can buy a used IINT. With this upgrade program, you can also convert one into a IINTX.

Second, as you note, there is no need to have a PostScript printer connected to your IIGS to generate PostScript output. Your procedure to allow this is lacking in that not only must you select the LaserWriter CDev, but you *must* also click in the upper right box (empty though it may appear) to activate the driver. You also did not mention how to generate the output. This is done by holding the Open-Apple and F (or f) keys while you click on the OK box in the Print dialog. As soon as you see the "Generating PostScript" message, you should release the two keys. Your Output will be placed in the *:System:Drivers: folder of the boot disk (make sure you have enough room there). These files (named PostScript.GSxx [where xx is a sequential number from 00 to 99]) can be transferred to a Macintosh or another IIGS (or even a Service Bureau where a better than LaserWriters 300 dots-per-inch quality copy can be created) for printing.

(continued on page 44...)

APPLEFEST/LONG BEACH '90

by Ron Hochevar

As a resident of the geographic area commonly referred to by the local Chambers of Commerce as the "Inland Empire" of Southern California, located approximately 60 miles East of Los Angeles and encompassing the greater San Bernardino-Riverside area, I was guardedly optimistic when reports on-line began to circulate that AppleFest was being moved this year from its traditional location in the San Francisco Bay Area to Long Beach, California. I was unable to attend last year's AppleFest because of scheduling conflicts at my place of employment. When the rumors were officially confirmed, I immediately put in for a week of vacation so that I could attend my first AppleFest! The show was held December 7-8, 1990. The timing of the event during the busy Christmas season could have been a little better, but was definitely not worth complaining about.

Perhaps a little background information about myself is in order prior to my making any observations on this event. I have owned a IIGS for approximately 2 years. Up until this point I had no prior microcomputer experience other than using the IBM terminals at work (very limited amount at that). Knowing "beans" about computers, I purchased the IIGS on the advice of my 8-year-old daughter Andrea's computer teacher. (Yes, Apple IIs are still big out this way in the elementary schools!) I became interested in computing initially to help Andrea learn how to operate it (can't have daughter teaching ignorant dad now can we?) The fact that computing on the IIGS became an addiction (OK... I admit I'm a GS-aholic) was a complete and total surprise. In my search to gain knowledge about this machine, I purchased a modem and began subscribing to several of the major telecommunications services. I then joined the local users' group and now hold the position of club librarian. Additionally, I began subscribing to many of the Apple II publications, with *GS+* being one of the best among them. Lastly, as my

knowledge and expertise with the IIGS increased, I became an aide at my daughter's elementary school to the computer instructor who had originally suggested purchasing an Apple II!

For those readers not familiar with this year's event, Apple Inc. did participate at both the show's AppleFest area as well as the Mac/LA event which was a three-day event that commenced one day prior to AppleFest. Perhaps this was one reason why this AppleFest had better attendance than some of those in the recent history.

Because this was my first AppleFest, I may not be the best judge as to how favorably it compares to previous AppleFests. From talking to other attendees, the total exhibition area was estimated to be about one-third the size of last year's event. Some of the traditional AppleFest vendors apparently stayed home thinking that this year's show would not draw large crowds or perhaps to protest to the fact that it was held in conjunction with Mac/LA. It is my understanding that promoters were anticipating 15,000 attendees for both events over the entire three days. While I don't have the final official attendance figures, talk on the floor was that the 15,000 attendance mark had been reached before noon Friday! While Friday's crowd seemed to be fairly large, it was easily eclipsed by the extremely heavy turnout on Saturday!

It's my personal observation that each individual has his own reasons for going to events such as AppleFest and usually judge whether the event is a success in accordance with how well their expectations were met. I am no exception in this regard. I was hoping to get a chance to see some of the newest products out for the IIGS, both hardware and software and to also meet some of the individuals in person that I have only had the opportunity to correspond with via e-mail, as well as meet some of the authors of programs that I have in my library. In all cases, I wasn't disappointed! And now for some highlights from the show!

Jason Harper at the Seven Hills Software booth was doing a demo of his soon-to-be-released SuperConvert graphics conversion software for the IIGS. He has also authored the earlier shareware version SHRConvert and other IIGS programs such as Fillmaze. Also at the Seven Hills booth were demos of their recently released Independence drivers for the Hewlett-Packard printers running on a IIGS.

In the New Concepts booth, Scott Gentry was showing off his new Allison digitizing software for the Visionary GS video digitizer. Quite impressive.

Got a chance to see a demo of Genesys, a new program that simplifies creation of the GS/OS desktop including the pull-down menus. This program allows programmers to develop GS-specific software in a lot less time.

Beagle Bros was there with all of their TimeOut software on display, as well as their new Platinum Paint program for the IIGS.

Vitesse had a booth and were selling their entire Salvation series of Utilities in a bundled form. They also had their new Harmonie printer drivers for the Hewlett-Packard series of printers available.

Ron Murcer did an outstanding demo at the New Concepts booth of his upcoming Emerald Visions software which allows you to create/import standard IIGS picture formats into the program and then proceed to colorize them and then convert them into images with up to 3200 colors displayed on the standard IIGS color monitor! Yet another impressive program due to be released soon.

On the new hardware front, Zip Technologies was doing a hands-on demo of their new ZipGSX accelerator card for the IIGS. One of the more impressive examples was using the gradient fill feature of PaintWorks Gold with and without the Zip at work. What a difference running the IIGS at an extra 5 MHz can make!

Digital Data Express was demonstrating a couple of IIGS (SCSI) compatible Compact Disk Players at their booth. One was a portable drive put out by NEC (#3501) that they were selling for \$400 and the other faster model, the NEC #72, was going for \$625. I enjoyed their demonstration on how the data was accessed and used by the IIGS. A "GEM" compact disk with 200 MB of mostly IIGS public domain and shareware programs on it was also available for \$80. Information that I have received from an on-line source suggests that an Apple II compatible version of Grolier's Encyclopedia in compact disk form is in the works. Very nice. Now that the price of these players is finally coming down to an affordable level, maybe we will see some software development on CD being produced specifically for the IIGS . . .

Finally, the biggie, Apple Computer was distributing free copies of *The Apple II Guide*, a newly published resource book on Apple II computers. I found the introduction to this guide, by Steve Wozniak, to be particularly inspiring. Also at the Apple booth were several IIGS's set up with the forthcoming HyperCard IIGS loaded into memory. Although I didn't spend a lot of time at this booth, this new program (1.5 MB of RAM needed to run) looks like it will be a nice tool for Hypermedia fans (of which I am one).

Speaking of hypermedia, Roger Wagner was a big hit providing demonstrations of how HyperStudio can be utilized to enhance the teaching process. It seems that his demonstrations are always some of the most crowd pleasing and informative.

Applied Engineering had several demos going on and of course brought their full complement of hardware accessories for sale at special show prices.

One vendor was displaying an audio feedback program that allows visually impaired individuals to "hear" the keys that they are typing! Can't find the name of the company in my notes (sorry about that).

There were quite a few software vendors attending that cater to the educational

crowd. One minor disappointment was the quick sellout of Broderbund's new Print Shop Companion GS. Broderbund was demoing the program but not selling it directly at their booth. When I tried to purchase it on Friday and Saturday they were nowhere to be had—a little confusing to me that Broderbund would discontinue programming future versions of their products for a platform that obviously (at least at this event) was in so much demand (excuse my "editorializing").

The GENie (General Electric Network for Information Exchange) booth was bustling with on-line activity as AppleFest reports were being sent out directly from a IIGS in their booth. It was interesting to see the actual faces of people I had heretofore only known by their handles on GENie. I talked at length about several procedural problems I had been having while on GENie and quickly got them straightened out while getting a more in-depth view of how that system actually worked.

Jim Carson at the Vitesse booth talked about their upcoming scalable fonts program due out soon as well as how to adjust their Quickie hand scanner settings to get the best results in certain situations (I'm still a novice with this device . . .).

As stated earlier, Apple Computer, Inc. representatives were very visible at this event and I was happy to have the opportunity to meet many of them. Perhaps the most noteworthy in this regard was Andy Nicholas, author of the indispensable ShrinkIt series of file compression utilities for the Apple II. Andy mentioned that his new job at Apple entails working on the Finder. He stated that changes in future versions of the Finder will greatly enhance its abilities. (Good luck with the new job, Andy. It was a pleasure talking with you!)

I also talked at length with Matt Gulick on the general state of Apple II computing as it regards Apple Inc. He parlayed the view that Apple is indeed attempting to support the Apple II, with the sheer volume of representatives and engineers

sent to AppleFest as an indication of their support. One of their duties while there was to give third parties suggestions and technical support for their products. He mentioned the fact that many of the companies that now produce software on compact disks for other platforms could easily alter them to allow them to be Apple II compatible! He was hoping to get the word out on how other products might be improved and to provide support. His emphasis on support was encouraging indeed.

Talking to Roger Wagner is always an uplifting experience for me. This gentleman's knowledge and "let's give it a try" spirit are indicative of what I enjoy about Apple II computing. I discussed several features of HyperStudio with him and suggested a couple of things that might be improved in future versions. He assured me that my suggestions would be looked into.

Dan Muse and Paul Statt manned the *inCider* booth (didn't recognize Paul with his beard). They were offering free copies of January's edition. I had an interesting conversation with them regarding Paul's recent article on the Mac LC-IIGS comparison as well as the recent change in *InCider*'s format to include coverage of the Mac line. It was a relief for me to vent my objections and frustrations directly to the author (in diplomatic dialogue, of course) in what I felt was a rather biased review. Likewise, it was informative to be able to get the author's viewpoint as to why the article was written in the manner that it was. While I might add that Paul and Dan did not necessarily change my views on this subject, it was nice to hear comments from the other side of the coin, so to speak.

I did not attend any of the key note speeches at AppleFest—mainly because I was just having too good of a time on the main floor—so I cannot give a reliable review of what was stated in these speeches.

This review would be incomplete if I failed to mention the "other" event taking place. Yes, I did venture into Mac/LA down the hall. It was difficult to gauge

No-shows at AppleFest

Commentary by Antonio Gonzalez

Claris (AppleWorks GS) - We come to expect that from this company. They did have a booth at Mac/LA, though.

Davidson and Associates (Math Blaster Plus) - Educational show, right? Educational software? Show is very close to home? Why no show?

Electronic Arts - Thanks for Immortal. It's a great game, and if we can find a dealer that actually carries it, then we can buy it! No thanks for not showing up. We can expect you at the next IBM show, right?

GS+ Magazine - Couldn't afford to go!

Nibble - For the only full budget Apple II only magazine, their non-appearance is rather puzzling.

Sierra On-line - Love these guys! They built their company on the Apple II line, and then they grind us cruelly in the ground. First, they design a cheap porting system which turns out a string of games that look and sound like cruddy IBM ports (which they are), and then they claim they cannot continue developing for the II and IIGS because our systems cannot handle their games! Who do they think they are kidding? (PS: If you think Thexder and Silpheed were good, I'd like to let you know that both game were licensed from Japan. Gold Rush, Leisure Suit Larry, Manhunter, and King's Quest—those will show you the quality of their porting system!)

proportionally just how many folks came specifically for this particular event given the fact that the ticket price enabled attendance at both expos. It was also difficult to compare the size of the crowds because Mac/LA was held in a room three times the size of that of AppleFest. I did see some interesting things at Mac/LA but because I spent so little time there, I didn't make it through the whole thing.

One comparison did strike me as I compared the vendors and attendees—those on the Mac side seemed to be dominated by "suits," that is, business people. On the other side, the AppleFest vendors and crowd dressed less formally, more like they were at a swap meet, with many of those attending in shirt sleeves and T-shirts. This rather curious observation should not be taken as being judgemental and certainly didn't describe all people, but I would say that it was accurate.

I'm sure that this review could have been slanted in a negative manner by dwelling on who wasn't there. It really becomes a matter of perspective, similar to how you view of a half-glass of water: is it half empty or half full? Both observations are correct in either context. I chose the latter approach because I really did have a wonderful time and met many interesting people. The fact that so many people chose to attend seems indicative to me that interest in the Apple II has not waned!

I think that AppleFest promoters erred in their attendance projections and perhaps a

larger exposition area will be provided next year with hopefully more vendors taking part.

In my opinion, the thing that makes Apple II computing unique and exciting is not the specific machine one uses per se. While the IIGS I am writing this article on is indeed a wonderful machine, I think that the sense of community—that transcends all age, racial, and economic groups—that we, the users, have created is what I covet most. The Apple II has been around a while and has a distinctive history that tends to bring people together, a common interest, so to speak, in order to share creative solutions to problems. User's groups, telecommunications, AppleFests, etc., give individuals such as myself, who had little previous computer experience, a "helping hand" in the computer learning process. I have on only rare occasions run into folks that didn't enjoy sharing their experiences with me. While we all entertain certain topics of greater interest to us than others (mine being telecommunications), the fact that it is so easy to locate other folks willing to share their knowledge in their given field is what I feel Apple II computing is all about. It was in this area that I think this year's AppleFest was the greatest success and the thing I enjoyed the most about it! It gave software developers, hardware developers, and common ordinary users the opportunity to get together and discuss our common topic of interest—the Apple II. **GS+**

ADVERTISERS INDEX

Triad Venture - Page 24.

Of the 3 products shown in this ad, we are only familiar with Graphic Disk Labeler (GDL), which we reviewed in *GS+* V1.N3. The reviewer, Wayne Packard found the program to be quite good and recommended it. In the year that has passed, GDL has been updated to version 2.0 and Triad Venture has shown their commitment to the Apple IIGS. The other products featured in the ad are, as far as we know, not yet available. Contact Triad-Venture for availability information.

TMS Peripherals - Back Cover.

Do you need a hard drive? Have you heard the advice that you should buy your hard drives from Macintosh magazines? Well forget it and order your hard drive from these guys. We needed a 45 MB removable drive to do backups with and we needed it *fast*. After looking through all of our MacRags, I remembered that one of our readers had told me about these guys with great prices, a toll-free tech-support number and they even took AMEX! It sounded too good to be true,

but I called anyway. For a measly \$569, I got a 45 MB removable drive delivered overnight! That's about \$60 *less* than the best price I found in my Macintosh magazines! And those prices didn't even include shipping! Since then, I've had to call their tech-support several times (*nothing* was wrong with the drive, it turned out I had a defective SCSI card), each call was *toll-free* and each time the help I received was *excellent*. If you don't buy your hard drive from these guys, you are missing out on a great deal

APPLE II ACHIEVEMENT AWARDS

By Matt Deatherage

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The first annual Apple II Achievement Awards, sponsored by Apple Computer, Inc., were presented Friday, December 7, 1990 as part of the AppleFest trade show and exhibition in Long Beach, California.

A prestigious panel of Apple II industry watchers, including representatives from *A+inCider*, *A2-Central*, Apple Computer, America Online, CompuServe, GENie, *GS+* Magazine, and Nibble, recently voted for awards in a number of categories designed to recognize excellence in products for the Apple II family of computers during the past twelve to fourteen months. Those products recognized as the best of the best by the panel were presented with the Apple II Achievement Award, a lead crystal disk engraved with "1990 Apple II Excellence" and an Apple logo on a crystal base.

"Presenting these awards was just about the most fun I've had all year," said Matt Deatherage, the Apple II engineer who presided at the ceremony. "Even though Apple's direction on the Apple II hasn't been clear, and that's made it a rough year for many of our developers, these folks have produced some fantastic work. I was thrilled to be part of recognizing that achievement."

"We were flattered and extremely honored," said Garland Buckingham, vice-president of Roger Wagner Publishing, whose HyperStudio program was honored with three awards. "As Roger said at the presentation, we feel these awards should go to every Apple IIGS owner as well as to us. Our vision of adding value and usefulness to Apple II computers goes far beyond HyperStudio, and we're excited to have been recognized for our work in this area."

Jerry Cline, president of InSync Software, which was awarded the Best Apple II (8-bit) Software Achievement Award for

ProTERM version 2.2, noted the award "is an extraordinary surprise and very much appreciated. We were elated over the recognition of ProTERM and look forward to next year's competition."

The complete list of Apple II Achievement Award categories and recipients is as follows:

Best Freeware or Shareware Program: ShrinkIt for the Apple IIGS (Andy Nicholas). Also recognized: SoundSmith (Huibert Aalbers), ShrinkIt 3.0.3 (Andy Nicholas), Nifty List 3.0 (DAL Systems) and WriteIt! (Ravenware Software).

Best Educational Software: Katie's Farm (Lawrence Productions, distributed by Broderbund). Also recognized: World GeoGraph 1.2 (MECC), USA GeoGraph 1.0 (MECC) and HyperStudio 2.1 (Roger Wagner Publishing).

Best Apple II (8-bit) Software: ProTERM 2.2 (InSync Software). Also recognized: ShrinkIt 3.0.3 (Andy Nicholas), DBMaster Professional (Stone Edge Technologies) and PublishIt! 3.0 (Timeworks).

Best Apple IIGS (16-bit) Software: HyperStudio 2.1 (Roger Wagner Publishing). Also recognized: AppleWorks GS 1.1 (Claris Corporation), ProSel 16 (Glen Bredon), GraphicWriter III (Seven Hills Software) and Platinum Paint (Beagle Bros).

Best Innovation: RAMFast SCSI Card (CV Technologies). Also recognized: Quickie hand scanner (Vitesse), HyperStudio 2.1 (Roger Wagner Publishing) and GTv (National Geographic Society and LucasFilm, Ltd.).

Best Multimedia Achievement: HyperStudio 2.1 (Roger Wagner Publishing). Also recognized: Tutor Tech (Techware), GTv (National Geographic Society and LucasFilm, Ltd.) and Nexus (Datasmith).

Best Development Tool or Language: Genesys 1.2 (Simple Software Systems International). Also recognized: ORCA/C v1.1 (The Byte Works, Inc.), Design Master (The Byte Works, Inc.) and APW Tools and Interfaces v1.1 (Apple Computer, Inc.).

Best Debugging Aid: GSDebug v1.5 (Apple Computer, Inc.). Also recognized: Nifty List 3.0 (DAL Systems), ORCA/Disassembler (The Byte Works, Inc.) and Program Writer (Beagle Bros).

Best Apple II Periodical: *A2-Central* (Resource Central, Inc.). Also recognized: *Nibble* (Mindcraft Publishing), *8/16* (Ariel Publishing), *GS+* (EGO Systems) and *A+inCider* (IDG Communications).

Best Online Service: America Online (Quantum Computer Services, Inc.). Also recognized: GENie (General Electric Information Services) and CompuServe (CompuServe Information Service).

Apple II Individual Achievement (special recognition for outstanding contribution to the Apple II community): Roger Wagner.

Hardware of the Year: Apple II High Speed SCSI Card (Apple Computer, Inc.). Also recognized: RAMFast SCSI Card (CV Technologies), Quickie hand scanner (Vitesse) and ZipGS (Zip Technologies).

Software of the Year: HyperStudio 2.1 (Roger Wagner Publishing). Also recognized: Apple IIGS System Software 5.0.3 (Apple Computer, Inc.), ShrinkIt for the Apple IIGS (Andy Nicholas), Genesys 1.2 (Simple Software Systems International) and GraphicWriter III (Seven Hills Software). **GS+**

INTERVIEW: JIM CARSON OF VITESSE

by Brian M. Winn and
Steven W. Disbrow

Introduction

One year ago, the future of the Apple IIGS looked pretty bleak. It seemed as if Apple Computer had abandoned us, new software and hardware releases were slowing to a halt, and the "gloom and doom" sentiment was spreading over the land. At this time Vitesse entered the Apple IIGS world.

In their first year of operation, Vitesse (which means "speed" in French) has released eight innovative products for the Apple IIGS. Their success has stemmed from the fact that they can see an open market and fill it. They were the first to release a hand-held scanner for the IIGS, the Quickie, which they have continually updated (software-wise) to keep ahead of their competition. Vitesse also seized the virtually untouched IIGS market for utility software with their Salvation series. Currently, they have released six different software packages in the series: Bakkup (formerly Guardian), a hard drive backup utility; Renaissance, a disk optimizer; the Exorciser, a virus detector/cure; Deliverance, a file recovery and repair utility; Wings, a program launcher and hard drive management system; and Supreme, a low-priced bundled package of all of the Salvation series.

The following is an interview with Jim Carson, the president of Vitesse, Inc. This phone interview was conducted by Steve Disbrow on December 27th, 1990.

GS+ How's business?

JC Business is very good. We've had a very good November and December. It was really slow in the summer, but it really picked up and helped us tremendously.

GS+ Why did Vitesse decide to focus on the Apple IIGS market instead of the Macintosh or IBM PC markets?

JC The owner of Vitesse, Kevin Johnson, was familiar with that market, and we went into the market he was familiar with more than anything else.

GS+ In Vitesse's short history, it has seen its share of controversy. One of the founders of Vitesse was also a founder of Ingenuity, and of course there has been a small feud between Vitesse and Glen Bredon (author of ProSel), ever since the original Salvation: Bakkup was released. Would you care to comment on either of these situations?

JC Yes. I'll start with the Ingenuity thing. Dave Westbrook and Kevin Johnson started Applied Ingenuity, and as it evolved into a larger company, there was a definite philosophy difference on how the business should be run between Dave and Kevin. So Kevin basically said that he could not continue to stay with Applied Ingenuity and he would either like to buy the company from Dave, or vice versa. And Dave said he could not sell the company, he wanted to buy it out. So he bought Kevin's share, and then Kevin came over and we set up Vitesse based on the philosophy that Kevin wanted the company to be run on.

And as far as Mr. Bredon goes, Glen basically had always written software the way he saw that it should be. When we came out with our product, the Salvation line, we surveyed a lot of the applications out there and started to design our software based on what [we thought users] wanted. ProSel 16 is a fine product, but not everybody likes to drive a Chevy, or a Ford, so we just created an alternative. Controversy, I think, helps create better products for the marketplace.

GS+ Your products seem to target the "home" and "power" user markets. How does Vitesse decide what kinds of products to develop?

JC Well, I wouldn't say they are just for power users. We try to make it so that the whole range of users will be able to use our products—from the novice to the power

user. If you look at our manuals, they're broken down into sections so that the novice can use it, with ease of operation; and if you have a power user, he can go to the advanced section and really get into the nitty-gritty of everything the program can do. We target the IIGS market primarily; with the exception of the Quickie, all of our products are specifically IIGS operational. On our warranty cards, we ask for suggestions... and we have a meeting every two weeks to go over what's been suggested, and try to keep track of what people are asking for in the marketplace.

