

# Beagle Bros Bulletin

Volume 0, Number 4

Established \$7BC

DECEMBER 1983

## DISKQUIK™ CUTS DISK DRIVE COSTS 90%

### Half a Drive at 1/10th the Price!

DISKQUIK, Beagle Bros' new disk drive emulator, was written by Gene Hite and Harry Bruce of Cincinnati. They have tricked the Apple IIe into thinking a super-high-speed auxiliary disk drive is connected to Slot 3. Extensive testing by our Extensive Testing Department has revealed these "drives" to be nothing more than Extended 80-Column Cards powered by DiskQuik in RAM.

DiskQuik requires an Apple IIe plus an Extended 80-Column Card. Enjoy the benefits of a 2nd (or 3rd or 4th...) drive at less than 1/10th the price. More on page 7.

### BEAGLE GETS GPLE

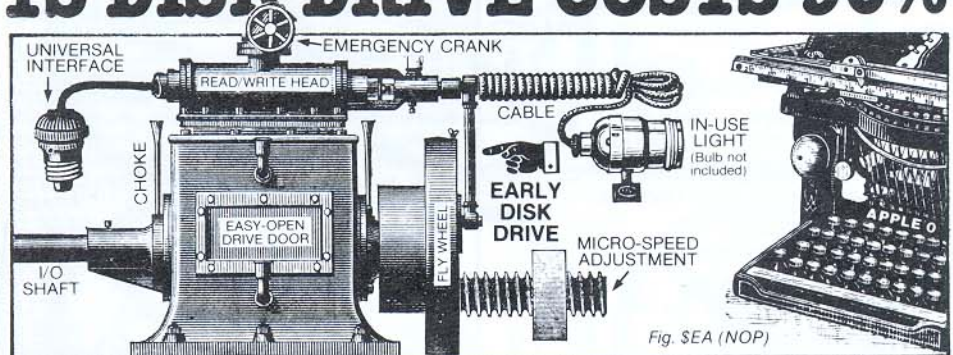
It seems we were supporting Synergistic's Global Program Line Editor as much or more than they were, so we got together, and now Beagle Bros is the sole publisher of Neil Konzen's wondrous Basic line editor.

GPLE now supports most 80-column hardware, including the Apple IIe. It is compatible with Double-Take, ProntoDOS and all Beagle Bros disks. And to top it off, we've added an Apple Tip Book (#7) and lowered the price from \$64.95 to \$49.95. GPLE is described on page 11.

### BLEU CHEESE OR \$03E8-ISLAND?

Well, we were going to call SILICON SALAD "Tip Disk #2", but we added so many features and new utilities, we decided it needed a name of its own.

Mark Simonsen & Bert Kersey dug through their incredible pile of programs and utilities and came up with a package that you're going to like. Also "tossed in" are some new Two-Liners and tips and sɔɹɹɹ from Tip Books 5, 6 and 7. Check it all out on page 12.



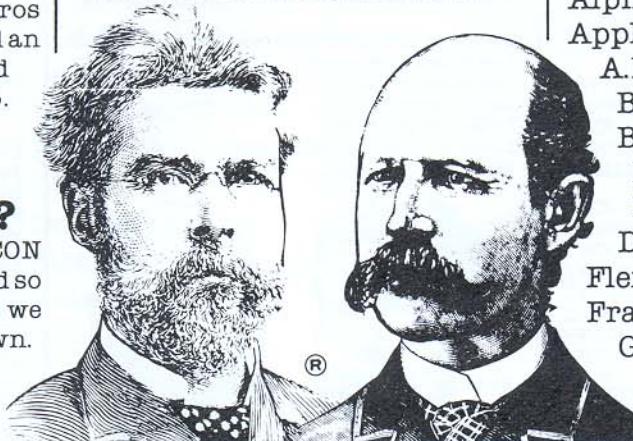
### Utility-10 Report

Softalk calls it the "Hobby-10"; we call it the Utility-10. By any name, this list reports the top-sellers every month in the Apple II UTILITY disk category.