GS+ Does Vitesse have any plans to bring out any products (spreadsheet, database, etc.) targeted specifically at business users?

JC No, we don't at the present time, and the reason we don't is because I don't think Apple has made any commitment to the Apple II—specifically, to the IIGS.

GS+ What led to the decision to bundle your Salvation utilities together as Salvation: Supreme?

JC To develop a product as strong as the Supreme, it takes a lot of time, money, and programmers—you know, there's three different programmers involved in that project. We find a lot of people wanted modules, but after we had three products out, in fact, and people bought a couple, they came to us and they said, "It would sure be nice if you'd put all of this in one package." We actually decided to do that after the second one, when we came out with the loose-leaf binder for our documentation, so that people could add to it. And we're offering—we haven't put it out yet, you'd be the first to know about it—a rebate program for anyone who buys Salvation: Supreme; they can send in their other modules, and their disks, and we'll give them a \$7.50 rebate on each module.

GS+ Can you explain what your soon-to-be released package, Contours, is?

JC Contours is still in development. It's going a lot slower than anticipated because of the algorithms involved. It's basically offering scalable fonts for the IIGS. There are two packages, there's Contours Basic, which will sell for \$39.95, and will offer between 20 and 25 different fonts. And that's for the guy that just wants to have these extra fonts and have them truly scalable, so that you have almost this PostScript capability on your IIGS, especially when used with Harmonie and an HP Laser Printer. That's for the basic novice-type user, or any user. Then the Contours Editor will be a scalable font editor, where you'll be able to create your own font, which will be a \$49.95 item, for the power user.

GS+ Is that going to be like Adobe Type Manager for the Macintosh? In other words, will it only affect printed output, or will that affect the way things are drawn on the screen?

JC [Let me check with someone that knows for sure] . . . it'll show it on the screen.

GS+ Could you tell us a little about the new Harmonie printer drivers?

JC The Harmonie printer drivers—basically written by Bill Heineman, who is probably one of the strongest advocates of the Apple IIGS that I have ever met in my life—are an alternative for people who want to buy a lower cost printer than an ImageWriter (for example, a 24-pin Epson compatible) and still get much better quality. For our own purposes, we wanted to use it for Hewlett-Packard printers. We have a Hewlett-Packard IIP we use in our office, and so we added that in, got involved with a Paint-Jet and everything else, and that's how, basically, it's evolved. Bill was originally working with another company, called Virtual Realities, and [through them] Seven Hills Software. He felt that things were basically not going well, so he came to us and said, "I'm working on this product, it should be done in x amount of time, would you guys be interested in selling it?" And I said, "Well, we don't market products, we want outright control over them, because of our

standards that we have." And so we worked out a deal; he hadn't signed any agreements or contracts with anyone, so that's how we got involved with it. He eventually got it finished and there were some bugs—one of the problems that we found was with the Epson printers. With eight products on the market, probably seventy percent of our calls are on the Harmonie. It's because people buy a printer that is Epson-emulated and it might have some idiosyncrasies. So basically we print on the package and we tell people if they call up, what printers it has been tested and works with. If it doesn't work with, say they have an "Oki Shaka," and it's Epson-emulated, and they say, "Will it work with that?" I personally tell them, "I doubt that it will" because I don't want them to go out and buy a printer and then be mad at us because it doesn't work. The biggest problem that people have is they're trying to do it [via the] Serial port, and Serial is very, very slow. We recommend a parallel card, either the Grappler or the Grappler+ or the one by Applied Engineering. We found out last week that Orange Micro had a compatibility problem with the first Grappler, because we have had a lot of technical calls on some of the Epson LQ emulators. So if one of our customers has an old Grappler, we tell them that there is an update available. We've got a revision coming out probably by the end of January on Harmonie. It's almost like a 2.0 version, but because the people gave us their support, we're not really going to zap them on an update. A lot of the development for that came from people that bought the product and they came back and said, "Well, why don't you do this?" and "Why don't you do that?" Of course, you can only think of so many things, but when you get a couple thousand other people giving you input, you'd be surprised what they can come up with. We listen to people's input.

GS You have worked closely with WestCode Software during their development of the Optical Character Recognition (OCR) software package, InWords. How will this program enhance your Quickie hand-scanner (and when can we expect to see it released)?

JC John Oberick contacted me, back at the end of February of this year [1990], and he said, "Look, we are looking at developing Optical Character Recognition software for such and such and we'd like to get a couple of Quickies and he told me that Alan Berg was involved and Rob Renson, and I said, "Anything that developers can do to help each other." You know I'm not going to go help my competitor, but anything that is going to enhance my product or enhance the whole Apple II market, I think, is of definite benefit. So we lent them the scanners and we worked with them and I said, "The only stipulation I have is that if you don't market it yourself, I want first right of refusal." They agreed to that; we didn't do anything in writing, it was kind of a verbal handshake type deal. So then as it came along, they decided they were going to form WestCode, so we helped them with the Beta testing, we helped them get into some marketing areas, I personally called some of the mail order firms that carry our products, and told them about it. They've got a very good reception from that, and I think they realize that we've helped tremendously. I understand they've had some problems getting any cooperation out of my competitor. Because of that, they will only support the Quickie on their first release. I imagine in the future they will support another scanner. That's why we came up with the idea of the Quickie Update. It's a scannerless Quickie—everything but the scanner. As far as release dates, last Friday everything was done except the manual. I suspect they will get their manuals either tomorrow or by the middle of next week and start shipping feverishly. I know there are a lot of people that have back orders for that. Also, you know they published that it does about 3000 characters per minute. Actually, I have heard that it will do up to 8000 with a TransWarp GS.

GS+ You have initiated an Ambassador program for user's groups which is much like Beagle Bros' "Beagle Buddy" program. How does this program work?

JC The Vitesse Ambassador program is set up similar to "Beagle Buddy" and we got the idea from Beagle Bros. I talked to

John Simonson extensively about it, and talked to John about some of the drawbacks of it that he had found, and the advantages. We tried to design ours to cover some of the problems that John had said he initially had when they set it up. With the Ambassador program, we allow one person from each user group to become a Vitesse Ambassador and they can only apply through the board or the president of the group. So if someone says, "Hey, I'm in this user group and I want to be an Ambassador," we will not take anything unless it is recommended by the president of the group. They fill out an application, per se—it's almost like a credit application because they do handle some money and they handle some credit cards. We offer them an opportunity where they can buy any of our products based on volume at near dealer cost, or at dealer cost actually, and pass it on to their club members. So they get an ID card that is good for a year and when we send our press releases, the first ones go out to all the Ambassadors, and they use our toll-free number for any problems they have. We send them updates; they get free software of everything we have, and they get free use of a Quickie for demo purposes thirty days at a time. And what we've found is that some of them are pretty sharp out there: they get a Quickie for thirty days, and they'll sell it to a club member and send us in the money and say, "Well, now I'd like to get another one for thirty days," so they have a Quickie all the time. So things work out pretty well.

GS+ Who do folks contact to apply?

JC Michelle usually coordinates all that—Michelle Tesdahl. [Write to her in care of the Vitesse Ambassador program.]

GS+ What was your impression of AppleFest/Long Beach?

JC Well, when I first walked in, I was a little disappointed because I had been to a couple of other conferences in California, both in Santa Clara and Palm Springs, and they were both much larger than AppleFest was. Then I realized that AppleFest for Apple II was in one area and Mac was in another area. After the show started, I was really impressed, because, I

believe they opened about ten o'clock, and from that time until the time we closed, they were mobbed. One of the officials told me they expected 15,000 people over the two-day period, and they had that the first day. So I think it was a real success and I think it might have demonstrated something to Apple, that there are a lot of supporters out there for the products. I think what helped too, is that Apple was involved, and they even had a IIGS in the booth.

GS+ In this past year, Vitesse has released 8 innovative products into the Apple IIGS market. What can we expect from Vitesse in the coming year? Any hints on future products?

JC We've got Contours, which I can safely say will be out in the first quarter. Then we've got some updates we're going to come out with for our other programs. Now we have a Quickie update scheduled for the second quarter, offering a lot of new neat features that came from the input that people have given us. While we don't have any solid products scheduled, we have a few we're looking at, and I don't like to mention them because I don't want to give my competitor the edge. Primarily, the biggest schedule we've got right now is for updating our programs for this year. I don't know if you've heard of our VIP plan . . . but it's been a real success. People like it, and I think that what people like about it is that you get a program, you buy one, and you never hear from anyone again. [But,] when we have an update, we send it out automatically to anyone that's got the VIP protection. We get letters a lot of times saying, "Oh thank you!" It's gone over very well and it's selling very well, especially now that we've got the eight products on the market, with a ninth one coming out. \$99.95 is really attractive price at that point, for two years' coverage on nine products.

GS+ Any closing comments?

JC I think we have shown that we are committed to the Apple market, and I think if a lot of the other people had shown that, maybe Apple would not be wavering along the path that they're

going. I think they feel that the Mac is going to replace the Apple II—I can't see that happening. The IIGS is a dynamic machine and people expect the greater capability because of the expansion slots. People say, "Well, why don't you develop the Quickie for the Mac?" First, we're not a Mac developer—even though according to Apple we are because we're an *Apple* developer. But the biggest setback is the cost involved. Because you only have one slot on most Macs, you have to use the SCSI port. So you have to have an outside connector, and you've got to use SCSI. That alone would add \$50.00 to our cost.

Epilogue

I just want to thank Brian Winn for suggesting this interview and coming up with some of the questions, and Jim for taking time out of his busy schedule to talk to us. I think you can see from the above interview that Vitesse is truly committed to helping the IIGS live up to its potential. They, and other die-hard IIGS developers, deserve our support and thanks!

Also, I need to thank Susan "Dave went broke and Kevin Johnson started applying ingenuity" Thoeming for taking the time to type all of this in off of the rather poor cassette recording I gave her. Thanks Susan!

You can buy or obtain information about Vitesse products by writing or calling:

Vitesse, Inc.
P. O. Box 929
La Puente, CA 91746-0929
(800) 777-7344

You can send Brian M. Winn comments or questions by sending him e-mail on America Online (WTSBrian) or by writing:

WinnTECH Software
3279 45th St. W
Webster, MN 55088

GS+

SYSTEM SOFTWARE v5.0.4

By Joe Wankerl and Steven W. Disbrow

In June of 1989, Apple Computer released System Software v5.0 for the IIGS. It had version 3.0 of GS/OS, it introduced ExpressLoad (a much faster way to get files from the disk to the computer's memory), a new SCSI driver, the AppleShare File System Translator (FST), and more Toolbox fixes and additions than you'd care to shake a stick at. It was, perhaps, the most beneficial addition to the Apple IIGS software arena to date.

Next came System Software v5.0.2 (skipping the .0.1 suffix entirely), which was mostly comprised of bug fixes. Sometime in October of 1990, v5.0.3 became available, but now, only a couple of months later, v5.0.4 is out. System Software v5.0.4 is *basically* v5.0.3 with a few important bug fixes.

What's New

The list of changes that were made from System Software v5.0.2 to v5.0.4 is impressive. The most obvious changes are in the Standard File tool. This is the tool that you interact with whenever you open or save a file from a desktop program. In addition to the bug fixes that you would expect, the latest version of Standard File has several changes that make it behave a bit differently from past versions. For instance, if you click the mouse on the "Volumes" button (which is called the "Disk" button in some programs) you are presented with a list of all of the disks you have online. You can then select a new disk to work with

simply by double-clicking on it. You can also get to this list by pressing the escape key (or clicking on the Close button) repeatedly. Another enhancement is that if you insert a disk while you are working with a Standard File dialog (i.e. opening or saving a file), the system realizes that you must have inserted that disk for a reason and displays a directory for the new disk! You get similar results when you eject a disk. Very smart and very convenient.

Other tool sets have also been enhanced, but none of those changes are quite so readily apparent as the changes to Standard File. For example, the Audio Compression and Expansion (ACE) tool was entirely rewritten to increase its speed. Nice to know, but hard to pin down during everyday use. There are dozens of other similar enhancements.

A New Print Shop

ImageWriter owners have long complained that printing from IIGS desktop programs was like getting a tax refund: no matter how early you got started, it took forever. In System Software v5.0.4, the ImageWriter drivers have been *totally* rewritten from scratch—they're now *much* faster. Not only that, they now have many more features. For instance, you can now select a page setup that will let you easily configure your document to print 3.5-inch disk labels, 5.25-inch disk labels, mailing labels, and other nonstandard page sizes. (Beta versions of System Software v5.0.3 also had a printer driver for the Hewlett-Packard DeskJet Plus, but that was apparently removed so

as not to compete with Harmonie and Independence.)

And On And On

There are lots of little changes in this newest version of the System Software that simply make your IIGS more reliable and easier to use. Apple released a 20 page document detailing these changes, so we would need about that many pages to describe them all to you. The bottom line is that this is a collection of many small improvements that, when taken together, make a significant difference in the operation of your IIGS.

Why Use It?

Well, the obvious reason to use System Software v5.0.4 is because it's *supposedly* more reliable than any of the previous versions of IIGS System Software. (We have not really had enough time to verify this, however.) Also, because it has additional features, new software products (HyperCard IIGS comes to mind) will require System Software v5.0.4 to operate properly.

How To Get Yours

You can acquire System Software v5.0.4 by visiting your local Apple dealer, and it should be free as long as you bring two 3.5-inch disks with you. Alternately, you can download the System Software from many online services. If you don't have a local Apple dealer or a modem or a User Group, we may be able to help. Although all we actually use is the Installer, we *have* licensed the IIGS System Software for distribution to our *subscribers*. **Call us for more information!** **GS+**

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RAM NAMER

By Steven W. Disbrow

[Editor's Note: Occasionally, we get an idea for a program that will change the face of Apple IIGS computing forever. A program that will make our readers more productive, improve the quality of their lives, and keep their teeth white. This is not one of those programs.]

Not too long ago, Dave Adams (our de facto Games Editor and AppleFest Security Chief) called me up and said, "How hard would it be for you to write a—whatta-ya-call-it—a CDev that would change the name of my RAM disk for me whenever I turn on the computer?" "Not too hard. But that's just such a, well, *useless* idea." At this point, threats were exchanged and Dave reminded me that, if not for him, I would have no one to scoff at. Properly chastised, I set out to create the utility he requested. A bit later, amid a fanfare of Alice Cooper and Fig Newtons, RAM Namer was born.

What It Is Dave?

RAM Namer is a Control Panel Device (CDev) that allows you to change (at boot time) the name of your IIGS RAM disk (which you create with the Control Panel) from `:RAM5` to whatever you want it to be. (As long as "whatever you want it to be" is still a valid ProDOS disk name!) For instance, I have used RAM Namer to name my IIGS RAM disk `:Diz`. To install RAM Namer, see "How To Use The GS+ Disk" on page 22.

How Do It Work Dave?

Once you have RAM Namer installed, open up the Control Panel NDA and select the RAM Namer CDev. You will then be presented with a LineEdit control which will show the current name for your RAM disk. The initial name is, of course, `:RAM5`. At this point, you can simply type in a new name for your RAM disk. You can also click on the Help button at the bottom of the Control Panel window to

get a bit of instruction on how RAM Namer works.

Note that you do *not* have to type a ":" or a "/" in front of the name that you type into the LineEdit box; RAM Namer will supply one if you forget. As I said before, the name you type in *must* be a valid ProDOS disk name. RAM Namer does not check the name you type in and, if you did not type in a valid name, RAM Namer will let you know by making your IIGS beep at you during the boot process (when the RAM Namer Icon appears on the screen). For the rules of naming a ProDOS disk, see Figure 1.

RAM Namer does *not* immediately change the name of your RAM disk. The change will take effect the next time you reboot your IIGS.

If you don't have a RAM disk installed, don't worry. If RAM Namer does not find a RAM disk, it does not do anything. If you are *never* going to use a RAM disk, don't even bother installing RAM Namer.

What It Used For Dave?

Well, there are quite a few uses for RAM Namer, actually. Beyond the incredibly vain and egotistical use I have put it to, it can also be used to help run certain games from your RAM disk; for instance, the game "Sinbad and The Throne of The Falcon." (Reviewed on page 39.) You can copy one of the Sinbad disks to your RAM disk and run

it from there, but the RAM disk has to be named correctly in order for everything to work. RAM Namer can handle that easily!

In addition to that, RAM Namer can be used to, um, well, there must be literally *billions* of other uses for RAM Namer. Just because I don't know what they are doesn't mean that I'm lying!

How It Programmed Dave?

Well, all kidding aside, there are quite a few interesting IIGS programming techniques contained inside the ORCA/C source code for RAM Namer that is on your GS+ Disk. First of all, RAM Namer shows how to use the GS/OS `DInFo` call to search for, and identify, a RAM disk. After it finds the RAM disk, RAM Namer shows how to rename the RAM disk (or any other GS/OS disk) using the `ChangePath` call.

In addition to all *that* great stuff, the RAM Namer source code also contains two routines that show you how to get text from, and shove text into, LineEdit controls. What more could you want?

What You Want Now Dave?

If you have any ideas for enhancements to RAM Namer (I already have quite a few myself), let me know. It might seem kind of frivolous at first, but being able to name your RAM disk whatever you want can have its advantages. Especially if your girlfriend's name is a valid ProDOS disk name. **GS+**

Figure 1 - Rules For Naming A ProDOS Disk

A ProDOS disk name must start with either a slash "/" or a colon ":". After the "/" or ":", the remainder of the name must:

- 1) Be from 1 to 15 characters long.
- 2) Consist only of the numerals 0-9, the letters A-Z, a-z, and the period ".".
- 3) Start with a letter (A-Z or a-z).

BATTERY BRAIN v1.1

by Joe Wankel

I received a lot of positive feedback about my Battery Brain program that made its debut in *GS+* V2.N1, so I decided to give it a minor facelift. When I was done, though, I had almost rewritten the entire program! Battery Brain v1.1 now works *much* more reliably and has a couple of new features.

What It Is

For those of you who may have missed *GS+* V2.N1, Battery Brain is a Control Panel Device (CDev) that allows you to load and save your battery RAM parameters. I found it to be a pain whenever I had to reset my battery RAM parameters because there are just too many little things that can be easily overlooked. Some situations where Battery Brain can be useful might be if your battery goes dead and you lose all your settings, if a "friend" comes over to use your computer and happens to play with the Control Panel and messes things up, if you are in a classroom situation and you have many students who do the same things that your friends do, or if you have any need to switch between two or more battery RAM configurations.

For example, I have my computer set up on an AppleTalk network, have my sound volume at a reasonable level, and I have an external modem in slot 2. Whenever I want to use synthLAB to listen to, or create, some beautiful music, I have to turn off AppleTalk (because the MIDI Synth tools don't run very well with all those AppleTalk interrupts going on), I have to turn my volume off so all I hear is the music coming from my stereo speakers and not the raspy internal IIGS speaker, and I have to switch slot 2 to the "Your Card" setting so my Audio Animator can communicate its MIDI messages to synthLAB. Whenever I'm done with synthLAB, I have to change everything back. With all these changes taking place, Battery Brain is a dream come true.

Old Features

After you have installed Battery Brain (see page 22 for instructions on how to install Battery Brain), open the Control Panel New Desk Accessory and select Battery Brain from the list of CDevs. As you can immediately tell, Battery Brain has a completely different look from the 1.0 version. The old buttons allowing you to load and save battery RAM parameters have been renamed "Open..." and "Save As..." and are now in the Options pop-up menu. When you select Open, you are prompted to select the battery RAM configuration file to load. It then loads the configuration file and all the settings that are immediately changeable, such as text screen colors and the system beep pitch and volume, are changed. When you select Save As, you are prompted to name the file to save your current battery RAM configuration in.

The battery RAM configuration for a ROM 01 IIGS is different than that for a ROM 03 IIGS. If you try to load a configuration file that was saved from a IIGS with a different ROM, a dialog box is presented informing you of the situation and the current battery RAM configuration is left alone.

One of the things that has always bothered me with programs is that I always have to muddle my way through folders to get to where I want to be. If I open a file, I have to select the folder it is in. Then if I want to delete a file somewhere else, I have to trudge through some more folders. Now if I want to open yet another file, which is usually in the same folder as the first file I opened, I have to backtrack through all those folders again! Ick! With desk accessories, this is an even bigger problem because the files you usually want to work with aren't in the same folder that the host application's files are. Battery Brain fixes this "problem." When Open or Save As is selected, the folder you are currently in is saved and a new working folder is loaded from Battery Brain's resource fork. When you complete the Open or Save As

operation, the new working folder is saved out to the resource fork and you are returned to the folder you were in previously. In other words, when you finish with Battery Brain, it makes sure you are right back where you started. The "Open" and "Save As" folders are stored separately, so if you need to open parameters from one folder and save them in another, there isn't a big problem.

New Features

Version 1.1 of Battery Brain adds the capability to have a "default" setup. You can make your current setup the default setup with the "Make Default..." option. The Make Default option is similar to the Save As option except that the battery RAM parameters are saved to Battery Brain's resource fork instead of a file. Also, only one default setup can exist while you can have multiple configurations saved in files. You can change your current battery RAM configuration to the default setup with the "Load Default..." option. The Load Default option is analogous to the Open option. There are a couple of reasons to have a default setup. One reason is that it gives a quick way to load in your most frequently used battery RAM configuration without going through the hassle of a Standard File dialog. The most important reason, however, is that it gives Battery Brain the ability to check your setup at boot time!

Battery Brain Boot Benefits

When the "Check Setup On Boot" check box control is checked, Battery Brain will check your current battery RAM configuration against the default setup during the CDev boot time (i.e. when you see the Battery Brain icon as your system boots). If your current battery RAM configuration differs from the default setup, you will be presented with a text dialog that allows you to either change your battery RAM to the default setup (by pressing the return key) or to continue booting while leaving your battery RAM alone (by pressing the escape key). Also, if the default setup

was created on a IIGS with a different ROM version than your machine, a text dialog will appear letting you know this.

When you first install Battery Brain, there is *no* default setup. *If you check the "Check Setup On Boot" control, be sure that you actually have a default setup made!* If you don't, Battery Brain will *always* present the "different ROM version" dialog.

This concludes the user's manual for Battery Brain v1.1. If you just want to use Battery Brain, turn to "How To Use The GS+ Disk" for instructions on how to install the program. If you want more technical information, read on!

BI-Lingual

This version of Battery Brain is primarily written in ORCA/C, but I also decided to add an assembly language data section. The case assembler directive is used because the assembler doesn't usually generate case sensitive labels, but ORCA/C requires them. Accessing the data area was easy once I figured out that the `entry` directive was needed to let the linker know about the internal label—just code your data in assembly, label it with an `entry` directive, and then all C references to that data are resolved at link time.

Text & GS/OS

To display the text dialogs at boot time, I used GS/OS to communicate with the `.CONSOLE` device driver. Using a character device is just as easy as using a block device. First you need to open the device, then all writes to the device are displayed on the screen and all reads from the device are requested from the keyboard. After all work is done with the device, you simply close it.

I used a couple of routines to automate this process. The `OpenText` routine opens the `.CONSOLE` device and makes sure that the text screen is active. The `WriteText` routine displays a block of text on the screen. The `ReadText` routine waits until one of two keys has been pressed and then returns the one that was pressed. The `CloseText` routine closes the `.CONSOLE` device and then resets the screen to whatever mode it was in before the `OpenText` routine was called.

Other Points of Interest

Version 1.0 of Battery Brain only saved and restored prefix 8: around Standard File Operation tool calls. Standard File looks at prefix 0: first, so things didn't exactly work as planned. Version 1.1 saves both prefixes 0: and 8:; however, only prefix 8: is saved to the resource fork because

prefixes 0: and 8: are the same after Standard File calls and prefix 0: can't hold as much information as prefix 8: can. (Prefixes *: and 0: through 7: can only hold 64 characters. Prefixes 8: through 31: can hold about 8000 characters.) The save and restore prefix routines were almost completely rewritten in version 1.1.

Perhaps the oldest "feature" of Battery Brain that is still hanging around is its save bug. Yes, that's right, Battery Brain has a bug in it (well, sort of). It's not my fault, though, *honest!* It seems that when ORCA/C v1.1 compiles Battery Brain with optimizations on (`#pragma optimize -1`), it doesn't dereference the buffer memory area correctly when a Save As is done. To correct this, I leave all optimizations off. I have notified Mike Westerfield of the problem and sent him sample source code. He said he would look into it. Hopefully there will be yet another version of ORCA/C to come out with that compiler bug fixed.

I hope you enjoy this new version of Battery Brain. If you have any questions about Battery Brain, or suggestions for improvements, please don't hesitate to contact us here at GS+. If you have a problem, be sure to fill out the problem report form supplied on your GS+ disk and then get that information to us! **GS+**

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EGOed v1.32c

By Steven W. Disbrow

Looking at the version number for this EGOed update, you might not think that much has changed. However, *everything* has changed! While the version number is the same as last time, the "c" is what's important. It signifies that this version of EGOed was written using ORCA/C v1.1. Even though the base version number is the same, there are several enhancements that resulted from using ORCA/C.

Enhancements

The first "enhancement" to this version of EGOed is that it is bigger! Of course, one of the main reasons for converting EGOed to ORCA/C was to make it smaller. . . unfortunately, ORCA/C did not seem to understand this! (See "Programming Considerations For v1.32c" for more on this.)

The import and export of AppleWorks Classic Word Processor (AWP) files has been improved. In past versions of EGOed, AWP import was a bit flaky and it would sometimes leave formatting codes in the file. These would show up as "empty box" characters in the EGOed window. This has been fixed.

The most visible enhancement to EGOed is in the File menu. Pull it down and you will notice that the three "Save As..." items from previous versions have been reduced to a single item. When you select this new Save As..., you are presented with a custom Standard File dialog that not only allows you to specify a name for your file, it also allows you to select the format to save the file in. The four choices are "ASCII Text," "AppleWorks," "TeachText" and "APW Source." To pick a format, just click the mouse on the appropriate radio button. When you click on one of these buttons, a message is displayed in the dialog telling you whether or not the format you have chosen can save any of the font and style formatting information. This message will be "All formatting will be saved!" if you select TeachText, and "No formatting

will be saved!" for any other file format. EGOed remembers the file format that you specify in the Save As dialog and uses it as a default file format. Even if you cancel the Save As operation, it uses the format that was selected in the dialog as the format for any new files that you create. (The format of the current file is always shown in parenthesis in the title of the EGOed window.) Also, when you use the Save As option, the file format that will be highlighted in the dialog will be the *default* file format and *not necessarily* the format of the file that you are "saving as."

Note that when you save a file as APW Source, there is no way to change the Auxiliary Type of the file. (The Auxiliary Type of an APW Source file specifies the source code language of the file). At this point, EGOed simply uses the Auxiliary Type of the last file you opened from disk. Thus, if you open an ORCA/C file (with an Auxiliary Type of 8) and use Save As to save it as an APW file under a new name, the new file will also be an ORCA/C file.

With the addition of the "All/No formatting will be saved!" messages to the Save As dialog, it made sense to change the way the old "AWP Warnings" preference works. In EGOed v1.32c, this preference has been changed to simply

say, "Warnings." Whenever you use the Save menu item (or press Command-S) and the file format is anything other than TeachText, a dialog is displayed warning you that none of the formatting shown in the EGOed window will be saved with the file. To turn off this warning facility, pull down the Preferences menu and select the Warnings item. The check mark next to the item will disappear and you will not receive any further warnings (other than the ones in the Save As dialog).

The last real enhancement in this version of EGOed is that it now works better with GraphicWriter III. Previous versions of EGOed would die in GraphicWriter III if you tried to cut, copy, paste or clear text in the EGOed window. This has been fixed. (See "Programming Considerations For v1.32c" for more on this.)

Warning!

While it has the same features as previous versions, this new version of EGOed is actually a *completely new program!* Although we have been testing it here for the last month, the old versions of EGOed had over a year of testing behind them. In other words, *be careful and save your work often!* If you find a bug in this version of EGOed, please fill out the problem form on your GS+ disk and send it in immediately!

If all you want to do is *use* EGOed, turn to "How To Use The GS+ Disk" on page 22 for information on how to install EGOed. A complete user's manual for EGOed v1.32c is on your GS+ Disk in the file EGOed.Docs, in the EGOed folder. This documentation covers all features of EGOed up to and including the ones discussed above. By placing this documentation on the disk, however, we are placing the fate of GS+ in your hands. *Please* don't give away copies of the GS+ Disk for *any* reason! If you do, there will be very little reason for people to subscribe, and in turn, very little reason for us to produce GS+ Magazine. (continues . . .)

What Is EGOed?

EGOed is a New Desk Accessory (NDA) *text editor*. When you install EGOed on your startup disk, you can edit and print ASCII text, TeachText, and AppleWorks Classic Word Processor files from inside *any* desktop program that properly supports NDAs. To use it, you *must* use IIGS System Software v5.0.2 or later. For information on installing EGOed, see "How To Use The GS+ Disk" on page 22. For more information on using EGOed, read the file EGOed.Docs which is on your GS+ Disk in the EGOed folder.

Programming Considerations For v1.32c

This was not what I would call an easy conversion! For example, when I finally got EGOed rewritten in C and compiled it with no errors, I began testing it with all of the programs that we regularly use. At the top of that list is GraphicWriter III. When I entered GraphicWriter III, opened up EGOed and clicked on the EGOed menu bar, my system died a horrible death. I then remembered that GraphicWriter III is one of the few application programs that fails to start up the Scrap Manager. (The Scrap Manager should *always* be started by an application that supports NDAs! See page 5-5 in the Desk Manager chapter of the *Apple IIGS Toolbox Reference Volume 1*.) Why does this matter? Well, when a click occurs in the EGOed menu bar, I use the Scrap Manager call `GetScrapSize(textScrap);` to determine if there is any text in the clipboard. Based on the result of this call, I enable or disable the Paste item in the Edit menu. Under TML Pascal II, making this call in GraphicWriter III *never* crashed my computer. However, the ORCA/C version would crash every time. Actually, the ORCA/C version gives the correct response. I don't know *why* the TML Pascal version didn't crash, but it *should* have! The way around this is simply to start up the Scrap Manager, but *only* if it isn't already started by the application. I have informed Seven Hills Software of the problem and was told that it should be fixed in the next version of GraphicWriter III.

A lot of other little things like that cropped up during the conversion. In every case, it simply seemed to be a case of TML Pascal II simply surviving something that it *shouldn't* have! It was a bit more work for me, but by finding and correcting each of these things, the ORCA/C version of EGOed *should* be much more robust than its TML Pascal II predecessors. However, that may not be the case! As I said before, this version of EGOed is actually *bigger* than the last Pascal version. The reason for this is that when I compiled this version of EGOed with all optimizations on, the dang thing simply wouldn't work! Sometimes. Other times, it worked perfectly! Now, if

I leave all optimizations off, it works perfectly every time! Of course, my first guess is that it is *me*. In the past, I have learned to blame your compiler only after you have checked *everything*—twice. Even then, it's probably a programming error. This time though, I really don't think so. Routines that worked flawlessly since the first stage of the conversion simply stopped working, even with no changes to the code! Now that Joe is the official "techie" around here, I threw the problem in his lap and he is just as mystified as I am. At this point, he is consulting with Mike Westerfield of the Byte Works in hopes that we can get the problem resolved. Until then, we have *extensively* tested the *unoptimized* version of EGOed v1.32c, and it works very well. The difference in the sizes of the files (optimized and unoptimized) is only 4K, so I decided to go ahead and put the unoptimized version on this issues disk. If we can get the optimization problem worked out, we will put that version on the GS+ Disk. Be sure to check the `a.Read.Me` file for last minute details.

Oink! Oink!

Apparently, TML Pascal II (when used with the APW Compress utility), is not as much of a hog as I thought! To get EGOed v1.32c as small as it is, I had to carefully check for "dead code" *and* remove the ExpressLoad header from the load file. I did not really try to make the code smaller, I just wanted to get a C version working with the same features as the last Pascal version. Now that the

conversion is done, I can concentrate on improving the code and perhaps even rewriting some sections in Assembly.

One of the few sections that I *did* rewrite were the import and export of AWP files. The two functions that provide AWP support now reside in their own source code file, `AWP.h`. These are written to be "black box" functions that can be used by any program to provide AWP import and export. For more information on their use, refer to the comments in the `AWP.h` file.

Actually, EGOed has been split up into several source files. Figure 1 contains a brief list of what those files are and what they contain.

The Custom Standard File Dialog

The custom Standard File dialog that is used in this version of EGOed was actually very simple to do. It is based on the standard dialog that is discussed on page 48-19 of the *Apple IIGS Toolbox Reference: Volume 3*. The source code for the dialog is in the file `SaveAsDLog.h`. This file is in the EGOed folder on your GS+ disk. This code can easily be used as a starting point for your own custom dialogs if you wish. Since EGOed is an NDA and disk space and memory are always at a premium, I took extra care to ensure that the same dialog works in both 640 and 320 mode. I also left some space at the bottom of the dialog so that more file formats can be added in later revisions to

Figure 1 - The EGOed Source Files

`AWP.h` - This file contains the routines used to import and export AppleWorks Classic Word Processor files.
`EGOed.cc` - Contains the routines that do all of the actual work.
`EGOed.h` - Header file containing the `#defines` and type definitions needed by EGOed.
`EGOed.rez` - The REZ language source code for the EGOed resource fork.
`EGOedGuts.h` - Contains the `DAInit`, `DAOpen`, `DAAction` and `DAInit` routines. These were split off from `EGOed.cc` because the ORCA editor could not handle the size of the two files combined.
`GSString.h` - Contains several routines that come in handy when working with GS/OS strings.
`SaveAsDLog.h` - Contains the definition of the custom Save As dialog.
`StrNum.h` - Routines for converting numbers to strings and vice-versa.


```
#pragma databank 1
void SFItemHitHandler(int *ItemHit, GrafPortPtr DialogPort)
{
    /* Function body */
}
#pragma databank 0
```

Figure 2 - Declaration Of A Standard File Item-Hit Handler

EGOed. (Actually, a pop-up menu would be the *best* way to go. . . but the code needed for that [the Dialog Manager does not easily support extended controls] might take up more memory than I am willing to devote to a single dialog.)

How It Works

The first time you read the documentation on custom Standard File dialogs, the whole thing can look a bit intimidating. As with everything else on the IIGS, it's not as tough as it looks. (However, you *do* need to read all of the documentation on these custom dialogs! It's in the Standard File chapters of volumes 2 and 3 of the *Apple IIGS Toolbox Reference*.)

The call needed for this custom dialog is SFPPutFile2. In addition to the parameters in the regular SFPutFile2 call, this call allows you to specify three additional parameters that allow you to customize the appearance and behavior of your file save dialog.

The first of these additional parameters is a pointer to a routine to draw the items that appear in the file list. Although EGOed does not use this parameter, an example of a program that does would be AppleWorks GS. By using a drawing routine, AppleWorks GS can draw an icon by each filename that shows you exactly what kind of file that it is (Word Processor, Database, etc.).

The second additional parameter is a pointer to a dialog template. For EGOed, this is simply a pointer to the dialog template that is defined in the *SaveAsDLog.h* source file. Again, with only minor modification, you can easily use this dialog in your own programs.

The last of the three additional parameters is a pointer to the routine that Standard File should call whenever an item in the dialog is "hit." When the routine is called, Standard File passes it a pointer to

an integer that tells which item was actually hit and a pointer to the GrafPort of the Standard File dialog. In ORCA/C, this routine can be declared as shown in Figure 2. For EGOed, the function is called GetNewFileType and can be found in the file EGOed.cc.

With all of the extra controls in the EGOed Save As dialog, it became necessary to initialize those controls to the proper state (i.e. selecting the correct radio button for the current default file type and displaying the appropriate message regarding formatting) each time the user chooses the Save As item from the file menu. To accomplish this, the function TuneRadio is called just before the call to SFPPutFile2.

Not Too Tough

And that is, basically, all there is to the use of custom Standard File dialogs. Remember to read up on the Standard File chapters of the *Apple IIGS Toolbox Reference* and to carefully study the EGOed source code for more insight on how to use this powerful tool.

What's Next?

You tell me! What do you want to see in future versions of EGOed? More file formats? More editor features? I want to know what *you* need from EGOed! **GS+**

ERRATA

During our review of Captain Blood (*GS+* V2.N2, page 33) we neglected to verify that it would work on a ROM 03 IIGS. It does not. We apologize for any inconvenience this may have caused, and promise to do better in the future. The original publisher of Captain Blood, Mindscape, was recently bought out by The Software Toolworks, so you will need to contact The Software Toolworks to voice your complaints. We contacted The Software Toolworks to voice *ours*, and were told that due to low sales of this and their other IIGS products, The Software Toolworks does not have any plans to correct this problem. Contact them at:

The Software Toolworks
One Toolworks Plaza
13557 Ventura Boulevard
Sherman Oaks, CA 91423
818-907-6789

Remember, if you find a mistake in *GS+* Magazine or in one of our programs, let us know! Write to us at:

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TEACHTEXT TRANSLATOR v1.1

By Joe Wankerl

Although the GraphicWriter III TeachText translator I wrote for GS+ V2.N2 was, perhaps, one of the most useful programs I have ever written (we use it all the time now laying out the magazine), it still lacked one major feature that all the other translators have: quote conversions. No longer!

For those of you who missed out last time, GraphicWriter III has the ability to import the files that other word processors and graphics applications create through the use of *translators*. A translator is a program that GraphicWriter III can call to convert one format into the format that GraphicWriter III can understand.

Using The Translator

Using the updated translator is a breeze. Simply follow the installation instructions "How To Use The GS+ Disk" on page 22 and then fire up GraphicWriter III. To reuse the example I gave before, create a new document from GraphicWriter III and then put a text box somewhere (I usually option-click on the top margin line) on the page. Next, select the Import... menu item. A dialog box will appear letting you select which kind of file you wish to translate. Choose TeachText. Now a familiar Standard File dialog box will appear letting you choose the TeachText file to import into your document. There is also an additional check box in the dialog to let you turn quote conversions on or off. Click on the box to turn quote conversions off. Now pick the **QuoteTest** file from the Translator directory of your GS+ disk. After a few whirrs of the disk drive, the TeachText file will have been translated into GraphicWriter III's format and laid out! To make sure that it is translated correctly, you can open EGOed and load in the same **QuoteTest** file and compare the two. They look mighty similar, eh? But now, select the Import... menu item again. Select the TeachText translator.

This time, leave quote conversions on. Load in the **QuoteTest** file again. Now the quotes will have been converted from those standard straight quotes to nice curly quotes!

Exporting the current document to a TeachText file is just as easy as importing it. If you did things correctly above, you should have two copies of the same text in your text box except one has quotes converted. Select the Export... menu item. The same dialog box will appear letting you select which kind of file you wish to create. Choose TeachText again. Once again, a Standard File dialog box will appear letting you choose the filename of the TeachText document you wish to create. Leave quote conversions on. A good choice for this example is to use the default name provided, "Untitled," or pick something inconspicuous like "test." After a few more whirrs of the disk drive, a new TeachText file will have been created. Just to make sure that it translated correctly, open EGOed back up and load in the new file to take a look. Now all the quotes have been converted, but the GraphicWriter III document should still have the first part with straight quotes.

Let's Ride That One Again!

Once again I come to explaining the programming aspects of the translator (if all you need is to *use* this translator, you can stop reading now) this time the topic is converting quotes. For a complete explanation of the translator, I suggest you pick up a copy of GS+ V2.N2.

The only files that have changed are the **Read.ASM**, **Write.ASM**, **Open.ASM**, **Create.ASM**, and **Global.ASM** files. That looks like a lot, but not when you see how small the changes are! But before I go into the translator changes, I'll first discuss the quoting mechanism.

Mr. Librarian, I'd Like To Quote That Book, Please.

Since I'm not the only person in the world who will want to write a translator, I have developed a few core routines that all translators will almost certainly want to use. The routines are **ConvertQuotes**, **ImportDialog**, and **ExportDialog**. All you have to do to use these routines is to put the proper parameters on the stack and **jsl** to the routine name, then pull any results off the stack. Making a call to my library function is similar to making a Toolbox call. Also, make sure that the file **GWLib** is properly installed in your libraries folder (the standard prefix for libraries is **2:** in the **ORCA/Shell**). You can follow the instructions on page 22 to install the **GWLib** properly. Whenever you link your translator, the libraries are automatically searched and the routines you use are "magically" included in your load file.

Can I See The Card Catalog, Please?

The **ConvertQuotes** routine is used to convert straight quotes into "curly" quotes. Looking at Figure 1, **bufferPointer** is the pointer to the text

Figure 1 - The Parameters Of The **ConvertQuotes** Call

```
Stack Before Call
| previous contents |
|  wordspace       |   Word-Space for result
|  quoteFlag       |   Word-Quote conversion flag
|  bufferPointer    |   Long-Pointer to text buffer
|  bufferLength    |   Long-Length of the text buffer
|-----|<-- SP

Stack After Call
| previous contents |
|  newQuoteFlag     |   Word-New quote conversion flag
|-----|<-- SP
```


that you want to convert, *bufferLength* is the number of characters to convert in the buffer. The *quoteFlag* should be set to zero the first time ConvertQuotes is called on a new body of text. Each additional call to ConvertQuotes, which is supposed to convert text within the same body, should have the *quoteFlag* set to the *newQuoteFlag* value returned by the previous ConvertQuotes call.

The ImportDialog routine is used to display a custom Standard File Get File dialog box with a translator version string and a check box to control quote conversions. Looking at Figure 2 below, *versionPointer* is the pointer to the Pascal string of your translator version and the rest of the input parameters are the same as the SFPGetFile2 input parameters documented in the *Apple IIGS Toolbox Reference, Volume 3*. The *convertQuotesFlag* will be either TRUE (non-zero) or FALSE (zero) depending on the state of the convert quotes check box.

The ExportDialog routine is used to display a custom Standard File save file dialog box with a translator version string and a check box to control quote conversions. Looking at Figure 3 on the next page, *versionPointer* is the pointer to the Pascal string of your translator version and the rest of the input parameters are the same as the SFPPutFile2 input parameters documented in the *Apple IIGS Toolbox Reference, Volume 3*. The *convertQuotesFlag* will be either TRUE

(non zero) or FALSE (zero) depending on the state of the convert quotes check box.

Translator Modifications

Now that the library calls have been documented, I'll explain exactly how I integrated them into my existing translator. The easiest part was changing the *Global.ASM* file. It required the addition of two new variable spaces on the direct page: one for the state of the quote conversion check box to determine if quote conversions should be done, and one for the *quoteFlag* variable so it can be retained through all the ConvertQuotes calls. The final addition to *Global.ASM* was the version string for the translator that will be displayed in the Standard File dialogs.

The second easiest modification was changing the SFPGetFile2 call in *Open.ASM* to the ImportDialog library call and the SFPPutFile2 call in *Create.ASM* to the ExportDialog library call. The parameters passed between the tool calls and the library functions are *very* identical and it took about half a minute to verify that everything was correct. A final addition was required in the open data initialization and create data initialization routines: the saved *quoteFlag* value is set to zero, as required whenever a new body of text is to be converted.

Now I'll describe the majority of the modifications: adding the ConvertQuotes library call. Two

ConvertQuotes calls had to be used, one in the *Read.ASM* file to convert on imports, and one in the *Write.ASM* file to convert on exports. The import ConvertQuotes call was added immediately before the routine ended. First it checked to see if quote conversions were wanted and if so, it called the ConvertQuotes routine with the appropriate values and saved the returned *quoteFlag*.

The export ConvertQuotes addition was a bit more complex. It seems that the pointer to the text buffer that is passed to the Write routine is actually the same area for the document's text data, not a copy of the text data. The implication of this is that if any changes are made to the data area, the changes will also be made in your current document! This is not what should happen, so a work handle is first resized to the data area's size and then the data is copied over to the work handle. The parameters for the WriteGS call are also changed to reflect the new data area's position. Now the ConvertQuotes routine can be called appropriately without affecting the document.

That was everything! I was really surprised how fast I added the convert quote option. I was really expecting *much* more work.

Library Notes

Writing the library functions for converting quotes was also a rather simple task. The custom Standard File dialogs were extremely easy to code. For detailed information on how to code a custom Standard File dialog, see the EGOed update information on page 15, or you can brave the comments in the library. Everything is rather clear and you shouldn't have much trouble following what's going on.