At Beagle Bros, we like the list a lot, because ten different Beagle disks have captured SEVEN OF THE TOP TEN spots for the past three months (September through November 1983).

The other consistent members of the "Hobby"-10 have been Apple Pascal, Penguin's great (and unprotected) graphics disks, Phoenix's Zoom Grafix and Quality's Bag of Tricks.

And let's hear it for BEAGLE BAG! Our multi-game disk has grabbed a spot in the ARCADE TOP TEN in both October and November. Beagle Bag can hardly be classified as an "Arcade" game, but what other list would you put it on?



### Apple Tip Books

Two of our newer disks, Beagle Basic and GPLE, come with Tip Books, bringing our total up to six. Each Tip Book is included as part of a disk's documentation book. Excerpts appear here and there throughout this Bulletin (especially on pages 8 and 9).

### Peeks, Pokes & Commands

Our PEEKS & POKES Chart has become a standard item with Apple programmers. If you don't have one now, you will when you buy any Beagle disk. Our Apple COMMAND CHART comes with two Beagle disks; both are on page 12.

### The Beagle Bros Catalog:

|                      |    |
|----------------------|----|
| Alpha Plot .....     | 5  |
| Apple Mechanic ..... | 4  |
| A.M.Typefaces .....  | 5  |
| Beagle Bag .....     | 6  |
| Beagle Basic .....   | 6  |
| DiskQuik .....       | 7  |
| DOS Boss .....       | 7  |
| Double-Take .....    | 3  |
| Flex Type .....      | 10 |
| Frame-Up .....       | 10 |
| GPLE .....           | 11 |
| ProntoDOS .....      | 11 |
| Silicon Salad .....  | 12 |
| Tip Disk #1 .....    | 12 |
| Utility City .....   | 13 |
| Tips & Tricks .....  | 8  |
| Q's & A's .....      | 14 |
| Disk Dont's .....    | 15 |
| Free Cash .....      | 17 |





1 FOR A=768 TO 785: READ B: POKE  
A, B: NEXT: POKE 54, 0: POKE 55, 3:  
CALL 1002: DATA 201, 141, 240, 9, 32,  
240, 253, 32, 16, 252, 76, 16, 252, 169, 39,  
76, 100, 252  
2 PRINT CHR\$(4);"CATALOG"

# Beagle Bros Product Feature Index

| Disk (CODE)  | PAGE |
|--|------|
| <b>Alpha Plot</b> (APLOT) .....                        | 5    |
| Draw and type in hi-res. Scrunch images.               |      |
| <b>Apple Mechanic</b> (AMECH) .....                    | 4    |
| Create animation shapes and hi-res fonts.              |      |
| <b>Apple Mech. Typefaces</b> (TYPE) ..                 | 5    |
| 26 new shape fonts for Apple Mechanic.                 |      |
| <b>Beagle Bag</b> (BBAG) .....                         | 6    |
| Twelve Apple games on one disk.                        |      |
| <b>Beagle Basic</b> (BBASIC) .....                     | 6    |
| Re-word Applesoft and add new features.                |      |
| <b>DiskQuik</b> (DQUIK) .....                          | 7    |
| Acts like a disk drive in your Apple IIe's memory.     |      |
| <b>DOS Boss</b> (DBOSS) .....                          | 7    |
| Change DOS commands and customize DOS.                 |      |
| <b>Double-Take</b> (DTAKE) .....                       | 3    |
| Listings & catalogs scroll 2 ways. Powerful utilities. |      |
| <b>Flex Type</b> (FLEX) .....                          | 10   |
| Variable-width text using normal commands.             |      |
| <b>Frame-Up</b> (FRAME) .....                          | 10   |
| Create presentations on your Apple.                    |      |
| <b>GPLE</b> (GPLE) .....                               | 11   |
| Edit Basic program lines. Add escape functions.        |      |
| <b>ProntoDOS</b> (PRONTO) .....                        | 11   |
| Triple the speed of disk access. New DOS features.     |      |
| <b>Silicon Salad</b> (SILSAL) .....                    | 12   |
| Many mini-utilities plus Tip Disk #2.                  |      |
| <b>Tip Disk #1</b> (TIP1) .....                        | 12   |
| 100 Tip Book programs on one disk.                     |      |
| <b>Utility City</b> (UCITY) .....                      | 13   |
| 21 useful utilities on one disk.                       |      |