You'll notice that each code segment in the library starts with a mixed case label and is then followed by an all uppercase entry point. The reason for this is because some languages are case sensitive and some aren't. The ones that are will only recognize the mixed case label and the ones that aren't will only recognize the all uppercase label.

Figure 2 - The Parameters Of The ImportDialog Call

```
Stack Before Call
| previous contents |
| wordSpace        | Word-Space for result
| versionPointer   | Long-Pointer to Pascal translator version string
| itemDrawPtr      | Long-Pointer to the custom item drawing procedure
| promptRefDesc    | Word-Type of reference in promptRef
| promptRef        | Long-Reference to Pascal string for file prompt
| filterProcPtr    | Long-Pointer to the custom filter procedure
| typeListPtr      | Long-Pointer to the custom type list record
| replyPtr         | Long-Pointer to the new-style reply record
|-----|<-- SP

Stack After Call
| previous contents |
| convertQuotesFlag | Word-State of the convert quotes check box
|-----|<-- SP
```


Figure 3 - The Parameters Of The ExportDialog Call

Stack Before Call		
previous contents		
wordspace	Word	Space for result
versionPointer	Long	Pointer to Pascal translator version string
itemDrawPtr	Long	Pointer to the custom item drawing procedure
promptRefDesc	Word	Type of reference in promptRef
promptRef	Long	Reference to Pascal string for file prompt
origNameRefDesc	Word	Type of reference in origNameRef
origNameRef	Long	Reference to the class 1 input string for default name
replyPtr	Long	Pointer to the new-style reply record
-----	<--	SP
Stack After Call		
previous contents		
convertQuotesFlag	Word	State of the convert quotes check box
-----	<--	SP

The conversion of quotes is a pretty easy process. Everything depends on the character before the quote you want to convert, hence the need for a *quoteFlag* variable. The *quoteFlag*, called *TextFlag* in the source code, represents what the previous character was.

The whole idea behind converting quotes is to step through the text, character by character, checking to see if the current character is either a double quote or a single quote. If a quote character is found,

it is subject to one of the five rules of conversion. The source code is fully documented and easy to follow (and amazingly compact!) if you're curious. I'd like to extend a huge "thank you!" to Dave Hecker of Seven Hills Software for providing me with the conversion rules (shown in Figure 4) as well as some sample source code for me to browse through.

And there you have it! If you find any problems with the translator or the library,

or if you have any questions about it, be sure to let me know. Use the problem form supplied on your *GS+* disk to help us identify your problems and find solutions.

GS+

Figure 4 - The Official Rules For Converting Quotations

- 1) IF a quote follows a number
THEN leave it alone (1990's ==> 1990's)
- 2) IF a quote follows a Tab, Return, or Space
THEN make it an opening quote of the same type
- 3) IF a double quote follows an opening single or a closing double quote
THEN make it an opening double quote (" ==> "" and '" ==> '"')
- 4) IF a single quote follows an opening double or a closing single quote
THEN make it an opening single quote (" ==> "" and '" ==> '"')
- 5) IF a quote follows any other character
THEN make it a closing quote of the same type (this" ==> this')

Note: There *are* rare loopholes to these rules. For example:
Shout "1990" to them. ==> Shout "1990" to them.
("How are you?") ==> ("How are you?")

RUMORS, WISHES & BLATANT LIES

By the rather confused Prof. G. S. Gumby

RING! RING!

"GS+ Magazine, this is Professor Gumby speaking."

"When eez System 7.0 be out for zee IIGS?"

"Um, System 7.0 is scheduled to be released for the *Macintosh*. At this point, the current IIGS System Software version is 5.0.4. There *are* rumors of a version 6.0 being in the works..."

"No. No. Zees eez for zee IIGS. Eets gonna give zee IIGS zee ability to run zee *Macintosh* zoftwarez!"

"Really? WOW! Where did you hear thi... Hey, wait a second! Is this John Sculley *again*? Sheesh! Look pal, I've told you a thousand times—I've got better things to do, and your Jean-Louis Gassé impression stinks!"

SLAM!

Apple Computer to Enter the Home and Entertainment Markets

Apple Computer, in an effort to beef up their eroding market share, has turned its attention to the hot 16-bit game machine market. This summer Apple is going to release a 16-bit home/entertainment computer which Apple believes will rival their current 16-bit competitors, which includes Sega's Genesis, NEC's TurboGraphix-16, and Nintendo's new Super Famicom. The new system will actually be a sleek, compact model of the Apple IIGS. The system, called the "Apple Enticer," will sport an 8 MHz 16-bit 65C816 processor, 1.125 MB of RAM (expandable up to 8 MB through an expansion slot), an internal 3.5-inch SuperDrive, a joystick, a mouse, and a keyboard. The CPU will include two serial ports (printer and modem), external drive port, composite (TV) and RGB output, RCA stereo output, a dual-joystick port, an AppleTalk port, and an Apple Desktop Bus port (for the keyboard and mouse). There will be two expansion slots (which each can be assigned to any slot number). The Enticer will be fully compatible with current Apple IIGS

software and a majority of its hardware. Apple plans on mass producing this computer and selling it in popular department stores at the very reasonable price of \$499 (A majority of the profit from the Enticer will come from the sale of external options; including monitors, printers, external drives, hard drives, joysticks, the Video Overlay Card, and various software packages (HyperCard IIGS, AppleWorks GS, etc...)). Apple will promote the computer's entertainment, educational, and home productivity features with the slogan, "The Apple Enticer; Because there is more to life than just fun and games..." They strongly believe consumers will go the extra mile and purchase the Enticer over their competitors' game-only machines. Apple also plans to design an "Enticer/GS Compatible" expansion card for their Macintosh LC and Mac II line, thereby merging the two systems into one computer.

This computer, if sold at a reasonable price, would not only take the game market by storm, but it would also sell very well in the entry-level/home computer markets. The attractive Apple Enticer could very well edge the IBM PS/1 and Amiga computers out of these markets. This would result in more people moving to the Macintosh line of computers, rather than the IBM PS/2 and compatibles, as they begin to upgrade to "higher performance" systems. Hence, the "Enticer," with its Mac-like look and feel, would lay a perfect stepping stone to Apple's Macintosh line. The "Enticer/GS Compatible" expansion card would make this transition even easier.

Good For A Laugh

If nothing else, the people at Apple are always good for a laugh. Look at their ad (a call for Developer Technical Support people) on page 91 of the February 1991 *Dr. Dobbs's Journal*. After you get past the rather stereotypical depiction of a "programmer type" (complete with one eyebrow, bare feet, spare tire and six arms), take a gander at the last paragraph of the ad

(before the legal malarky). It says, "Apple Computer has a corporate commitment to the principle of diversity..." BWAH! HA! HA! Gads, they kill me.

Also, in that issue of *Dr. Dobbs* is a rather interesting letter (pages 13 and 14) from a IIGS owner. *Dr. Dobbs* is always good reading. Check it out.

The Next Generation

Co-processors and parallel processing are two of the hottest technologies in computing today. In an effort to bring this technology to the IIGS, Applied Engineering is said to be working on a new product that will "Make Macintosh owners rip their spleens out with envy!" This new product, which will be called "The Borg" is said to be a large silver box that contains literally *thousands* of processors. Each of these processors will work in concert with the IIGS CPU to complete calculations in an almost instantaneous fashion. There will also be several thousand backup processors that will take over if one of the main processors malfunctions.

According to an AE spokesman, "We had one up and running for a couple of hours. It was amazing! We actually had *four* documents open in AppleWorks GS! At one time!!!" Unbelievable? It sure is! When can you expect to get your own Borg box? According to the same spokesperson, "Well, everything was going great. We were really happy with the tests we had done, so we turned the thing off to break for lunch—and it exploded! I'm not really *sure*, but I think the Quality Control people are going to want us to fix that before we ship, so it may be quite a while."

You Can Do Better?

Sure you can! Send those rumors, wishes and blatant lies to:

GS+ Rumors
P.O. Box 15366
Chattanooga, TN 37415-0366

GS+

HOW TO USE THE GS+ DISK

The first thing you need to do is **make a backup copy of your GS+ disk with the Finder!!!** Next, put the original in a safe place. If you are having a problem making a backup copy, give us a call at (615) 870-4960. If your disk is damaged, let us know and we'll get a new one to you as soon as possible.

To install the software on this issue's GS+ disk, start up your computer using System Software v5.0.2 or later (preferably v5.0.4), and then place your *backup* copy of the GS+ disk in a drive. Double-click on the Installer icon. When the Installer window appears, select the update you want to install from the left-hand window, and the disk you want to install it on in the right-hand window. Then click on the Install button. For more information on how to use the Installer, refer to your IIGS owner's manual.

Starting with this issue of GS+, we are going to try something a little different. Instead of listing all of the files on the disk here in the magazine, we will just be listing the items that you will find in the root directory of the disk. Inside each folder on the disk will be a separate **a.Read.Me** file that will describe the contents of the folder in detail.

There are twelve items in the root directory of this issue's disk. They are:

a.News

A lot can happen from the time we send this magazine to the printer and the time we get ready to mail them out. If anything does happen, we will put everything we find out about it in this file. This is a plain text file.

BatteryBrain

This folder contains the Battery Brain CDev and its accompanying source code. Use the Installer to install Battery Brain on your startup disk.

EGOed

EGOed - This is the EGOed NDA, version 1.32c. For more information on this

version of EGOed and the files in this folder, see page 15. To use EGOed, use the Installer to install it on a startup disk.

Icons

This folder contains the Finder icons discussed in "Icons" on page 23.

Installer

This is the Apple IIGS Installer. Run it to install the other programs on this issue's disk. For more information on the Installer, refer to your IIGS owner's manual. For Apple's standard disclaimer, see page 14.

LaserWriting

Fonts - This folder contains screen fonts that will allow you to compose documents to be printed on an Apple LaserWriter. See Robert Rosenberg's letter on page 3 of this issue and the "LaserWriting" article on page 8 of GS+ V2.N2 for more information on these fonts. Since we had a bit of extra room on this issue's disk, we decided to provide a *complete* set of LaserWriter fonts. This includes the fonts that were mentioned in Mr. Rosenberg's letter, the fonts from last issue's disk, and several additional sizes of those same fonts that we could not fit on last issue's disk. Use the Installer to install these fonts on your startup disk. Note that these fonts are public domain.

LightningScan

This folder contains two other folders, **Pictures320** and **Pictures640**. These folders contain public domain scanned images of United States Presidents. The LightningScan hand-scanner (see review on page 26) was used to scan these images in both 320 and 640 mode. The pictures are in Apple Preferred Format. Use any program that can view APF pictures to take a look at them.

Problem.Form

This is the standard GS+ bug report form. If you have a problem with one of our programs, fill out this form and send it to us. This is a TeachText file. You may use EGOed to view it.

RAMNamer

This folder contains the RAM Namer CDev and its ORCA/C source code. Use the Installer to install RAM Namer on your startup disk. See page 12 for more information on using RAM Namer.

Scripts

This folder contains all the scripts that are used by the Installer in order to automate the installation process.

Translator

This folder contains the source code for version 1.1 of the TeachText Translator for GraphicWriter III. For more information on the translator, refer to the article "TeachText Translator" on page 18. This folder also contains the **GWLib** folder. This folder contains the translator library source code and the translator library.

Writers.Guide

This is a TeachText file that explains what you need to do in order to write reviews, articles, programs, etc. for GS+. You may use EGOed to view it.

Please remember, unless otherwise noted above, the contents of the GS+ disk are *not* public domain or shareware! Please do not give copies of it or any of the programs on it. If you do, we will not be able to stay in business. It really is that simple! **GS+**

GS+ Users' Group Connection

We want to compile a list of IIGS Users' Groups and/or IIGS Special Interest Groups (SIGs) that are a part of regular Apple II Users' Groups. If you are a member of such a group, have your president contact us. All we need for the list is the name and address of the group. And, if you give us a free subscription to your group's newsletter, we'll give your group a free magazine-only subscription to GS+! Send that information and/or newsletter subscription to:

GS+ Users' Group Connection
P. O. Box 15366
Chattanooga, TN 37415-0366

ICONS

By Steven W. Disbrow

This issue we have a bit of room on the disk, so let's take a look at all the nifty Finder icons we put in the **Icons** folder of this issue's disk.

GS.Plus.Icons

This file contains icons that are for items that are on each **GS+** disk. There are icons for EGOed, the **GS+** disk, TeachText files, and a special folder icon. To have these icons available at all times, copy this file into the **Icons** folder of your boot volume. If you don't like the yellow folder icon contained in this file, delete the **GS.Plus.Icons** file and it will go away.

Installer.Icon

This is an icon for the Installer program. It was taken from the **Finder.Icons.X** file that comes on the IIGS System Disk.

Quickie.Icons

These icons for the Quickie hand scanner software, were supposed to be on last issue's disk. Due to an oversight on my part, they were omitted. The icons that come with the Quickie hand scanner (see review on page 24 of **GS+** V2.N2) are good, but they are *hollow* (i.e. the desktop shows through them). I modified the icons so that they are filled with white. No big trick, but it looks a lot better on the desktop! Put this file in the **Icons** folder of the disk that you run your Quickie software from.

AOnline.Icon

This is an icon I did a *long* time ago for America Online. I think it stinks, but when Joe saw it he suggested we put it on the disk. Copy it into the **Icons** folder of the disk that you run your America Online software from.

ALT.GSP.Icon

Tom Hall, Managing Editor of Softdisk G-S, wrote in to say how much he disliked our **GS+** Disk icon. Of course, he sent along one of his own in this file. Which one do *you* like better?

AppleWrks.Icons

Larry Fagan of Morrison CO, sent us these icons for AppleWorks Classic. He says that these were inspired by a similar set of icons done for us by Karl Bunker and published back in **GS+** V1.N3. To use these icons, copy this file into the **Icons** folder of the disk that you run AppleWorks Classic from.

That's it for this issue. If you have any Finder icons that you would like to share with us, send them on in! **GS+**

DISKLESS?

If you did not receive the disk with this magazine and have decided you would like to have it, just send a check or money order for \$6.50 to:

GS+ V2N3 Disk Offer
c/o EGO Systems
P.O. Box 15366
Chattanooga, TN 37415-0366

Or, call us at (615) 870-4960 to bill it to your MasterCard or VISA.

Tennessee residents add 7.25% sales tax.

Prices include \$1.50 for First-Class delivery to the U.S., Air Mail to Canada and Mexico, surface to all other countries. Add an extra \$3.50 (\$10 total) for air mail to all other foreign countries.

The HyperStuff Collection

First in this innovative series is ClipTunes™

ClipTunes™ is a collection of MidiSynth™ format songs. Included in the package is an Xcmd player for HyperStudio™ and HyperCard IIGS™. The "Synth" Xcmd allows the HyperCard™ and HyperStudio user to easily play 7 voice stereo music from within their own stacks. The songs were specially arranged for the Hypermedia environment and play in the background so you can open menus, click buttons, switch cards, animate Icons all while the music continues to play. Selections range from Holiday music, marches, songs for special occasions, and music to switch cards by. ClipTunes comes complete with tunes, sample stacks, Xcmd player, and MidiSynth tool (Tool 35). Suggested Retail Price\$39.95

Second in the HyperStuff Collection™ is ClipArt Plus™

ClipArt Plus contains 20 screens of the finest ClipArt available for the Apple IIGS. Categories include: Animals, trains, food, boats, construction, office, tools, and just about everything else including a kitchen sink. To compliment this fine ClipArt, included are 4 New Desk Accessories and as a bonus to HyperCard IIGS users, 4 Xcmds in a small demo stack.

Icon Button NDA makes creating HyperCard format Icons a breeze. Icon Button NDA lets you "Clip" out sections of any SHR screen and saves it right to the stack of your choice. GetPic Xcmd lets you display ClipArt Plus pictures, or pictures from most graphic formats including PrintShop IIGS™. Once displayed, selecting a portion of the picture for use in backgrounds, cards, or buttons becomes child's play. Simply draw a box around the image you want and click the mouse. Icon Mover Xcmd lets you copy Icons from stack to stack. With Vclip Xcmd you can view (or print) the contents of the ClipBoard. Once you use ClipIt NDA you will wonder how you ever managed without it. ClipIt works great with any program that uses the standard ClipBoard.

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REVIEWS

ZIPGSX

Retail price: \$350

Typical mail order price: \$270

Zip Technology

5601 West Slauson Ave, Suite 190

Culver City, CA 90230

(213) 337-1313 or (800) 955-5520

Reviewed by Brian M. Winn

The Need For Speed!

When the Apple IIGS was first released, it was rumored that Apple Computer, Inc. had slowed the machine down so it, with its fancy color graphics and sound, would not compete with their precious Macintosh line. Whether this was true or not did not matter, the only thing that mattered was the Apple IIGS was too slow. As more and more powerful IIGS-specific software was released, the speed problem became more evident. AppleWorks GS was (and still is) one of the most powerful integrated software applications for any computer, but it was too damn slow. Then came the TransWarp GS from Applied Engineering. It effectively increased the Apple IIGS's processing speed to 7 MHz. I welcomed the release of this accelerator card, but at the time I did not consider purchasing it. [For a review of the TransWarp GS, see *GS+* V1.N1. September/October 1989.] The rumors and promises from Apple of a new faster IIGS led me astray. Well, needless to say, after two years of running my IIGS programs at a snail's pace, I could not wait any longer for Apple. I went out and purchased the new accelerator card from Zip Technologies, the ZipGSX (Model 1600).

ZipGSX Overview

The ZipGSX is one of three different accelerator models just released by Zip Technologies. The other two models, the ZipChipGS and ZipChipGS Plus (to be reviewed later), are CPU replacement boards that simply plug into the IIGS 65C816 CPU socket. They do not use

an expansion slot. The ZipGSX is a complete expansion card that plugs into one of your IIGS's first four slots. However it only uses the slot for power—you do not need to turn that slots function to "Your Card."

Although all ZipGS models currently have an effective speed of 8 MHz, the GSX is much more expandable. The processor speed is upgradable up to 20 MHz. Currently there is only an upgrade to 10 MHz available and a rumored 12 MHz upgrade. Hopefully as higher speed 65C816 chips become available, more upgrade kits will be available. The card is 100% DMA-compatible and has a standard 16K RAM cache which is expandable to 64K through an upgrade kit from Zip. The card also has an expansion connector for future use. Zip Technologies noted that a possible use for the connector would be a math coprocessor card. I was very impressed with the expandability of the card.

The ZipGSX package comes with the expansion card, a manual, a disk, and a chip puller (to pull your 65C816 out of its socket). The manual contains complete instructions on how to install and operate the card. Zip Technologies, however, has also placed a runnable HyperStudio stack on disk that demonstrates the installation and features of the card. The disk also contains system software (a Classic Desk Accessory, a Control Panel Device, and initialization files). This software is used to control the options of the ZipGSX as you use the computer.

Installation of the card is relatively painless. The hardest part is finding a slot close enough to the 65C816 socket so the cable from the card to the socket will reach. I slipped my GSX into slot two. The card has an interesting feature: a storage socket for your old CPU chip. If you ever need to put the old 65C816 back into your computer, you know exactly where it is. You do not have to put your old chip in this socket,

however, being that it has no connection to the functioning of the card.

After the card was installed and the cover was back on the computer, I launched into the Finder. Everything looked good and the system loaded much quicker than I was used to. I ran the Install program on the Zip disk and installed the CDA and CDev onto my System Disk. I was now ready to put my new GSX through its paces . . .

X-eleration!

The first thing you will notice when you enter the Finder with the ZipGSX running is the amazing speed with which windows open. But, if you are like me, you probably will not looking up at the screen yet because you are so used to the slower loading time of the System Disk. Yes, the ZipGSX speeds up loading times. My system (about 1.5 MB in my System folder) booted 10 seconds faster off of my Vulcan hard drive at full ZipGSX speed than regular IIGS "fast" speed. You will notice a definite speed increase in all launched programs as well.

In the Control Panel you will find the ZipGSX controls. With your ZipGSX installed, it is almost quicker to use the Control Panel NDA under the Apple menu than it is to press Command-control-esc to reach the Zip CDA. In the control panel (and CDA) you can override the standard settings of the ZipGSX which are set with the DIP switches on the card itself. The options include the changing of the speed (16 different selectable speeds), turning the ZipGSX off (return to regular IIGS speeds), several miscellaneous settings, and slot speed settings. The miscellaneous settings allow you to set such things as joystick delay (so games are not way too fast), speaker delay (so that sounds are played normally), and cache disable. The slot speed settings allow you to tell the ZipGSX which expansion slots you want "accelerated" and which you want to run at "normal" speed. Most slots you set to "accelerated" speed. The only two that

were set to "normal" on my system were slot 2 (modem) and slot 6 (5.25-inch drive). These devices require the normal IIGS speed.

Now for the real test. I launched into AppleWorks GS and began to type this review. All that I can say is I will never use AppleWorks 3.0 again. The graphic screens seemed to respond just as quickly as the text screens of AppleWorks 3.0. The AppleWorks GS word processor flew by my friends Mac Plus (running MacWrite) performing the same type of operations. Hallelujah!

After messing around in AppleWorks GS for a bit, I returned to the Finder to test out my other software. All my programs ran quickly and flawlessly. For you IIGS programmers out there, the ZipGSX is a must, ORCA/C's compile times were drastically increased. In fact, almost all of my programs ran three times faster. The only software incompatibility I encountered was in uploading and

downloading files with ProTERM. A few moments into the transfer, the program crashed. You can solve this problem by simply turning the ZipGSX off in this program. All of my other IIGS-specific telecommunication programs ran flawlessly, though.

For all of you gamers out there, you will want this card too. With the card installed and running, most games run at approximately their usual speed (when joystick delay and sound delay are activated). But joystick reads, screen updates, and processing time are all drastically enhanced. The little flicker you see in some games is no more. Test Drive II's steering was greatly increased because of the quicker joystick reads. The screens in Jack Nicklaus Golf swept onto the screen in a couple seconds instead of a long 20 seconds. Some games, however, such as GBA Basketball, are sped up past the point of playability. To resolve this you can simply turn down the speed that your ZipGSX is running at. A speed of

50% (still faster than the IIGS's fast speed) seemed perfect for these games.

Summary

I found this card very reliable and have had no problems with it. The product comes with a unique 30-day satisfaction guarantee and a one year warranty. I have found Zip Technologies' customer service to be fairly good as well. However, I have heard problems of long delays in direct orders from them, so I suggest you obtain the card from a reputable dealer or mail-order company.

I know, now that I am running at 8 MHz, I can never go back to the IIGS's standard snail pace. If you use your IIGS a fair amount of time, I strongly recommend the ZipGSX. I believe its expandibility sets it apart from all other current IIGS accelerator products (although I have not actually used any other IIGS accelerators). I can't wait to upgrade my ZipGSX to 10, 12, maybe even 20 MHz! Eat my dust Mac . . . !

GS+

LIGHTNINGSCAN GS

Software by Doug Penny

Retail price: \$295

Typical mail order price: \$199

Special price offered to ThunderScan owners

Requires 768K RAM under ProDOS 16,
1 MB RAM under GS/OS

ThunderWare
21 Orinda Way
Orinda, CA 94563-2565
415-254-6581

Reviewed by Joe Kohn

A scanner is a peripheral device that attaches to a computer and allows paper based graphic materials, such as illustrations from books and magazines, photographs, comics, or pen and ink drawings to be easily transferred onto the computer screen. Scanners perform that magical feat in much the same way that a photocopier is able to duplicate images. A scanner passes over a graphic image, and emits a light that is reflected off the

graphic image, and the reflected light is then measured by the scanner, and measured so accurately that a near duplicate image can be achieved. The major difference between a photocopier and a scanner is that the photocopier duplicates the image onto a sheet of paper, and the scanner duplicates the image onto a computer screen.

Apple II owners have had the ability to scan paper-based graphic materials since 1986, when ThunderWare Inc. released ThunderScan. That first generation scanner attaches to an ImageWriter I or II printer, and can accurately duplicate any image that can be run through the platen of the printer. The ThunderScan is able to scan images that are up to 8 inches wide, and is therefore referred to as a "full-page scanner." Although still available to Apple II and IIGS owners, the ThunderScan unit is slow, taking at least 5 minutes to scan an 8 x 11 inch photograph, and somewhat cumbersome to use, as it needs to be physically installed onto the ImageWriter each time it is to be used. It does, however, recreate

stunning, detailed duplications of graphic images.

In May, 1990, ThunderWare released LightningScan GS, their second generation scanner. LightningScan looks exactly like Vitesse's Quickie hand-held scanner, (reviewed in the November/December 1990 issue of *GS+*, V2.N2, page 24), because both scanners are actually manufactured by the same Japanese company, Omron. Both units are 4.13 inches wide, and are about the same size as an adult's outstretched hand in length. Although both units operate in similar manners, and are both able to achieve stunning duplications of either photographs or line art drawings and illustrations, the software supplied with each unit is so vastly different that a closer examination of the LightningScan is in order. As much as the readers of *GS+* would like a direct comparison between the two scanners, such a comparison is difficult to make because both scanners are wonderful and inventive devices, both are easy to use, and both can achieve similar results. They are,

however, different. To further complicate a comparison, some people will prefer using the feature laden Quickie software, and some will prefer the bare bones approach used in the LightningScan software. In either case, if you are thinking of purchasing a scanner, wait no longer. Whether you purchase a Quickie or a LightningScan, you're going to be amazed by what they can do.

The LightningScan comes with a comprehensive 72-page manual, the scanner, an interface card, a straightedge, software to power the scanner, and a SnapGuide. The SnapGuide is a piece of plastic that attaches to the scanner to provide assistance in rolling the scanner in a straight line. There are two versions of the scanning software provided; a stand-alone GS/OS program and a New Desk Accessory (NDA) version. Additionally, a ProDOS 8 version of the software that powers the original ThunderScan is provided, thereby allowing Apple IIGS owners to save, and enhance, their graphics as either Hi-Res or Double-Hi-Res graphics.

The current versions of both software programs are v1.2, and owners of older versions of the software are provided with a free update from ThunderWare if they have submitted their warranty cards. Version 1.2 corrects shortcomings of previous versions of the software, and is a pleasure to use. The stand-alone version of the software operates in 320-mode. The NDA version, which can be used from within any GS/OS program that displays the Apple pull-down menu, operates in whatever mode the host program operates under. If you use the NDA from within a 320-mode paint program, it will display scans as 320-mode graphics. Likewise, if used from within a 640-mode program such as AppleWorks GS or HyperStudio, the scans will be 640-mode.

On the Apple IIGS, 320-mode graphics are displayed using 16 different colors or shades of gray. 640-mode programs are displayed using 4 different colors or shades of gray. When using the LightningScan, it's very important to realize the capabilities and limitations of 320-mode versus 640-mode, as your scans

are constrained by the basic built in limitations of the Apple IIGS itself. In short, 320-mode graphics are best for displaying photographic reproductions, as 16 shades of gray are quite enough to achieve a near photographic quality effect on screen. 640-mode graphics are ideal to use for line art or clip art graphics. It is important, however, to point out that the ThunderWare programmers have done an excellent job of implementing a superb conversion routine that converts 320-mode scans to 640-mode graphics, with very little loss of quality. That built in conversion routine makes LightningScan an ideal scanner to reproduce photographs in 640-mode.

There are several switches and dials on the scanner that need to be set prior to making a scan. One is the DPI (dots per inch) switch. The scanner allows 100, 200, 300 and 400 DPI scanning. The higher the DPI, the more memory is required and the resulting graphic is larger. A small, approximately 3 by 3 inch photo will fill the screen at 400 DPI, and get proportionately smaller as less DPI is used. 400 DPI will generally reproduce the highest quality graphic.

There is also a light/dark dial that determines the brightness of the scanned image. Generally, this dial needs to be changed with each graphic that is scanned. Getting the exact right position takes experimentation, and the best way to set that dial is to actually adjust it during a test scan, and see which setting produces the best results. If the dial is set too light, light streaks appear in the scanned graphic. If the dial is set too dark, the resulting graphic will be completely black. Since the entire scanning process takes only several seconds, adjusting this switch is not at all time consuming, and many IIGS users will find themselves scanning the same graphic over and over again. After all, if you can get an acceptable graphic in 3 seconds, imagine the picture perfect graphic you can get in 2 minutes.

The final switch is a dithering switch that is marked Photo/Letter. Dithering is the process by which the computer simulates shades of gray by using patterns of black

and white dots. That's necessary because the scanner is really only capable of outputting white and black; it is the process of dithering that produces the 4 or 16 levels of grayscale. If scanning line art, cartoons, or hand drawn illustrations, you'll set this switch to the Letter position. If scanning photographs, you'll set this switch to one of the 3 different Photo positions. In actual operation, the different photo switch settings yield only very subtle differences. For that reason, most LightningScan users use the same switch setting for all their scans of photographs. Since scans can be completed in seconds, it is fast, fun and instructional to experiment with all the different possible combinations of switch settings.

The LightningScan GS software was developed with the assumption that any IIGS owner that had enough interest in graphics to purchase a scanner would already own a IIGS paint program. For that reason, the software doesn't come with a whole lot of "bells and whistles." In reality, the LightningScan software does such a good job, that a whole lot of post-processing touch-up isn't often required. If it is, you must use your favorite paint program to do so.

The interface card can be placed in any free slot in the IIGS, and the first time the software is run, you'll be asked by the software which slot the interface has been placed in. The interface card is transparent to the IIGS, so you can use a slot whose equivalent port is already used, such as Slot 3 or Slot 4. The software writes a configuration file to your System folder, so you only need to indicate the slot the first time you use the program.

When you are ready to scan, run either version of the software, and there is only a single software option that needs to be chosen. If using the stand-alone version of the software, you must choose Scan from the menu bar. If using the NDA, you automatically go into scan mode when you open the NDA. A single dialog box appears in both versions, asking you to choose whether you want to scan using 10 or 16 shades of gray, or

as line art. If scanning photographs, use the 16 shades of gray; if scanning line art, use the line art setting, or for special effects, choose 10 shades of gray. And, that's all that is involved before scanning.

Place the image to be scanned on a flat surface, and at the rate of 1 to 3 inches per second, roll the scanner over the photo. A yellowish light is emitted by the scanner, and in a manner that seems magical, the photograph is transformed into a graphic displayed on screen within several seconds. There is a small light on top of the scanner that remains on during a scan. If you scan the material too fast, that light will go off. Materials scanned too fast will be distorted, so just press the "R" key to re-scan the image.

Once a graphic has been scanned, there are some post-processing options available. You can easily change the brightness or the contrast in a graphic. When calling up those options in the stand-alone program, you'll see a histogram on screen that shows the distribution of the different shades your graphic contains. The NDA doesn't contain the histogram display, but, you can use the slider bars in either version to alter either contrast or brightness in small increments. Another post-processing option is the use of the Filters option. By using the Filters, you can fine tune, or even colorize, your graphic by making changes to the color palette. You can make grays a little lighter or darker by altering the palette, or colorize your graphic by changing a grayscale palette to a color palette. Colorizing a graphic is not a simple or easy process, and very unpredictable effects can occur. Using the filters in combination with a full-blown IIGS paint program can produce better results. Don't expect, however, that you're going to be able to colorize all of your graphics with pleasing results.

Once you've manipulated your completed graphic, and centered it on screen, you can save it in a variety of different formats, including a ThunderScan file that can then be loaded into the ThunderScan ProDOS 8 software, or as

an Apple Preferred Format, Single Screen format, or PaintWorks format. The ability to save a graphic as different \$C0 or \$C1 filetype graphics makes it easy to load your graphic into any IIGS paint program. On occasion, you will want to load your graphics into a paint program. If you scan a photo from the newspaper, for example, you'll probably want to erase the text surrounding the graphic, and maybe add a border, or crop the graphic.

The ability to scan graphic based materials onto the IIGS has opened new vistas for desktop publishers, artists, and others who love the IIGS's superb graphics modes. Before too long, LightningScan owners will also have the ability to scan text-based materials from books, magazines, or newspapers, and load that text into your favorite word processor thanks to Alan Bird of Beagle Bros fame. His new company, WestCode software, is currently working on a version of InWords for the LightningScan, and that version *should* be available by March, 1991.

If you like using your Apple IIGS for graphic based applications, consider purchasing a LightningScan as a fabulous addition to your IIGS computer. The software is so easy to use, and so efficient that it can be used by children or in the classroom. The quality of the graphics it produces is simply stunning. If there's an artist within you struggling to get out, a LightningScan will open the door to a whole new world of computing pleasure. Chances are, you'll scan every photo you've ever taken, then you'll start in on magazines and newspapers. There's also a very good chance you'll start looking at photos and illustrations differently. Foremost in your mind will be the nagging question: "I wonder how that picture will come out after scanning it with LightningScan." After getting a scanner, you'll see the world in a different light. Just don't blame me if, after getting a LightningScan, you don't get to bed until at least 4 A.M. night after night.

GS+

Which One Should I Buy?

After reading Joe's review, I was a bit concerned—the review was good, but it did not answer the question that most of you are probably asking right now: "Which scanner should I buy? The Quickie or the LightningScan?" So, I asked Joe to give me a definite conclusion: Quickie or LightningScan? Here is his reply:

I really wish that I could tell people which one to buy... but, I just can't. The best response that I have been able to come up with is that if one purchases the LightningScan, they can always purchase the Quickie upgrade package (interface + software) and turn the LightningScan into a Quickie.

My best friend asked me which one to buy, and I couldn't tell him. I guess the point is that they are both capable, but 50% of the people will prefer a LightningScan and 50% of the people will prefer a Quickie.

Remember... the scan head is exactly the same.

In my opinion, they are both great. That's why I bought both of them. I wish I had less of a wishy-washy response. Sorry. Even under torture or truth serum, I couldn't tell you that one is better than the other.

Let me word it another way... people will love whichever one they buy.

If it's personal preference you are after... I like the way LightningScan scans photos much better than the Quickie. On the other hand, I like the way that the Quickie handles line art better than LightningScan. And, I'm 100% convinced that you may feel exactly the other way. And, neither of us will be right or wrong.

Try to imagine two different butter knives. Could you, in all honesty, go through your cupboards and pick out your favorite butter knife? Could you describe the differences between that knife, and your second favorite? That's how I feel about the scanners.

Joe Kohn

DESIGN YOUR OWN HOME:

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Programmed by Roger Smith

Retail price: \$89.95 each

Typical mail-order price: \$59.95

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Requires 1MB RAM

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Reviewed by Jami L. Lowery

A lot of people have a picture in their mind of their "dream home" (I know I have several) and these products can help this dream become a reality. Architecture, Landscape, and Interiors are three individual products of Abracadata's Design Your Own Home series. I wanted to review all three of these programs together to see if or how well they worked together. They are all object-oriented programs, which make them more like a drawing program than a paint program; however, all three of these programs come with an extra little paint program called Paint Your Own Home which allows you to color and edit your house with paint-program tools if you wish. They also come with a System Disk and cute icons.

Architecture

The Architecture program can be said to be somewhat CAD-like. It could be used to design any number of things actually, but its features focus on floor plans. It has the familiar features of most paint or draw programs, and I believe that most people are familiar with these, so I will only discuss some of the more unusual or cool features of this program.

Okay, I'm ready to design my own home, but where do I start? A common problem, but don't fret—Architecture comes with about two dozen pre-drawn floor plans to choose from. Just find one that is close to what you think you might want, and open it. There is a scan option that allows you to "flip" through the floor plans on a disk, provided they are all in the same directory.

There are additional libraries of plans available (for \$29.95). This scanning process is, however, a fairly slow one; but much faster, I imagine, than opening the files one at a time to look at them. There are Previous and Next buttons to go back and forth if needed. Once you have loaded one, you can go to town (so to speak) and start knocking down walls you don't like, making rooms larger, adding on, or whatever. This process is much easier than starting from scratch, but if you are the adventurous type, feel free. When starting a new file the scale is set to 1/4" = 1', which is the most commonly used architectural scale. There are also five other commonly used scales to choose from or you can define your own. I like to see my rulers as I draw, so I use the Show Rulers option and the scaled ruler appears at the top and left side of the drawing. The rulers do take up some of your valuable work space, but I feel lost without them. I also like to use the Show Measurements option; this shows an object's measurements as you are drawing it—width and height for rectangles, and length and angle for lines. This is a nice feature which I used to draw a diagram for Physics, and it was a lot easier and a lot more fun than using my ruler and protractor. I really like this feature. I don't think I have seen this feature in any paint programs, and I don't recall seeing it in any Macintosh drawing programs that I have played with either. I also like to turn on the grid and use the Snap to Grid option in order to keep measurements more concise. The work area is very small, but your drawing scrolls as you pass the boundaries of the work area (you can turn the auto scroll feature off, but I don't know why anyone would want to). This work area fills up very fast, so as you go you will probably want to see a full view. Well, it just so happens that there is a full-view feature that allows you to do just that. This is the only time that you can see your whole drawing on the screen—if you are designing anything much larger than an outhouse, that is—and it annoyed me that you cannot do any editing in full-view mode.

Say you have part of your plan just like you want it and don't want to inadvertently mess it up while working on other parts—no problem. Just lock the objects

you want to protect. This makes it impossible to change, delete, or group locked objects. In other words, once you have something just right, lock it so you can't "fix it just a little" and mess the whole thing up (or am I the only one with this particular bad habit). But, if you really, really want to make that little change, you can always unlock it.

If you run completely out of drawing room, you can specify the number of (printed) pages for your drawing using the Drawing Size option. The default is 1 x 1, but you can specify a drawing up to 8 x 8 pages (which is probably big enough for most dream homes, unless you are Donald Trump, maybe). For multiple page drawings "No gaps between pages" can be specified in Page Setup to make it easier to fit the pages together when printed. (The plans print beautifully on an ImageWriter II, by the way.) Sometime in the course of creating, you may want information about an object such as measurement or angle; the Info option under the Edit menu allows you to do just that. This is a very helpful option. The Stud tool is an interesting little tool (don't snicker); it is used for drawing a series of rectangular shapes, not just studs, that are all treated as one object. It allows you to select the spacing and board size for the studs, and all you do is draw a rectangle and it fills it with studs. Also, the Info option (mentioned above) can be used on a selected set of studs to get information such as measurements, how many boards were used, and the amount of material needed to cover them. Neat, huh?

I tend to save frequently in case of unexpected power outages, which is not uncommon where I'm from. Sometimes I get a bit overzealous and save something I didn't mean to, and think how nice it would be if I could just get to my previous version. Guess what—you can, using the Revert option. Revert is a very nice feature that allows you to go back to the last saved version of a drawing. I have, however, gotten a bit spoiled and find myself trying to "revert" in other programs—it would be nice to see this in more applications. Okay, now let's say that you have finished your plan, but what floor plan is complete without printed measurements? (I like this one too). Click on the Dimension Line

drawing tool and simply draw the measurement line from one end of your house or wall (or whatever you want to show measurements for) to the other end. This tool then draws the line complete with arrows on each end and the actual feet and inches in the middle of it. "Measure In ft - dec" allows you to change the way measurements are written. The default is feet and inches, but you can change measurements to feet with a decimal number instead of inches. Are we finished yet? Well, not quite—you can now use the electrical and plumbing symbols. This can be set up in a separate drawing, and then it can be placed on top of your floor plan using the Overlay option. Be sure, though, to keep a saved copy of your "bare" plan, because with the wiring diagram and plumbing objects overlaid, the plan can get very busy (but then you could always use the Revert option). Now everything is complete, but what if you want to play with it some more, perhaps add a splash of color? Now you can use Paint Your Own Home. Simply use the Save Paint File command to save your drawing as a standard Apple IIGS paint file (file type \$C1). This file can't be used again with Architecture, so be sure you have your Architecture and Paint file saved separately.

All in all I like this program; it has a lot of nice features. The documentation is well-written and easy to understand, and for those who don't actually read manuals, it is a great reference manual. There are elevations or front views in the back of the manual for all of the floor plans provided with Architecture. However, if you want an elevation of one of your own plans, you have to draw it from scratch. It would be nice if Architecture could generate elevations from your plans, but that may be asking too much. Adding the ability to edit in full-view, generating elevations or at least adding tools to help in developing elevations, and speeding things up a bit would make this a really awesome program.

Interiors

Alright, now you have your floor plans done, let's move on inside. Wouldn't it be great if you could use rooms from your floor plans and layout your furniture?

Yes, it would, but unfortunately you can't do that. You start with a default rectangular room (top view) which you can edit using the Change Room option, as far as size and shape to match your room. Interiors has the same tools and some of the same features that are explained above in Architecture. After you have changed the room or decided to go with the default room, you are ready to start placing furniture (do I see some women rubbing their hands together?). There are also sample rooms provided with Interiors that you might want to use. There are many objects to choose from to place in your room, all categorized into "living room," "kitchen," etc. They are basically blocky representations of furniture, but what do you want, a Chesterfield? You can choose from the Objects menu or use key combinations; a card is provided with object, key command, dimensions, and top view. Or if there is nothing there that is quite right, you can design custom furniture. You can also create your own patterns so that the furniture might more closely resemble your own. Once an object or piece of furniture is selected, you can "rotate left/right," or "flip horizontal/vertical/opposite" to get it facing the proper direction, and then just drag it into place with no danger of getting a hernia. Say everything looks fine from above, you can change views and look at it from front, back, or either side with a click of your mouse. (You can also print any of these views.) This is nice, but I occasionally ran into a small problem—like it drew the back wall in front, thus blocking the view of the entire room, and I was unable to correct it and had to start over. There is a height window to tell you how high certain objects are off the floor, like a microwave or a lamp. The height can be changed, if you like, by using the scroll bar in the height window. It is really very easy to use—just pick things and drag them into place.

Landscape

Time to go outdoors. Once again, many of the same features of Architecture and Interiors are found in Landscape. And, once again, you cannot incorporate a floor plan from Architecture to use here. You get the default rectangular house or you can create a custom house. Once you have your basic

house-shape finished, you may start placing trees, shrubs, and a host of other things. These may be chosen from the objects menu where you can flip through pictures of plants and things (the names are printed beneath the pictures). Or you can use option-key commands to choose with—and, yes, a handy card is furnished with a small picture of the object, the key command, mature height, and mature spread information. They have provided you with fourteen large trees, fifteen small trees, nine small shrubs, and eight large shrubs. There are also non-living objects you can place (7 of them) such as a picture window, porch (onto the house), fence sections, fountain, and the ever-popular storage shed (all of my landscapes had one of these). Here, also, you can create custom objects. Once you have custom objects, you also have keyboard commands you can use to choose them, control-A through control-Z for the first 26 custom objects. One thing that I like to play with is "plant ages." You can actually make your plants older or younger and watch them grow or shrink accordingly. This is very easy—simply use the scroll bar in the age window. There is a Plant Info option that gives you information like name, age, current size, and mature size of the selected plant. You can change views in Landscape, also, to see all sides of your creation.

Conclusion

I do like Architecture, but be aware that drawing house plans with it is still slow and tedious. It is still probably much faster for most people than trying to draw them with a T-square and ruler. There are a lot of very nice features built in that do a lot of things for you. While I do recommend getting Architecture if you think you would be interested in designing your own floor plans, with some speed (I did not run it with a TransWarp, by the way) and the ability to do some editing in full-view mode, it would be an awesome program. At the mail-order price, Architecture is a good value. As for the other two, well, if you want to play with them, by all means buy them—they are not bad, but neither are nearly as versatile as Architecture and they are definitely not for professionals. **GS+**

PRINT SHOP COMPANION IIGS

Program by Roland Gustafsson

Retail price: \$49.95

Typical mail-order price: \$30

School Editions and Lab Packs available

Requires 768K RAM

Broderbund Software, Inc.

17 Paul Drive

San Rafael, CA 94903-1201

(800)-521-6263 Customer Service

(415)-492-3500 Tech Support

Reviewed by Greg Zimmerman

Background

The Print Shop Companion IIGS (PSC) is, as the name suggests, a complimentary program to the best selling Print Shop IIGS. It comes with a whole slew of new features for Print Shop IIGS fans to take advantage of and can be used in conjunction with Print Shop IIGS or as a stand alone program.

PSC comes on one disk and is accompanied by a thorough, well-written manual and reference card. The program is suitable for ages four or five through adult.

PSC will run on either a ROM 01 or ROM 03 IIGS, is not copy-protected, and is compatible with System Software v5.0.3.

PSC is a ProDOS 8 application, so there is no desktop metaphor, and there are no pull-down menus. However, virtually all selections are made from easy to use, and very familiar Print Shop style menus.

Broderbund will replace any PSC disk for free for a 90-day period after purchase. Thereafter, the charge is \$7.50.