Append two programs ..... DTAKE/UCITY  
Applesoft alter/enhance ..... BBASIC  
Automatic line-numbering ..... DTAKE

*Beagle Menu*, program selector .... BBAG/TYPE  
Bell (control-G) modification ..... BBASIC  
Blood addr. finder ..... DTAKE/PRONTO/UCITY  
Blood addr. print after BLOOD ..... PRONTO  
*Byte Zap* disk inspector/editor ..... AMECH

Catalog, ctrl-C break .. DTAKE/PRONTO/UCITY  
Catalog, custom ..... AMECH/DBOSS/UCITY  
Catalog, multi-column ..... DBOSS/UCITY  
Catalog, two-way scroll ..... DTAKE  
Catalog, vol. head. change ..... AMECH/DBOSS  
Command change ..... AMECH/DBOSS/BBASIC  
Command hider ..... UCITY  
Command Chart ..... TIP1  
Condensed hi-res type, 56/70-columns .... FLEX  
Connect two programs ..... DTAKE/UCITY  
Control-characters displayed ..... DTAKE/UCITY  
Copy-protected programs ..... NONE  
Cursor, omit or replace ..... DTAKE  
Cross-reference, variables & line nos. .... DTAKE

Date printed when program runs ..... UCITY  
*Date Search* ..... BBAG  
Decimal to hex converter ..... DTAKE/UCITY  
Demo programs to teach hi-res ..... AMECH  
Disassemblies w/bi-directional scroll .. DTAKE  
Disk drive emulator ..... DQUIK  
Disk inspection and editing ..... AMECH

Disk scanner ..... SILSAL  
Disk volume heading change ..... DBOSS  
Display/presentation utility ..... FRAME  
DOS killer ..... SILSAL  
DOS mover ..... GPLE/PRONTO  
DOS speed-up ..... PRONTO  
*DOS Tool Kit* font compatibility ..... FLEX  
*Double Loader*, 2 programs in mem. .... UCITY  
Drawing programs, hi-res ..... APLOT/AMECH

Edit Applesoft ..... GPLE  
Eighty column screen save ..... SILSAL  
ELSE command, follows IF ..... BBASIC  
Error message changer ..... BBASIC/DBOSS  
Escape-cursor, flashing plus-sign ..... BBASIC  
Escape functions ..... GPLE  
Expanded hi-res type, 20-columns ..... FLEX  
Extra disk storage, 15 more sectors .... PRONTO  
Extra memory (10K), move DOS ..... PRONTO

Faster disk access ..... PRONTO  
Fifty-six column text ..... FLEX  
File names, trick & invisible ..... AMECH/UCITY  
Find program line in memory ..... UCITY  
Flashing cursor, omit or replace ..... DTAKE  
Font editors ..... AMECH/FLEX  
Fonts, hi-res ..... APLOT/AMECH/FLEX/TYPE  
Frame display, high speed ..... FRAME  
Free cash ..... PAGE 17  
Free-space during catalog .... DTAKE/PRONTO

Games, twelve on one disk ..... BBAG  
Global search and replace ..... GPLE  
GOTO/GOSUB foll. by variable ..... BBASIC  
GOTO/GOSUB foll. by expression ..... BBASIC  
GPLE compatibility ..... ALL  
Graph/chart creation .... APLOT/AMECH/FLEX