PSC is hard drive installable and supports a large number of different printers. It also benefits from quality tech support given the program by Broderbund. I called the company to ask several questions relating to PSC, and got quick, informative, and courteous answers from the tech support representatives. When the tech support person was not sure of the answer to my question, they either

directed my call to someone that could give me the answer, or called me back with the proper information.

Well, What Does It Do?

PSC allows the user to create a wide selection of printed material using the now familiar Print Shop graphics, borders, pixels, full panel graphics, etc. The user may also create daily, weekly, monthly, or yearly calendars, various labels, full page layouts, and envelopes.

PSC has a set of full-featured editors (collectively called the editors) with which the user can create or edit graphics. The editors will also allow the creation and editing of borders, fonts, pixel patterns, and various types of full panel graphics, as well as the creation of custom backgrounds for cards and signs.

The editors will import graphics in Single Hi-Res, Double Hi-Res, and Super Hi-Res formats, but not Apple Preferred Format. Many of the specialized Print Shop formats may be imported into the editor and then used for a different purpose. For example, you can import a letterhead full-panel into the envelope full panel editor, and it will resize so that it can be used with envelopes. Graphics from The New Print Shop, the original Print Shop, as well as Print Shop IIGS and the various graphics libraries can also be imported. Results may be saved in The New Print Shop format as well as Print Shop IIGS format. Even IIGS System Fonts can be loaded into the Font Editor.

The editors also support printing of the new or edited designs, so that the user may see his work as it will appear on paper.

PSC also has a Creature Maker, which mixes and matches the body parts of various creatures and allows the user to save the results for use as Print Shop IIGS graphics.

PSC includes a menu selection called Tile Magic, wherein eleven basic patterns are continuously "kaleidoscoped" creating countless variations. The user clicks on "freeze" whenever the pattern has evolved

into something they may want to save, and then loads the saved picture into the editors for further use.

Last, but not least is Cataloger. This feature allows the printed cataloging of everything from fonts to full panel graphics. Users can select from a variety of options both as to what is cataloged, and how it is printed. For instance, the user can select an option wherein the cataloger will search through every folder on a hard drive and catalog all (or specified) Print Shop IIGS parts it locates. Catalogs can be previewed prior to printing, and the disk location of each particular design is included in the catalog so that desired selections will be easy to locate in the future.

Printing also supports both down-sizing and blowups, so that poster size variations of calendars, etc. can be printed out in strips and then pasted or taped together for larger displays.

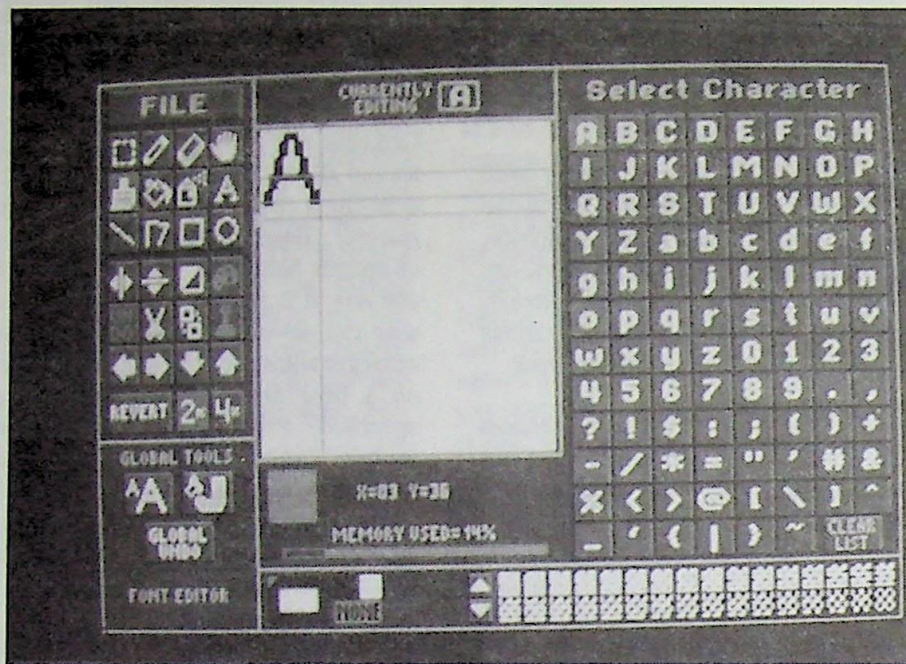
A new feature also makes it much quicker to edit a project. Instead of only having arrows at the bottom of the screen that can be clicked on to go forward or backwards just one screen at a time, PSC also has arrows that allow you to jump to the end of the current section, or to jump back to the beginning of the section.

PSC also allows the user to format a disk without leaving the program, and to create folders on disks. These features can be real life savers both in saving work, and in keeping it organized.

There are even some really interesting Easter Eggs, as well as a collection of new fonts, graphics, borders, and panels.

What Can You Do With It?

In my little family down here in the desert, buying cards for people is strictly off limits. You see, my wife has a family that counts over 100 immediate relatives as "close," in addition to an untold number of distant relatives, thirteenth cousins, and great aunts and great uncles (I never understood why all the old relations are called "great." Believe me . . .). All these relatives of my wife, whom I collectively refer to as



the "outlaws" get real excited if anyone forgets one of their occasions. Every day, there is another occasion, and on many days, there are multiple occasions. Some of the younger ones (those that are only in their sixties) are always saying that if you don't send a card to the older ones (those in their 90's), that someone (they never say who) could have a heart attack.

Well, with my four young kids, I save on the card buying by letting the kids make cards, banners, and signs for all the outlaws, using Print Shop IIGS.

PSC now gives the kids a lot more room to be creative. For example, the full page option allows them to use more text than the sign feature in Print Shop IIGS. It also offers a lot more page layout features. The editors let the kids make new designs, or edit old ones to use in the things they make, so that the outlaws don't get the same graphics time and time again. The label feature lets them make mailing and disk labels, and they love to play, and create new graphics using Tile Magic and the Creature Maker.

I even got to catalog the mess of graphics and other Print Shop parts that we have accumulated over the years on a zillion disks, so now the kids can find everything. This is really good because

we located some old Print Shop graphics on one of the hard drives that we haven't used in a while and that we are now "recycling."

The calendar maker has even come in handy. Unfortunately, this Christmas, for the first time in about two years, I have been corralled into taking the kids for a one week visit to see all the relatives. With PSC, I've got the whole trip laid out on a great, weekly, full-page, color calendar, with appropriate graphics for each day, as well as several lines of text spelling out our schedule and including little reminders about each day's events. The heading reads "NIGHTMARE IN THE NORTH." I've got gray cloud graphics on departure day, and blue skies on the return day. I even have the whole list of appropriate clothes for the trip printed out on the departure day. It reads, "hats, boots, gloves and mittens, goggles, scarfs, long johns, wool socks, boots, snow suits, and ear muffs." I really don't think we have any of that kind of stuff.

Is It Any Good?

PSC is easy to use and has a lot of great features that Print Shop IIGS users will love. I will save many times the cost of the program just in cards I don't have to buy and I would think that many users

will find themselves in that same situation. My kids like it, I like it, and even the outlaws like the results. The ease of use, combined with the number of features, makes the work the kids do more productive, and it allows them to be more creative with the cards and signs they send out.

The Print Shop Companion IIGS is very useful, very easy to use, and a very good program.

Is There Anything I Don't Like?

I have absolutely no complaints about PSC worth mentioning. It even loads in less than half a minute on a stock ROM 01 IIGS.

Do I Recommend PSC?

Well, let me think. PSC does what it's supposed to do, it is not copy-protected, it loads in a reasonable amount of time, it is easy to operate, has a ton of great features, encourages creativity in even my youngest child, is priced fairly, *and* it saves me money.

The Print Shop Companion IIGS would make a great addition to almost any software library.

GS+

Coming Soon In GS+ Magazine

Features

System Software v5.0.4 (if they don't release another bloody update!)
Compatibility Guide

Programs

MacZombies by Bill Heineman!
(Formerly "Night Of the Living Macs").
Explore a new kind of "synergy" between the IIGS and the Macintosh.
Tool Master
Scraper
PreLoad

Reviews

Salvation: Deliverance
Harmonie vs Independence
Transylvania III
The TMS R45 Removable Hard Drive

And bunches more great stuff!

YOUR IIGS GUIDE

Written by Shelly & Pete Lisoskie

Retail price: \$21.95

Requires adequate vision and reading light

CompuShare
P.O. Box 825
Mukilteo, WA 98275
(206) 348-9626

Reviewed by Dave Adams

[Editor's Note - The product reviewed here was a review copy provided by the manufacturer.]

A IIGS Book?

I was a bit surprised when Diz asked me to review this book until I remembered that he is illiterate. Seriously, *Your IIGS Guide* is a nice reference book published by CompuShare that contains a wealth of information covering just about every aspect of your IIGS. It is intended to be a blanket guide to understanding and using your IIGS. It discusses topics ranging from hardware to software and just about everything in between.

The Good Stuff

Your IIGS Guide is fairly well-written. Keep in mind that trying to make the differences between parallel ports and serial ports interesting would be a difficult assignment for any creative writing class. The book does a good job of taking these technical topics and expressing them in easy to understand terms. Let me qualify that last statement. "Easy to understand terms" for me may not be quite so easily understood by you. For someone who has had their IIGS for a few years and uses it extensively many of these terms will be familiar. For a novice user they can be intimidating. All that talk of data transfers between the ADB interface and the input devices being modified by the CPU and the software interface before being output to the monitor may turn some people away from reading further. If you have had a IIGS for a while or are technologically oriented, you would understand that the preceding type of phrase is simply saying that what you type on the keyboard travels through the cable and prints out on your monitor. To the authors credit, most of

the book is not written in such confusing terms and they have gone to great lengths to describe such affairs in plain English. Most of the time they are successful but occasionally it can get confusing. The section on modems is very nice and there is even a section that explains how a typical laser printer works. Across the board, the book is successful in making difficult topics fairly understandable.

One of the best parts of the book is a listing of all the major software and hardware developers for the IIGS with a list of the products that they make. Each listing contains the address of the developer. This can be an invaluable reference when you are looking at investing in a particular software or hardware product. (However, there is a slight drawback to this that will be discussed later in the review.)

The step by step instructions for many operations described in the book are very thorough. The book even accounts for any differences between the various types of IIGS's (ROM 01 & 03) and how they affect whatever subject is being addressed. All in all it is a very meticulous and well researched book. It explains many of the internal actions that occur inside the IIGS and details many other aspects of how you can make your IIGS achieve its full potential.

But There Are Some Problems...

The major problem with *Your IIGS Guide* is one that will be very difficult for the publishers to correct without frequent updates. The problem is simply that, in the computer industry, many revisions to software and hardware products are constantly being introduced. In other words, some of the information in the guide is already dated. The guide does discuss ROM 03 machines and GS/OS. However, it refers to System Software v4.0; it does mention in many areas that System Software v5.0 has been released and is not covered by the book. Well, who would ever have thought that in the few short months that the book has been in print that System Software v5.0.2, v5.0.3, and v5.0.4 would have been released almost back to back! You certainly have to sympathize with the publishers and the authors in trying to revise the book. This also affects the Index

of Developers, as some companies disappear (Taito), others abandon the IIGS platform (Broderbund) and others pop onto the scene (Victory Software). I applaud the efforts of the publishers to make this book as complete as possible, but unless this is updated regularly, then there is going to be a major problem.

In Conclusion...

Your IIGS Guide is chock full of good solid information about the IIGS. It does a good job explaining how things actually operate in your machine. It makes many complicated aspects of your computer easy to understand. At the same time, it is not current as to the latest software and hardware updates. The differences between System Software v4.0 and v5.0.4 are very distinct and measurable.

This is, without a doubt, the hardest review that I have written. I liked the book and recommend it to anyone that has had his IIGS for a few years and wants much more technical information about how it works. Be advised that some portions of this book are not up to date. See your local user group or *reputable* Apple Dealer for information on the latest System Disks and current software.

In conclusion, I have to fall back and rely on my personal opinion. I do not recommend this book to a complete novice. I do not feel that it is a good way to introduce a new user to his computer. If you want to learn about your computer, *use* your computer. If you are a user with some computer background, then this book will be very helpful in understanding how your IIGS works. However, the information (at this time) is not up to date on current System Software. The hardware information is still current and very informative. If you are an advanced user (one who programs for a living and is very proficient) then you probably don't need this book anyway. It is not a bad book, it merely tries to be all things to all users. In doing this, it fails. As a reference for curious users who want to know more about the guts of their machine it is fairly successful. **GS+**

DRAGON WARS GS

Programmed by "Burger" Bill Heineman

Retail price: \$49.95

Typical mail-order price: \$31

Not copy-protected

Requires 768K RAM, System Disk v5.0.2 or later, MIDI Synth (Tool 35) is required for background music only. (The game is still playable and all sound effects will still function without this tool.)

Interplay Productions
3710 S. Susan Street #100
Santa Ana, CA 92704
(714) 549-2411

Reviewed by Dave Adams

[Editor's Note - The product reviewed here was a review copy provided by the manufacturer.]

IIGS game players have been anxiously awaiting this latest release from Interplay for many months. When Dragon Wars for the IIc/c line was released we ran to the stores to get our copies. Interplay promised us a IIGS specific release that was going to be even better than the version that we were playing. One of the problems that delayed the release was the incorporation of MIDI Synth music into the game. Licensing agreements for MIDI Synth also held up shipment of the game. After a long wait, Dragon Wars GS has finally been released, and let me tell you—it was danged well worth the wait.

Dragon Wars GS comes on one 3.5-inch disk. It is *not* a self-booting disk. You *must* use some sort of program launcher (The Finder, ProSel, JumpStart, etc.) to play the game. (The reasons for this are explained in last issue's "Interview with Bill Heineman.") It is *not* copy protected and can be easily installed on a hard drive. The game comes with a very well-written manual and a quick reference card. (The reference card is actually for the IIc/c version, but, if you are familiar with the desktop interface, you should not have any problems operating Dragon Wars GS.) Owners of the IIe version of Dragon Wars can upgrade by sending \$15

to Interplay along with their original disks and reference card. (California residents should add 6.5% sales tax). Send the disks and card to "Interplay Upgrade Offer" at the above address.

What's It All About?

Dragon Wars takes place on the world of Oceana in the lands of Dilmun. The islands of this land had kept a tenuous peace by maintaining dragons as deterrent weapons. Each city state maintained its own dragon as an ultimate response to invasion. An evil beast (Namtar) from the Pit of Hell has seized power of the mightiest city state and used its armies to plunge the land into warfare. Magic was outlawed prior to the war and sorcery is now rapidly becoming a forgotten art. You begin the game without weapons, gold, or any material items. You must start from this poor beginning and succeed in your ultimate goal of returning Namtar to the pit from whence he came. Don't worry about that when you begin—just trying to stay alive is your first goal.

Your first task is to create a team of stalwart heroes. Character creation in Dragon Wars is handled in a unique way. Rather than saddling yourself with character classes (Fighter, Wizard, etc.) and races (human, dwarf, etc.), each character begins with a basic score of 10 in the main attributes. These attributes are Strength, Dexterity, Intelligence, Spirit (affects magic), and Power (spell points). Each character then has 50 character points which can be used to add to the base attributes or purchase skills such as tracking, lock-picking and others. No character begins with skills. They must all be bought. Character points are also used to purchase proficiency in magical areas. There are four types of magic in Dragon Wars and acquiring basic knowledge in each requires plenty of character points. Weapon proficiencies are also purchased using character points. There are no penalties when using a weapon that you are not skilled with, but there are many bonuses if you *are* skilled with it. The whole system tends to steer you towards specialized characters. However you can actually create a big dumb brute that can

cast spells if you want to. The main choice that you must make is between specialization or creating a party that is made up of jacks of all trades. Either way, you get to customize your characters in any way that you please.

Once you have your party created, you begin your quest. You create four characters and have three slots left open for non-player characters (NPCs) or summoned creatures. The first thing that you must do is acquire some armor and weapons. After that, you begin your journey to escape the city that you start the game in, and defeat Namtar. Needless to say, you are going to spend a lot of time fighting. The combat system used in Dragon Wars truly has a wealth of options. When you decide to fight (you can't get around it—it happens to everybody sooner or later) you have the option of two types of combat: quick fighting and standard fighting. "Quick" fighting gives you access to the standard forms of attack and is designed to speed up combat. "Standard" fighting gives you much more control over the actions of your party and can often allow you to defeat opponents that are much stronger by using skillful tactics. You can attack with "mighty blows" which reduces the chance of hitting but increases the damage inflicted. You can attempt to disarm an opponent or block an opponent's attack. You can attempt to dodge all attacks or use special items. You can reload weapons or even switch weapons. You can rearrange the party's order to move injured characters out of danger and push uninjured characters into the fray. (Only the first four characters can participate in the actual fighting.) You can always run from the fight if things aren't going your way. Whenever you run, the game actually makes you retreat a few squares on the map. If you return to the space where you ran from, you stand a good chance of meeting the same bad guys that you met before! Dragon Wars also uses a system of health points (hit points) and stun points. You take stun damage more often than "real" damage (i.e. damage that reduces a character's health points). Characters that take too much

stun damage become stunned and cannot participate in the next combat round. Stunned characters are automatically moved to the rear of the party. Healing the characters can return them to a fighting state again. If a character takes enough real damage to drop his health to zero, that character is dead. After combat (assuming that you survive, ha ha), all stunned characters automatically regain their stun points and their last level of health. All of this may sound complicated, but it really isn't that difficult to execute. These decisions are made with a simple click of the mouse or by hitting a key.

Weapons and armor are handled in a unique way in Dragon Wars. There are no penalties for using weapons that you do not have the skills to use, there are only bonuses. Many weapons require a minimum strength to use, and some will actually slow down your character. However, these sane weapons will usually inflict *lots* of damage. Different weapons have different ranges. Some weapons can actually attack foes up to 60 feet away! I'm talking about swords and maces, not missile type weapons. A plethora of weapons are available in Dragon Wars—some can even cast spells! As a matter of fact, one of my biggest problems was deciding which of the many wonderful weapons I should keep and which ones I should sell. Once you sell a weapon, it is gone forever. Armor in the game does slow your characters combat speed down, but it also absorbs some of the damage that is inflicted upon you. All of these factors are determined using a combination of the armor class, attack value, and defense value ratings. The manual does an excellent job of explaining the whole system without bogging down in a myriad of details.

It is obvious that a lot of effort went into the game to enhance the gaming experience. A standard menu bar is hidden at the top of the screen and can be accessed by moving the mouse pointer to the top of the screen and clicking the mouse button. All game functions (and all of your New Desk Accessories) are available from the Dragon Wars GS

menu bar. When you are through, the menu bar fades away until you need it again. As you move about in the lands of Dilmun, Dragon Wars automatically creates a map for you. You can look at this map at any time simply by pressing Command-?. A nifty feature that is not mentioned in the manual is that you can print out the map! First, select your printer using the Control Panel NDA. Then type Command-? to show the map and then type control-P to print it. This is a great feature that will greatly assist you in your travels. In addition, the music and sound effects in this game are nothing short of superb. The only problem is that there are only three songs! Of course, the disk is packed full, so there probably wasn't any room for more songs.

The best feature of Dragon Wars is its use of a paragraph book to enhance the game. In the Dragon Wars manual are a number of paragraphs that have been printed in a somewhat random order and individually numbered. At certain points in the game you are instructed to read the appropriate paragraph for more information. The paragraphs are very well written and greatly contribute to the overall effect of the game. Congratulations should be extended to the staff at Interplay that consistently produces such fine and well developed gaming worlds through this method. They truly enhance the game and make the experience enjoyable.

Are There Any Faults?

The main gripe that I have with Dragon Wars is that character development is excruciatingly slow. When you advance a level you are given only two points to use in adding to your skills or attributes. You are not given an automatic increase in any attributes (no extra health points or power points). Consequently you must carefully weigh how you are going to spend these two meager points. It takes a long time to save points because level advancements get scarce real quick! In Wasteland (another Interplay game that uses a similar character development system), you automatically earn some extra hit points in addition to your skill points. The Dragon Wars manual warns

of this and advises you to create your characters carefully. It can be frustrating if you end up with some poorly planned characters. A nice improvement in the game would be to allow an automatic earning of health or power points upon advancing a level.

One improvement that I would like to see is an easier method of casting spells a la Bard's Tale. In Dragon Wars, you have to use a series of menus to select the spell you want to cast. A 4- or 5-character code for each spell (that could be entered in lieu of using the mouse to travel through the menus), would greatly speed up the combat rounds.

One of the minor faults with Dragon Wars is the lack of a IIGS specific quick reference card or addendum. The card that comes with the game is for the IIe/c version of the game. If you attempt to use some of the instructions on the card they will not work on the IIGS version. The biggest example of this is creating your party. You must first delete at least one member of the pre-built party and then create your own character. It is best to use the mouse during this procedure. However the card contains no provision for this operation for Dragon Wars GS. It is a minor inconvenience but it is not insurmountable.

A minor irritation is that the background music sometimes slows down when you drag the mouse across the screen. This is not really a big deal because you can turn the background music and sounds off if you desire.

The Bottom Line

All in all, Dragon Wars GS is a great game. The music is superb and the graphics are outstanding. The game sets new standards in the fantasy role-playing game market. If you want a game that really shows off the capabilities of the IIGS, Dragon Wars GS is definitely *the* game for you.

GS+

2088: THE CRYLLAN MISSION - SECOND SCENARIO

By Vinay, Vijay, and Vivek Pai

Retail Price: \$69.95

Typical Mail Order Price: \$36

No on-disk copy protection

Requires 1.25 MB RAM

Victory Software

P.O. Box 821381

Houston, Texas 77282-1381

(713) 493-3232

Reviewed by Dave Adams

2088: The Cryllan Mission - Second Scenario is the latest offering from Victory Software. It is a science fiction role-playing game. It uses the same premise as the first scenario but is an entirely new and improved game. (NOTE: YOU DO NOT HAVE TO HAVE THE FIRST SCENARIO TO PLAY THE SECOND SCENARIO. IT IS A STAND-ALONE PROGRAM.) It is a magnificent improvement of the original game. Once again, the crew of the U.S.S. Houston has been reported missing during their exploration of the planet Crylla (Who navigates that ship, anyway?) and you must assemble a team to locate and rescue the missing crew. From the moment that you set foot on Crylla, you immediately realize that this mission is vastly different from the first scenario. While the same character classes (Soldier, Science Officer, Nurse, and Doctor), gaming interface (the IIGS desktop), and combat system are used, the plot and planet are totally new. For those of you who have not played the first scenario, the combat system is similar to the Ultima system. There is a viewing window with all monsters and characters represented by icons, and a tactical window which allows you to identify each character or monster. To aim, you merely click on your character and drag the mouse to your designated target.