Hex/Ascii dump with 2-way scroll ..... DTAKE  
Hex to decimal converter ..... DTAKE/UCITY  
Hi-res drawing programs ..... APLOT/AMECH  
Hi-res to lo-res picture converter ..... APLOT  
Hi-res switches control ..... BBASIC/DTAKE  
Hi-res teaching programs, listable ..... AMECH  
Hi-res text ..... APLOT/AMECH/TYPE/FLEX  
High-speed 3X DOS ..... FRAME/PRONTO  
HSCRN reads hi-res plots ..... BBASIC  
HTAB 1 through 70 ..... FLEX

IF-THEN-ELSE command ..... BBASIC  
Image segment transfer ..... APLOT  
Imprint/superimpose hi-res images ..... APLOT  
Insert & delete program code ..... GPLE  
Integer Basic to Applesoft converter ..... UCITY  
Inverse Rem statements ..... BBASIC  
Invisible and trick file names ..... UCITY  
Invisible commands in programs ..... UCITY

*Key-Cat* 1-key selector ..... DBOSS/TIP1/UCITY  
Key clicker ..... SILSAL  
Kill active Text and Exec files ..... PRONTO  
Kill catalog with ctrl-C ..... PRONTO/UCITY

Language card or IIe DOS-mover .... PRONTO  
Line finder for Applesoft ..... UCITY  
List, bi-directional ..... DTAKE  
List formatter ..... DTAKE/BBASIC/UCITY  
Locked-up programs ..... NONE  
Lo-res to hi-res picture converter ..... APLOT  
Lo-res page 2 usage ..... BBASIC



Menu programs ..... BBAG/DBOSS/TIP1/TYPE/UCITY  
Merge two Applesoft programs ..... DTAKE  
Mixed hi-res colors ..... APLOT  
Monitor disassemblies, 2-way scroll .... DTAKE  
Music routines ..... AMECH/BBASIC  
Negative images from positive ..... APLOT  
Peeks, Pokes and Pointers Chart ..... ALL  
Picture utilities ..... APLOT/AMECH  
Picture scruncher, saves disk space ... APLOT  
Printer utilities ..... DTAKE/UCITY  
Presentations with your Apple ..... FRAME  
Program line editor ..... GPLE  
Proportionally-spaced type .... APLOT/AMECH  
Protect programs .... BBASIC/DBOSS/UCITY  
Relocate DOS to lang. card or IIe .... PRONTO  
Replace strings & variables ..... GPLE  
Renummer Applesoft programs ..... DTAKE  
Renummer copyright lines to 65535 .... UCITY  
Reverse drawing, bkgd.color opposite .. APLOT  
Reverse-scroll listings & catalogs ..... DTAKE  
Rotatable type ..... APLOT/AMECH/TYPE  
Run counter reports no. of executions ... UCITY

All Beagle software is COPYABLE, making it easier to back-up and friendlier to use. THANKS for not giving copies of our disks away. You support us and we'll support you.