The game is shipped on three 3.5-inch disks and comes with a manual and addenda for the second scenario. The manual is the same as the one that comes with the first scenario and the addenda explains the changes that were made to the second scenario. As with the first scenario, the

game takes a while to boot from floppies but no disk swapping is required after the initial boot process. The game may also be installed on a hard drive. The start files have been renamed to accommodate hard drive users who have the first scenario. The instructions for installing the game to the hard drive are simple to follow and explicit. The same data compression system used in the first scenario is used for the second scenario with many improvements to speed up game play. According to Victory Software there are over 2 megabytes of data compressed onto the Outdoors disk alone! In talking to Victory Software, I found them to be extremely dedicated to making the game play faster and easier for the user to enjoy. Their efforts have paid off handsomely in this second scenario.

So What's New?

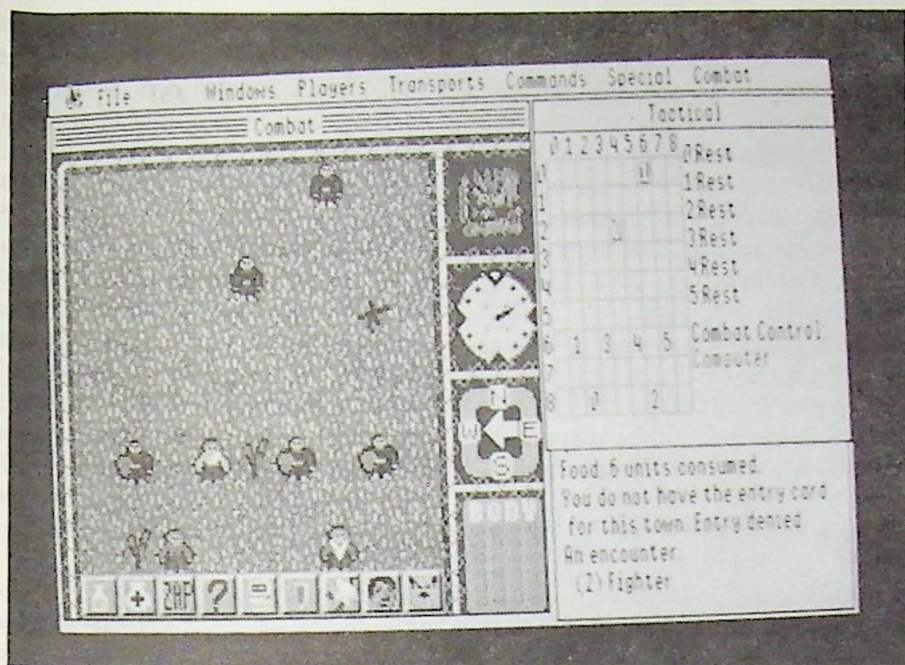
Plenty. To begin with, the planet Crylla has been expanded to 5 different lands and 17 towns. There are 15 dungeons to keep you busy while you check out all of the sights. Talking with the townspeople is now interactive. Conversations with them now give you the chance to receive helpful items that will aid you in your quest. In addition to the main mission (finding the crew of the Houston) there are also many mysteries to solve and secrets to discover. The plot for the second scenario is far more intricate and fascinating than the first scenario. It is a much better story and a much grander adventure. Plan on enjoying every minute of your stay on Crylla. There is also a built in Easter Egg that can greatly assist you in times of need. Basically, all you do is... what? Running out of space in the magazine? Well, I guess I'll just have to let you find that one yourself!

The terrain has changed and many new monsters inhabit the land. There are many mysterious obelisks throughout the landscape that are rumored to have great powers to those who can unravel their secrets. Playing the game to completion takes about twice as long as the original scenario. There's simply more places to see, more things to do, and more people to talk to as you travel Crylla. Of course the more things change the more they stay the same. Crylla is not always what it seems.

As for the game mechanics, there are some changes that should be mentioned. Much of the game play is the same, you use the mouse and menus to get things done. But, there are many new controls that have been added to speed up game play. Entry into the towns is quicker. The animation is much smoother than the first scenario. According to Victory Software, some parts of the game run up to 80% faster. While I did not make any scientific calculations to verify that, I can say that there is a noticeable speed increase in game play. Many of the game's basic tasks have been placed onto *icon buttons* at the bottom of the viewing window to speed up game play. For example, if you want to conduct a lifeform scan to check on any nasty monsters wandering nearby all that you must do is click on appropriate button. This eliminates dragging down the command from the menu bar or executing a keyboard command. These icon buttons change as your surroundings change. If you enter a town, the buttons change to commands that are frequently used in towns. The same thing happens when you enter the wilderness or a dungeon. Very nice.

To facilitate navigation, a map is included along the sides of the viewing window. This also changes to reflect your surroundings. This is a most handy feature that corrects a deficiency of the first game. Another navigational feature is a compass arrow that always points to the nearest town or village. A clock that indicates Cryllan time is a nice, but not really important, feature. Probably the most significant feature is a body status indicator that consistently displays the status of your team's health. This allows you to easily keep track of your team's status. All in all, these improvements have made the routine chores of the game more streamlined and efficient. It is a great joy to see a game interface that makes mundane tasks simple and quick.

Combat in the game has been improved and changed. The computer-controlled combat is now fairly efficient. In the first scenario, the computer would target grenades at individual monsters only. It was often possible to hit more monsters



by throwing the grenade in between them at a piece of open ground. However, this required human control of the combat. Now the computer throws the grenades to engage the maximum number of targets possible! It also automatically equips new grenades when a character throws one. Good job, Victory Software! The computer actually fights intelligently in this game. Some computer controlled combats in other games are dangerous to the health of your players. In 2088, it is not. One of the new features is incorporated into the combat preferences setup. This area allows you to standardize many of the options available in combat. The newest feature allows you to tell the computer to stop combat whenever a team member falls below a certain body status (hit point) count. Wise monitoring of your team should allow you to finish the game without the loss of any member's life. Of course a little caution helps out here and there.

Most of the deficiencies that I mentioned in my review of the first scenario have been corrected or improved upon in the second. The graphics in the game have been improved over the graphics in the first scenario. The pictures are more detailed and the animations are much smoother. The attention to detail is evident in every facet of the game. The annoying black backgrounds behind your

team's icons are gone. The team icons now blend into the background. The dungeon backgrounds also look better. The encounter pictures that flash up prior to combat are much sharper. You can sell armor and special weapons in town shops. There are items that can increase the protection that your armor gives or the damage inflicted by your weapons. Best of all, the ending is one that more than makes up for the disappointment of the first scenario. Be sure to take *plenty* of grenades and medical supplies into the final encounters. It is not *quite* Armageddon, but it is good training for it! And be careful of what you ask for, you just might get it!

But Not Everything Is Perfect

There really aren't that many faults to this game. Most of the following points are really suggestions for improvements. The biggest gripe I have in the game is the entrance and exits of transports. This is one of the features of the game that was not enhanced to speed up game play. Sadly, in the second scenario, transports are more than vital to winning the game. They are constantly in use wherever you are. The tedium of entering and exiting transports is the only drawback to the game. I talked to Victory Software about this and was told that it is basically a problem of not having enough free memory to enhance this feature. They develop the program for use

on a stock IIGS (without expanded memory, hard drive, etc.), which is the ROM 03 with 1.25 MB of memory. The compression scheme that they use is a major programming feat that is constantly using all of the memory that is available. In order to speed up the game play and provide the new features, some of the old routines had to be redone and streamlined. They are trying to fix this problem for their next game. This is also one of the reasons why you can no longer go on a rampage and destroy all of the shops in a town. (That was one of my favorite activities in the first game. It made me feel like I was in one of those Road Warrior/Biker movies.) Implementing that option would eat up memory that is used elsewhere and slow down the game. Another feature that might be improved is to allow certain characters that you meet during game play to join your party. It is frustrating to fight your way down eight levels of dungeons to free someone and then have them basically say, "Thanks for your help. I'll be seeing you!" It would be nice for them to assist you in getting out of the dungeon alive. I feel that it would enhance the game to allow non-player characters (NPCs) to join your team. There is also a slight bug whenever I tried to repair transports, but it did not crash the game and was only a minor annoyance. The only major fault held over from the first scenario is the fact that you still cannot sell used transports. Once you buy it, you are stuck with it. Some people may be upset by the fact that you cannot use characters from the first scenario to play the second scenario. It basically boils down to the fact that implementing this option would force certain aspects of the game to hinder "playability." I personally do not feel that it is a fault of any significance.

The Bottom Line

Buy this game. I loved playing every minute of it. The ease of playing and the good story line make this a welcome addition to any gamer's collection. I can't wait for the next game from Victory Software. Victory Software has excellent technical support and a dedication to developing quality IIGS software. I highly recommend both the first and second scenarios of 2088: The Cryllan Mission.

GS+

SPACE ACE

Retail price: \$49
Typical mail-order price: \$34
Not copy-protected
Not hard drive installable
Requires 1 MB RAM

ReadySoft Inc.
30 Wertheim Court, Unit 2
Richmond Hill, Ontario
Canada L4B 1B9
(416) 731-4175

Reviewed by Brian M. Winn

Preface

You are Space Ace, the Defender of the Universe! The Earth is in need of your help once again. The evil commander Borf has invaded. He is using his new weapon, the Infanto Ray, to reduce the human race to infant weaklings. Only you and your girlfriend, Kimberly, can save the Earth from Borf. Unfortunately, you are hit by Borf's deadly ray and turned into Dexter, the weakling, while Kimberly is taken captive in Borf's fortress.

The future of the planet and, ultimately, the universe lies in your hands. Your mission is to guide Space Ace/Dexter into Borf's stronghold, save Kimberly, defeat Borf, and save the Universe. This is only a simple day's work for a super hero, right?

The Game's History

Don Bluth's Space Ace originally emerged in the arcades in 1983 following its popular predecessor, Dragon's Lair. The uniqueness in Bluth's games came in the fact that they were the first to use a laser disk. The laser disk contained thousands of individual cartoon-style frames. You would enter the move you wanted to make and the game would display a short animated sequence made up of the frames on the laser disk. You then would enter your next move and again, another sequence. The game was more of a choose-your-own-path cartoon than an arcade game. You told the character what to do, but you didn't actually control the character's every move. The games were difficult to win, expensive (the first 50 cent arcade games), but very fun to watch.

Now, seven years later, computer hardware and software has advanced enough so we can play this game at home. No, you don't have to go out and by an expensive CD-ROM drive and a Video Overlay card. ReadySoft has transferred and compacted the graphics and sound to standard 3.5-inch computer disks. *Nine* disks to be exact! (This is just the IIGS version, some other computer versions use even more disks!)

The Main Attraction

ReadySoft has done a tremendous job in transferring the original arcade game into a computer game. The arcade game's stunning graphics were redrawn on the Amiga (I believe), transferred to each computer version, and then brought to life with animation. The images look surprisingly like the arcade originals and the sound track sounds as if it was digitized directly off of the arcade game. This is a game you can impress your friends with.

The manual included in the game package was short and to the point. It covered the Apple IIGS and Macintosh versions of the game. The instructions included a "solve" for the first scene and a brief description of the thirty-three total scenes. Unfortunately, ReadySoft didn't have the scenes in the exact order in the manual as they appeared in the game. This was only a slight inconvenience though.

It was very easy to load the game and get started. It launched from the GS/OS Finder, like all IIGS programs should. The loading speed from the Finder was very impressive (6 seconds). After I launched the program for the first time, I was greeted by the opening screen and music. The game soon loaded a short demo. The graphics and animation looked phenomenal. I hit the starting key and prepared to begin.

The first level loaded and began. I got ready to start hitting keys (yes, the game uses the keyboard for *all* of its controls). Whoops... I got blasted by a laser. Oops, I was blasted again. This continued for several games. I decided I should read the "solve" for scene one in

the manual. After reading the solution carefully, I managed to get through the first level. I found that you not only had to enter the right *move*, but you had to enter them at *exactly* the right moment. This took a while to get use to. After struggling and finally getting through level two, I decided I would take the easy way out and use a cheat I downloaded from America Online. It told me every move to make on each level. Even after knowing what move to make, it was still challenging to get through the scenes. I could tell this was a game that took a lot of practice and patience to perfect. With the "solve," however, I worked my way through the levels.

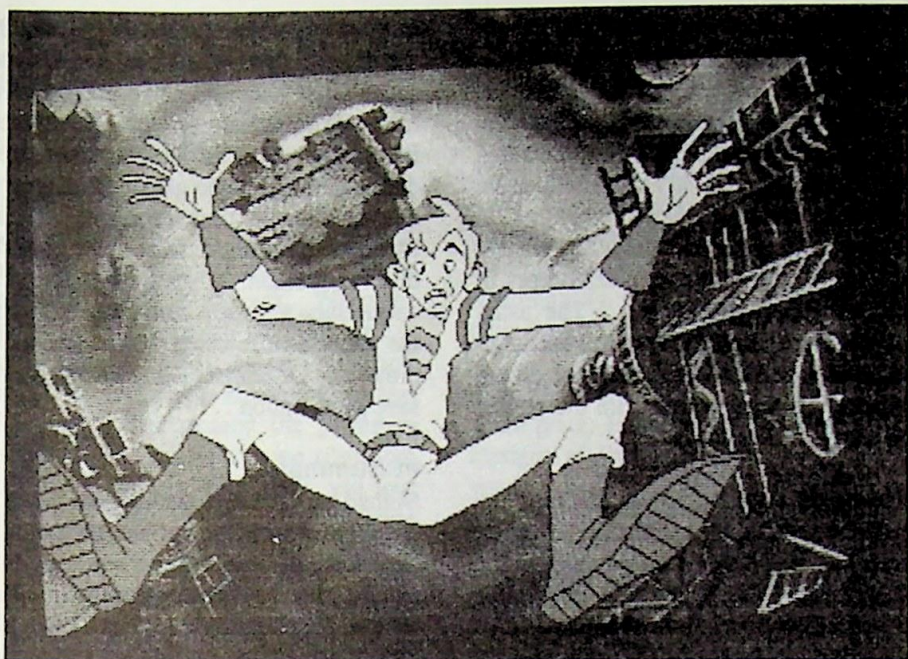
I had my friends on my college dorm floor try out the game. About half of them loved the game and believed it was an excellent remake of the arcade game. The other half thought the game was too difficult and became discouraged and bored after playing it a few times. I personally found the game as fun to watch as it was to play.

Problems

The game play in the computer remake of Space Ace is lacking in continuity. Many of the scenes were cut short to reduce disk space. This makes it hard to follow what is actually going on as Ace moves through the game. The scenes do not connect with each other very well. I believe it would have been worth adding a couple more disks to include the entire set of scenes.

Let's face it, nine disks is a lot of disk handling for one game. It would of been nice for ReadySoft to make the program hard drive installable. There is no copy protection on the disk, it couldn't have been too difficult to program Space Ace to read off of a hard drive. The program running on a hard drive would also make each scene load quicker.

The game, without the cheats, was as difficult as the original. Therefore, a continue game or save current position feature should have been implemented on the IIGS version of the game. The Macintosh version of the game has a "save current position" feature.



SINBAD AND THE THRONE OF THE FALCON

Programmed by Bill Williams

Retail price: \$19.95

Typical mail-order price: \$17

Not copy-protected

Requires 768K RAM

Cinemaware Corporation
4165 Thousand Oaks Blvd.
Westlake Village, CA 91362

Reviewed by Dave Adams

Our Story Begins...

I must admit that Sinbad and the Throne of the Falcon was not one of the games that I had on my "Must Buy" list of games. Somehow the thought of playing a Sinbad game never appealed to me. I much prefer a good old-fashioned violent war game or combat-heavy RPG as my favorite method of relaxing. Consequently, when Diz called me and said to review the game, I tried every excuse in the book to get out of the assignment. I am glad that I did get the opportunity to review this game, because it is well worth the time I have invested in it.

Sinbad comes on two 3.5-inch disks and is not copy-protected! There is not even a

documentation check! Unfortunately, it cannot be transferred to a hard drive or a RAM disk without some tinkering (see accompanying sidebar). The game comes with a manual and a quick reference card/map for the IIGS. Both are clearly and concisely written.

The Sons of the Prophet Were Hardy and Bold

Terrible misfortune has befallen the Caliph of Dameron. Someone has turned the Caliph into a Falcon (a bird, *not* a lousy football player). His beautiful daughter Sylphani has summoned Sinbad (that's you, by the way) to save him before the spell becomes permanent. To complicate matters, the old fellow was about to name his successor to the throne. Now that he is unable to name his successor, the Black Prince Camaral (his son from a former marriage) is attempting to take the throne by force and defeat the armies of the Caliph. Sinbad must control the armies of Dameron while escorting the good Prince Harun (Sylphani's brother) in the attempt to find out how to break the spell. The quest will bring the party into contact with gypsies, shamans, storms, shipwrecks, flying demons, a cyclops or two, yetis, centaurs, undead skeletons, living idols, and a host of other bad guys. You will also meet the seductress Libitina. Did I mention the

Worth It???

The IIGS version of Space Ace is a close replicate of the original arcade game, with the exception of the few seconds that are cut from each scene. The game definitely makes a nice demo of the IIGS's graphics and sound abilities, but it is an *expensive* demo. In my opinion, fifty dollars is too much for one game (Hear that, Nintendo?). You could almost purchase two of the best IIGS programs, Rastan and the Immortal, for fifty dollars. I am sure that the fact Space Ace takes up nine disks affects its pricing, however. Is it worth it then? Well, if you loved the original arcade game, this game is for you. If you didn't, I suggest you use your money on some of the other fine IIGS games that are out there. **GS+**

romantic interest between the Princess and Sinbad? Now before you think that this is some sort of soap opera, let me pause here for a few comments.

It may seem that there are a thousand things that you will have to deal with to save the Caliph. Let me reassure you by saying that there are only several hundred. If the plot sounds complicated and confusing, do not despair. Cinemaware has created a game that plays smoothly, and almost literally gives you a thrill a minute. There is quite a lot that must be accomplished within a limited time. It may seem daunting at first, but after a few sessions you will see that it is not impossible.

The Good Stuff

First and foremost, Sinbad is a visual delight. The graphics are superb throughout most of the game. When you see the seductress Libitina you will wish that this was more than a game. There are also several animated sequences that are excellent. With only one exception, the game is an outstanding example of what the "G" in "GS" stands for. Which brings us to the "S" in "GS." The sounds in the game are also above standard. The background music heightens the action in each scene and really adds to the overall effect of the game play. Put these two

factors together, add in a very nice plot, and you have all of the ingredients necessary for a great game. To make a long story short, Sinbad is an excellent game that you will enjoy playing.

One of the best features of the game is the constant sense of adventure created by the almost never-ending predicaments that Sinbad falls into. Travel by sea is threatened by storms and ship-eating reefs. Normal travel can find the party engaging monsters, the evil prince Camaral (A good way to rid yourself of a major headache is to defeat Camaral early. His armies then disband and you can concentrate solely on saving the Caliph. Of course that is easier said than done!), pteranoxos (flying demons that spy for Camaral), etc., etc. You must assemble the components necessary to release the Caliph from his spell. You will find yourself facing a whole host of bad guys in your attempt to retrieve these items. You must also protect your ship while on land and recruit new members for your crew to replace those killed in battle. If you cannot protect your ship then it will be taken by pirates. If you are lucky, you will find a Genie that can assist you in many ways. Don't forget that you also have to protect the capitol city Dameron at the same time. There are also several giants of the cyclops persuasion that seem to capture your crew at the worst possible times. It is up to you to rescue them with nothing but a sling. The action never stops in this game. Danger is your constant companion and death is but a single error away.

The Bad Stuff

With all of these great things going for it, Sinbad has some serious drawbacks that hamper full enjoyment of the game. Although the game was written for GS/OS (it uses System Disk v5.0), it is not easily installable on a hard drive. The game does a good job of loading data into memory and eliminates much disk swapping on a one drive system. The game is not too slow to load or play but does seem to waste time with animation in places where you are engaged in conversation. This can be annoying if you are trying to save time (which you almost always are). Although the

blinking eyes and moving lips are nice, it gets old after the first session. You can speed things up a little bit by pressing the option key or clicking and holding the mouse button, but it still takes too long. Of course, making it easily hard drive installable would also help.

The only fault in the graphics occurs in the sword fighting scenes. The usual standard of graphic excellence seems to have been ignored here. They are decent but not really up to par with the rest of the game.

The largest fault in Sinbad is the lack of a "Save Game" option. Basically, if you die then you must start all the way back at the beginning! This can be really frustrating, especially after you have progressed far in the game. At one point I had collected all of the components, slain Camaral, found

the Genie, and was returning to win the game when I lost my ship on a reef. After spending an hour and a half playing I was forced to start from scratch. It was most frustrating. This in itself is the biggest disappointment in the game. Many people do not like the time required to finish adventure games and do not play them for that very reason. If the game had a save option then a person could afford to play the game a little bit at a time and make progress. Of course, life does not have a save game option . . .

In Summary

Sinbad is a very good game that I recommend with a few minor reservations. Be prepared to get frustrated when you have to start over. Be prepared to spend a little time waiting on conversations. But I also add this major summation: be prepared to have a heck of a lot of fun! **GS+**

How To Speed Up Game Play With Sinbad

One of the problems with Sinbad is that it is not easily run from a hard drive. Basically the game looks for the specific *volume* names, **SINBAD1** and **SINBAD2**. It will not run from any folder. The game can be launched from a folder but will crash whenever it must access data from the second disk. To further complicate matters, the two main data files in the game have the same name. But there is a way around this.

To run the game from a hard drive:

1. Copy the files **SINBAD.1** and **SINBAD.SYS16** (a System file) from the disk **SINBAD1** to the root (topmost) directory of your boot volume. They cannot be located in any folder.
2. Copy the files **SINBAD.SYS16** (a text file) and **SINBAD.2** from the disk **SINBAD2** onto the root directory of your second hard drive volume.
3. Eject the **SINBAD2** disk and rename your second hard drive volume **SINBAD2**.

The game should play normally. When you quit the game you will *not* be returned to the Finder. The program will force you to restart the computer.

To really speed up the game play, copy the second volume onto a RAM disk instead

of your second hard drive partition. Rename the RAM disk **SINBAD2** and pray that the power doesn't go out. Please note that Sinbad requires 768K of *free* RAM to play. You will need just under 2 MB to accommodate an 800K RAM disk and 768K free RAM. It wouldn't be a bad idea to deactivate any New Desk Accessories (NDAs) that you have to free up the RAM. Sinbad does not support NDAs so you will not need them.

To Deactivate NDAs from the Finder:

1. Open up the **Desk.Accs** folder in the **System** folder (**Pathname *:System.Disk:System:Desk.Accs**) on your boot disk. Select all of your NDAs by pressing Command-A.
2. Go to the Special Menu and highlight "Icon Info" or press Command-I.
3. Wait for the windows to be drawn and then check the box "Inactive" for each NDA.
4. Shutdown your IIGS and reboot.

Although it is a bit of effort to make the game better, you will find a noticeable increase in game speed, especially if you are using a RAM disk for the second partition. Of course Cinemaware could make this irrelevant with a little bit better programming.

CONTEST #3 RESULTS

By Steven W. Disbrow

One Year Ago

Back in *GS+* V1.N3, we announced a contest to see who could come up with the best HyperStudio v2.0 stack. When the deadline arrived on April 15, 1990, we had received *one* entry. So, being young and foolish, I extended the deadline to August 31, 1990, and increased the prizes to include several things that we could not then afford. That did the trick, and four and a half months later, we had *three* entries.

Needless to say, I was depressed. All three of the HyperStudio stacks were very good; I was just hoping for something *more*. But, a deal is a deal, and a contest is a contest...

First of all, since two of the three entrants were folks that had at one point or another,

written material for us, I took myself out of the judging for this contest. The judges were Dave Adams and Joe Wankerl. Second, these entries were *big*. The smallest took up over 750K! So, unfortunately, there is no way we can put them on the *GS+* Disk.

The Winners

Third prize, and \$25, goes to Devokaitis Designs of Farmington, Ct. This entry was a set of two stacks on a single disk that present the user with puzzles to solve and puns to groan at. The puzzle portion is especially neat as it shows the solutions to the puzzles via some nifty animation.

Second prize, and \$50, goes to Andrea Hochevar and her dad, Ron. Their entry, HyperSharks, was a two disk stack containing shark trivia and a "killer" shark slide-show. Andrea's entry contained a self-booting disk that made some excellent

use of XCmnds and several other features of HyperStudio.

And our first prize, and \$100, goes to Brie Zimmerman and her father, Greg. Brie's entry was a 4-disk epic giving a brief tour of the Solar System and all fifty states of the U.S. Brie made extensive use of HyperStudio's ability to digitize sounds. Using this ability, Brie created a very entertaining (and loud!) tour of the United States.

If you would like to obtain any of these stacks, send the appropriate number of *formatted* disks along with a postage paid return envelope and we will be happy to copy them off for you. **GS+**

CONTEST #4

By Steven W. Disbrow

Name That Magazine!

As I said in my editorial on the inside front cover, the time has come for us to pick a new name for *GS+* Magazine. While we could just arbitrarily change the name, having a contest to come up with a new name will probably work out better for everyone involved. First of all, it won't be quite as much of a shock to you, our readers. Second, the names we came up with really stink. And, most importantly, we get some free publicity! (I can see the headlines now: "Giant Corporation Threatens To Squash Small Defenseless Business!" That's not *really* what happened, of course, but it sounds a lot better than, "Sympathetic Corporation Politely Asks Small Business To Consider Name Change.")

Here's how it works:

- 1) Come up with a new name for *GS+* Magazine
- 2) Send it in
- 3) Win a lifetime subscription

There are a couple of names that we have already come up with ourselves—*G+S* Magazine and *GaS* [Graphics and Sound] Magazine—so don't bother sending those in. However, if you actually *like* one of those names, please let us know!

If all of the names that we get stink worse than the two above, there will be no winner and we will probably end up naming the magazine *G+S* Magazine.

However, if you come up with a great name (and send it in to us—that's the important part), and we use it, we'll give you a lifetime subscription with diskette! Of course, if two of you send in the same

name, we will take the one with the earliest postmark.

The deadline for this contest is April 15, 1991. The winner, if there is one, will be presented in the May/June issue (V2.N5).

Send those entries to:

GS+ Contest #4
P. O. Box 15366
Chattanooga, TN 37514-0366

Make *sure* you include your **name**, **address** and **phone number** with your entry! If we were psychic, we'd just read everyone's mind until we came up with a good name and then claim we thought of it. **GS+**

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P.O. Box 15366
Chattanooga, TN 37415-0366
Voice phone: (615) 870-4960

If you wish to place an ad for a product we have not reviewed, we request that you include a review copy with your ad.

GS+ ORDERING INFORMATION

GS+ is published bi-monthly and sold for \$3.00 an issue for the magazine only, and \$8.00 an issue for the magazine + disk. But, if you sign up for a yearly subscription (that's six issues), you can get the magazine only for \$2.50 an issue, or the magazine + disk for \$6.00 an issue! To sign up, send this completed form (or a photocopy) along with a check or money order (payable to **EGO Systems**), or your credit card number, to:

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P.O. Box 15366
Chattanooga, TN 37415-0366

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NEW PRODUCTS

The following product descriptions were taken from press releases that we have received here at *GS+* Magazine. As with all press releases, the products described therein may or may not actually exist. But, in an effort to scare up some business for those companies that have the *guts* to actually support the IIGS, we thought we should share them with you.

All Together Now

If you have been reading *GS+* for a while now, you know how much we love the Salvation series of utilities from Vitesse. However, some folks have complained that the individual utilities cost too much. So, Vitesse has done something about it—they have bundled all 5 of the current Salvation utilities into one package and called it *Salvation-Supreme*. Inside the \$199, Salvation-Supreme package, you will find *Bakkup* (hard drive backup and restoration. Reviewed in *GS+* V1.N4.), *Deliverance* (Disk repair. Reviewed in this issue of *GS+*.), *Exorciser* (Virus detection and elimination. Reviewed in *GS+* V1.N6.), *Renaissance* (Disk optimization. Reviewed in *GS+* V2.N2.) and *Wings* (Disk management and program launching. Reviewed in *GS+* V2.N1.). This is quite a bargain when you consider that, if purchased separately, these five programs would set you back about \$280. If you pick up Salvation-Supreme through a mail order firm, you can save even more. For more information, contact Vitesse at:

Vitesse, Inc.
P. O. Box 929
La Puente, CA 91747-0929
(818) 813-1270

Finally!

After a *long* wait, Apple Computer, Inc. finally introduced HyperCard IIGS on the opening day of AppleFest (12/7/90). The official press release is much too long to print here, so let's just hit the highlights:

HyperCard IIGS will be available in mid-February, 1991. It will retail for \$99 at your local Apple Dealer. The package

will contain three manuals and six 800K diskettes. HyperCard IIGS will *require* System Software v5.0.4 (or later), at least 1.5 MB of memory (2 MB is recommended), one 800K drive *and* a hard disk! Apple has not specified if HyperCard IIGS will become part of the standard IIGS System Software package (and thus be in the box when you take home a new IIGS), but, with specs like those, it is very unlikely that it will! (It is also very unlikely that Roger Wagner is losing any sleep.)

HyperCard IIGS will be compatible with older versions of HyperCard for the Macintosh (version 1.2.5 to be exact), but *not* HyperCard v2.0. However, there are supposedly a great many features in HyperCard IIGS that simply aren't in the Macintosh version of HyperCard.

As soon as we can get our hands on a copy of HyperCard IIGS, we will have a full review and a comparison with HyperStudio. Until then, if you need more information, contact your local Apple dealer and see if he has any idea what you are talking about.

Independence Declared!

Hot on the heels of Vitesse's Harmonie printer drivers, Seven Hills Software has announced its own set of IIGS drivers for Hewlett-Packard (HP) printers. (We will be doing a comparison of both products in the next issue of *GS+*.) The package is called *Independence*, and has the following features:

- Print text & graphics at any resolution—75, 150 or 300 dots-per-inch
- "Save ink" option for DeskJet printers
- Print in portrait or landscape modes
- Works just like the IIGS printer drivers that you are used to. If your application correctly supports the Print Manager and the IIGS desktop, you can use *Independence* to print from it.
- Prints multiple copies (collated if desired)
- Uses all standard IIGS fonts

- Can print specific pages in a multi-page document
- Can print only odd or even numbered pages

Independence requires an Apple IIGS with one 3.5-inch disk drive. It works with the HP DeskJet, DeskJet Plus, DeskJet 500, LaserJet IIP, LaserJet III, and HP-compatible printers. The LaserJet IIP requires an additional 1MB RAM card (1.5MB total) to print at 300 dots-per-inch.

HP printers require a Macintosh Plus to ImageWriter I serial cable (a.k.a. a IIGS modem cable) to print from the IIGS serial port. The cable is available from most computer retailers or from MacConnection (they can be reached at 1-800-334-4444, 8 foot cable for \$15).

Suggested retail of *Independence* is \$39.95 (+\$3.00 s&h from Seven Hills). Of course, you can get it cheaper through mail order, or from Seven Hills' user group Partner program.

For more information, Seven Hills can be contacted at:

Seven Hills Software
2310 Oxford Road
Tallahassee, FL 32304
(800) 627-3836 or
(904) 575-0566 from 9-5 M-F EST
Online via AppleLink, America Online or GEnie ("SevenHills") or CompuServe (72437,3165).

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We want to help you get the word out about your *IIGS specific* products. Send us a press release and we'll chop it up to fit here. Send those press releases to:

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US-Mail:
GS+ New Products
P.O. Box 15366
Chattanooga, TN 37415-0366

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PRODUCT UPDATES

Some Disassembly Required

Byte Works has just released an update to two of its products: the ORCA/Disassembler (reviewed in *GS+* V1.N4) and ORCA/M. The new ORCA/Disassembler (version 1.2) has a bunch of new features (such as the ability to disassemble code resources) and an updated manual. The cost for this update is \$15.

Most of the changes in the ORCA/M update seem to actually be in the ORCA/Shell and its utilities. For instance, the copy command can now correctly copy files with resource forks, the ORCA editor no longer chokes on non-ASCII characters, and MacGen has been rewritten to increase its speed. If all you got in this update was the new "copy" command, it would be worth the \$10 Byte Works is asking. For more info on these two updates, contact the Byte Works at:

Byte Works, Inc.
4708 Irving Blvd. NW Suite 207
Albuquerque, NM 87114
(505) 898-8183

A New Memory

Harris Laboratories, maker of the GS Sauce memory card (reviewed in *GS+* V2.N1), has updated that very card. The new version contains all of the features of the old; expandability to 4 MB, usage of 256K or 1 MB SIMMS, 100% DMA compatibility, and a lifetime warranty. The new card, however, has been redesigned into a more compact unit. The card has a unique double-sided circuit board, which has the sockets for the memory chips on the back side of the card and the support chips on the front of the card (which faces toward the center of the computer when installed). Most memory cards have all of their chips on the front which sometimes causes crowding problems when there is an expansion card present in slot seven. If you have any questions about this or another of Harris Lab's products, call them at their new 800 number: (800) 783-DRAM.

Awww, Man!

A day or two after we sent out the last issue of *GS+*, one of our subscribers called to say that he had just learned that Taito (makers of Rastan, QIX, Arkanoid and Arkanoid II for the IIGS) had decided to get out of the Personal Computer game market. A quick call to Taito's Canadian offices confirmed this. This is a real pity; Taito made some of *the best* game software available for the IIGS (or any other personal computer for that matter.) Fortunately, the folks at the Big Red Computer Club bought up Taito's entire stock of Apple II products and are selling them at really great prices. \$24 for Rastan all by itself. Arkanoid II, Qix and Rastan for only \$35. This is one of the better values of the century.

For more information, or to place an order, contact the Big Red Computer Club at:

Big Red Computer Club
423 Norfolk Avenue
Norfolk, NE 68701
(402) 379-4680

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LETTERS

(...continued from page 3)

In closing, I found the article very well written and informative for the general reader who is not familiar with the LaserWriter and its capabilities/usage and (aside from the minor points noted above) neither inaccurate nor misleading.

Robert A. Rosenberg
Suffern, NY

Thanks for the excellent letter, Robert!

I knew about one or two of the things that you mention (generating PostScript with Command-F and the LaserWriter upgrades), but I did not think that they belonged in what was essentially an

introduction to the subject of using LaserWriters with the IIGS. I must admit, however, that I had no knowledge of the other tips you mention! If I had, I would have definitely included them in the article—especially the method of using a simple ImageWriter cable!

Thanks also for the IIGS Screen fonts for the Helvetica Narrow and New Century Schoolbook fonts! As you suggested, we have included them on this issue's GS+ disk (and, in fact, are thinking about switching to the New Century Schoolbook font for the bulk of the text in GS+).

We got so much response to the "LaserWriting" article, that I was going

to write a follow-up article. However, after reading your letter a few times, I decided that you had done a much better job of summing it all up than I could. So, to say thanks for the help, I'm going to extend your subscription 2 issues. Thanks again!

If you have a question, comment, or criticism about *GS+* Magazine, we want to hear it! Due to space limitations, we cannot answer every letter here in *GS+* Magazine. If you want a personal reply, please enclose a self-addressed, stamped envelope. Please address all letters to:

GS+ Letters
P. O. Box 15366
Chattanooga, TN 37415-0366

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GS+ BACK ISSUE INFORMATION

September-October 1989 (Volume 1, Number 1)

\$4.50 magazine \$5.50 disk \$6.50 magazine + disk

- System Software 5.0 Compatibility Chart
- NoDOS - A file utility New Desk Accessory complete with ORCA/C source code on disk
- Graphics Galore - Drawing "how-to" with 3 pictures on disk
- Reviews of Arkanoid II (new custom levels on disk), Crystal Quest, ORCA/C, Rocket Ranger, Silpheed, Test Drive II, TransWarp GS, Turbo Mouse ADB
- PLUS: Graphics, rumors, and the most over-hyped product of the year!

November-December 1989 (Volume 1, Number 2)

\$6.50 disk only (we are SOLD OUT of the magazine!)

- Beginner's Guide to the Finder - Part 1: The Basics
- EGOed - An NDA text editor (TML Pascal II source code on disk)
- Update Info - AWGS v1.1, HyperStudio v2.0, System 5.0.2
- Brush with Greatness - Tips on drawing faces (pictures on disk)
- Reviews of TML Pascal II, Source Code Library II, Cutting Edge Keyboard, Battle Chess, Dark Castle, Dungeon Master, Neuromancer, Laser Force
- PLUS: More graphics, rumors, and other stuff you need to know!

January-February 1990 (Volume 1, Number 3)

\$6.50 disk only (we are SOLD OUT of the magazine!)

- Beginner's Guide to the Finder - Part 2: Mousing Around
- Rotator - A beginner's desktop programming tutorial and program w/source code written in ORCA/C
- Winning Arkanoid II Levels
- Brush with Greatness - Space graphics (pictures on disk)
- Reviews of HyperStudio v2.0, Graphic Disk Labeler, Programmer's Online Companion, Xenocide, Keef the Thief, Life & Death, The Three Stooges

March-April 1990 (Volume 1, Number 4)

\$6.50 disk only (we are SOLD OUT of the magazine!)

- Beginner's Guide to the Finder - Part 3: All About Icons
- All About Control Panel Devices - with Desk Color CDev and ORCA/C source code on disk
- Random IIGS Programming Notes - An EGOed update
- Brush with Greatness - Architecture on your IIGS with pictures of the CitiCorp building and Frank Lloyd Wright's house on disk
- Reviews of InnerDrive, Vulcan, Salvation - Guardian, ORCA/Disassembler, Computer Eyes (with digitized pictures on disk), Jam Session (with songs on disk), Ancient Land of Ys, Tunnels of Armageddon, Where in the World is Carmen Sandiego?

May-June 1990 (Volume 1, Number 5)

\$4.50 magazine \$5.50 disk \$6.50 magazine + disk

- AppleFest Report
- Beginner's Guide to System Disks - Part 1
- GS/OS prefixes - PreFixer CDev and ORCA/Pascal source code on disk
- Brush with Greatness - How your IIGS makes colors
- Reviews of CMS SDRM 45 Megabyte Removable Hard Drive, S&S-RAMCard, DataLink Express modem, Visionary GS digitizer, GraphicWriter III, ZapLink, McGee, Math Blaster Plus IIGS, The New Talking Stickybear Alphabet, plus a sneak peek at the Zip GS

July-August 1990 (Volume 1, Number 6)

\$4.50 magazine \$5.50 disk \$6.50 magazine + disk

- KansasFest Report
- Beginner's Guide to System Disks - Part 2
- Transfusion - An NDA terminal program (Go online from within any desktop program, perform XModem file transfers in the background!)
- Reviews of AMR AS800K 3.5-inch drive, Salvation: The Exorciser, Disk Access, MD-BASIC, Katie's Farm, Task Force, BLOCKOUT, OMEGA, 2088: The Cryllan Mission, Hunt for Red October, Revolution '76, Where in the U.S.A. is Carmen Sandiego?

September-October 1990 (Volume 2, Number 1)

\$4.50 magazine \$5.50 disk \$6.50 magazine + disk

- Brush With Greatness - making the most of your digitizer
- Interview with Brian Greenstone (programmer of Xenocide)
- PING - video table tennis program (Merlin assembly)
- Shuffle - an Init file that allows you to move desktop windows from the foreground to the background (ORCA/M)
- Battery Brain - CDev saves Battery RAM parameters to disk (ORCA/C)
- Reviews of GS Sauce memory card, Salvation: Wings, World GeoGraph, Orange Cherry Talking Schoolhouse series, QIX, Solitaire Royale, InnerExpress

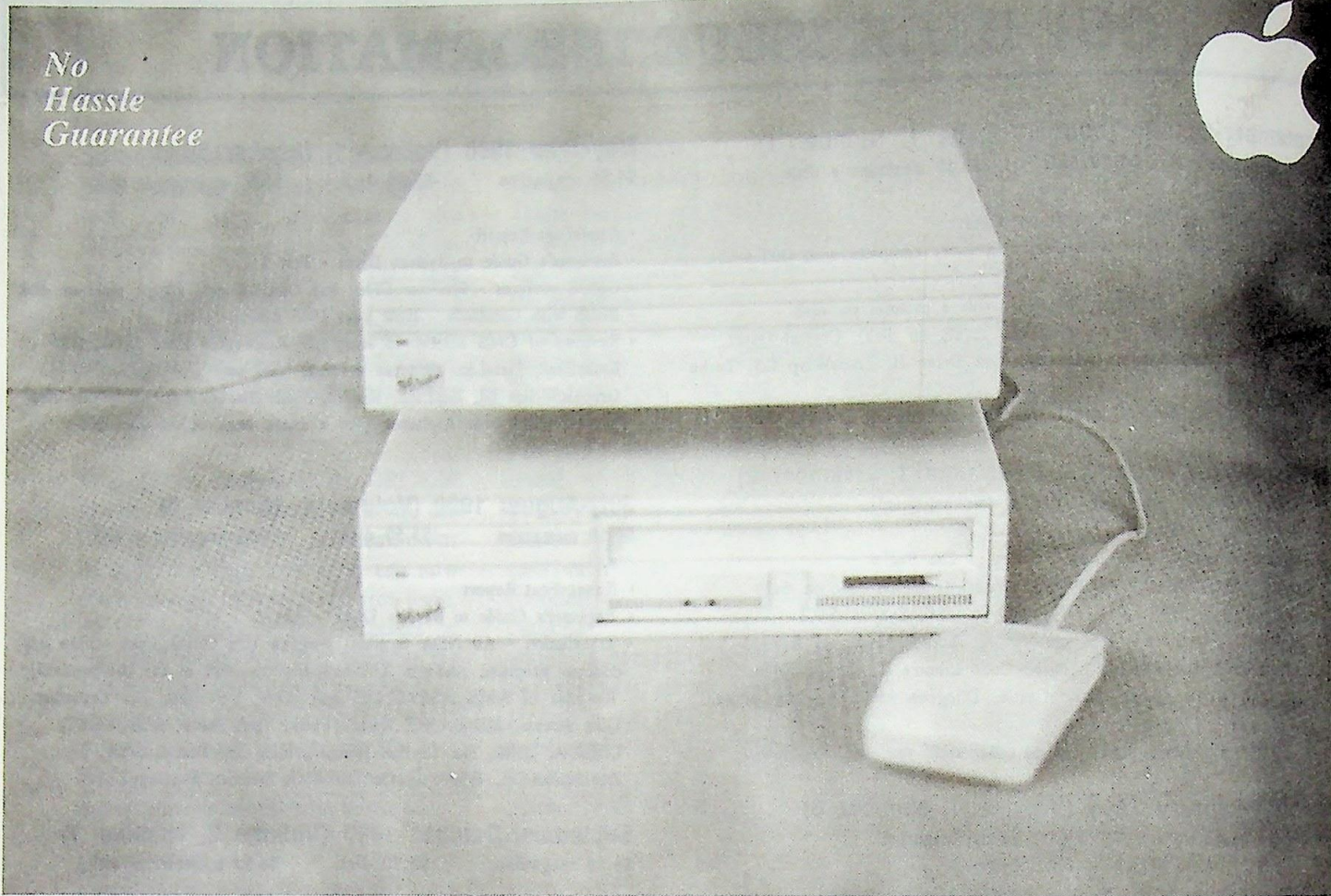
November-December 1990 (Volume 2, Number 2)

\$4.50 magazine \$5.50 disk \$6.50 magazine + disk

- Interview with Bill Heineman (programmer of Dragon Wars)
- Beginner's Guide to System Disks - Part 3
- LaserWriting - a guide to using an Apple LaserWriter with the IIGS
- Christmas Buyer's Guide
- TeachText Translator - import and export TeachText files in GWIII
- Reviews of Quickie Hand Scanner, AE 3.5" Disk Drive, Salvation: Renaissance, USA GeoGraph, Rastan, Captain Blood, HOSTAGE, Questmaster, Pipe Dream, The Immortal, PIRATES!

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