Save-protection, disable SAVE ..... DBOSS  
Screen editor, text .... BBASIC/FRAME/UCITY  
Scroll up and down ..... DTAKE/BBASIC  
Scrunch hi-res pix, save disk space .... APLOT  
Search and replace ..... GPLE  
Seventy-column text, no extra hardware ... FLEX  
Shape fonts ..... AMECH/TYPE  
Shape table editor for animation ..... AMECH  
"Slide Projector" presentation utility .... FRAME  
Slot 3 pseudo disk drive ..... DQUIK  
Sorter of lists ..... UCITY  
Space-on-disk during cat. .... DTAKE/PRONTO  
Speedy DOS, 3X normal speed ..... PRONTO  
Splitter for hi-res programs ..... SILSAL  
Statistics of Applesoft program ..... DTAKE  
String/var. w/line nos. & values ..... DTAKE  
Superimpose hi-res images ..... APLOT  
SWAP command, exch. var. values .... BBASIC  
Text, expanded and condensed ..... FLEX  
Text, hi-res ..... APLOT/AMECH/TYPE/FLEX  
Text page 2 usage ..... BBASIC  
Text screen dump to printer ..... TIP1/UCITY  
Text screen editor .... BBASIC/FRAME/UCITY  
Text screen formatter ..... SILSAL  
Tip Books ..... APLOT #4/AMECH #5  
BBASIC #6/DBOSS #2/GPLE #7/UCITY #3  
Tips & Tricks Chart ..... DTAKE  
Tip programs, 100 on one disk ..... TIP1  
Tip programs, more ..... SILSAL  
TONE command, easy music-writing .. BBASIC  
Transfer part of hi-res image ..... APLOT  
Two-Liner programs ..... AMECH/TIP1  
Two-page drawing and typing ..... APLOT  
Two-track catalog ..... SILSAL  
Two-way scroll, listings & catalogs .... DTAKE  
TYPE command, prints text files ..... PRONTO  
Type, prop. spaced .... AMECH/APLOT/TYPE  
Typeface editor ..... AMECH/FLEX

Unattended Apple presentations ..... FRAME  
Undelete ..... SILSAL  
Var./strings w/line nos. & values .... DTAKE  
Variable value swapping ..... BBASIC  
Variable-width text, 20/40/56/70-col. ... FLEX  
Volume heading change in catalog .. DBOSS  
Wowzo ..... BBAG  
*Xlister* list formatter ..... UCITY  
*Zap* disks (*Byte Zap*) ..... AMECH

**NOW 80-COLUMN  
COMPATIBLE  
for Apple II, II+ & IIe.**  
UPDATES: Mail in ORIGINAL DISK and  
\$5.00 (please KEEP the Documentation).

# DOUBLE-TAKE

## TWO-WAY SCROLL/MULTIPLE UTILITY

by Mark Simonsen

**\$34.95** Normal Apple II/II+/IIe compatible and unprotected  
Includes Peeks & Pokes Chart and Tips & Tricks Chart #1.

### 2-Way Scrolling— It's About Time!

Why his listings and catalogs would only scroll UP off the screen, and into Hyper-Space, was a mystery to Mark Simonsen. So he did something about it—

Now you can list your programs (all or part) with the added ability to CHANGE LIST-DIRECTION by pressing the Apple Arrow Keys. Your Apple's monitor becomes a "Search Window" to be moved UP AND DOWN through a listing at will.

### 2-WAY CATALOGS TOO

Long Catalogs feature 2-Way Scroll, speeding up file-name location and program access. Two keystrokes will catalog the disk (no need to type "Catalog"). Control the Catalog scroll direction, up or down, with the Arrow keys. Control-C produces a clean exit.

### Improved List-Format

With Double-Take in memory, each Applesoft program statement is listed on a new line\* for easy tracing of program flow, and FAST de-bugging— Errors are much easier to find in this format. Commands are properly spaced (one space between words, not two) and much easier to read.

\*Optional. Similar to Utility City's XLISTER (page 13), BUT operates in both directions at Machine-Language speed. For-Next Loops & If-Then's aren't called out, as in XLISTER.

High-speed Improved-Format Printer Listings are easy too. Any column-width may be selected with a simple command.

### 2-Way Monitor Listings

Apple monitor listings feature fast 2-way Scroll too. Normal disassemblies and informative Hex/Ascii Dumps may be scanned in both directions, letting you "cruise" through memory until you find what you're looking for.



Apple programming is Faster and Smoother with DOUBLE-TAKE installed in memory.

### Tips and Tricks Chart

More Beagle Bros tips and utilities are included on one side of a handy wall chart. The other side features the best set of 6502 machine language instructions we've seen anywhere (and we've looked around!). Available only with Double-Take.

### Double-Take's Two-Way Scrolling Works Five Ways:

#### 1. NORMAL LISTINGS

```
5 TEXT : HOME :COL = 10
20 GET X$: PRINT X$;: IF X$ = CHR$
(13) THEN A$ = "": GOTO 20
30 IF X$ = CHR$ (8) THEN A$ = LEFT$
(A$, LEN (A$) - 1): CALL -
958: GOTO 20
40 A$ = A$ + X$: IF LEN (A$) < C
OL THEN 20
900 FOR LTR = COL TO 1 STEP - 1
:X$ = MID$ (A$,LTR,1): IF X
$ < > CHR$ (32) THEN 1234
1000 HTAB 1 + LTR - 1: CALL - 9
58: PRINT : IF LEN (A$) - L
TR THEN A$ = "" + RIGHT$ (A
$, LEN (A$) - LTR): PRINT A$
;: GOTO 20
1234 NEXT :A$ = "": PRINT : GOTO
20
```



#### 2. NEW FORMAT LISTINGS

```
5 TEXT
: HOME (Notice how
: COL = 10 each statement
20 GET X$ appears on a
: PRINT X$; new line.)
: IF X$ = CHR$ (13) THEN A$ =
: GOTO 20
30 IF X$ = CHR$ (8) THEN A$ =
LEFT$ (A$, LEN (A$) - 1)
: CALL - 958
: GOTO 20
40 A$ = A$ + X$
: IF LEN (A$) < COL THEN 20
900 FOR LTR = COL TO 1 STEP - 1
:X$ = MID$ (A$,LTR,1)
: IF X$ < > CHR$ (32) THEN 1234
1000 HTAB 1 + LTR - 1
```



#### 3. CATALOGS

```
]CATALOG
DISK VOLUME 254
(Apple *A 009 HELLO
Arrow Keys *A 010 MULTI-CAT
control *A 050 SORTFILE
scroll T 050 DATA FILE
direction.) T 021 NAIL FILE
A 254 HANG PERSON
*A 034 GOOD PIC
B 034 UGLY PIC
```



#### 4. MACHINE CODE

```
0300- A9 4C LDA #$4C
0302- 8D F5 03 STA $03F5
0305- A9 10 LDA #$10
0307- 8D F6 03 STA $03F6
030A- A9 03 LDA #$03
030C- 8D F7 03 STA $03F7
030E- 60 RTS
0310- A9 D7 LDA #$D7
0312- 20 C0 DE JSR $DEC0
0315- EA NOP
0316- EA NOP
```



### BONUS UTILITIES

Double-Take is truly a hefty utility package. You will benefit from its many features every time you turn on your Apple. All features are fully compatible with your Applesoft and machine-language programs, including GPLE and ProntoDOS.

### CROSS REFERENCE

Double-Take lets you quickly print an alphabetical display of all the variables, strings and arrays in an Applesoft program. Also printed is the program line number on which each variable and string occurs.

```
A$: 100 200 250 300 1001
X: 10 20 3000 3010 3020
Y: 50 3000 4000 5200 5601
```

### VARIABLE DISPLAY

After a program is Run, you can tell Double-Take to display all variables and strings, in the order executed, with each one's current value:

```
A$ = "NOW IS THE TIME"
X = 255
Y = 3.14159
```

### BETTER APPEND & RENUMBER

Double-Take's Append routine lets you merge program lines anywhere into other programs (not just at the end).

Double-Take's Renumber program is FAST too, with on-screen prompts for start, end, and increment.

### AUTO-LINE NUMBERING

Pressing the space bar can automatically type in your next Applesoft line number, in any increment you choose.

### THERE'S MORE?

Yes! A Space-On-Disk report during every catalog, instant Program Stats (start-of-program, Himem, etc.), the ability to omit or replace the cursor with any character. Plus handy one-key "screen switches" to view different pages and modes, and a one-key command to reveal control-characters as inverse.

#### 5. HEX/ASCII DUMPS

```
6000- 54 48 49 53 20 49 53 20 THIS IS
6008- 41 20 53 41 4D 50 4C 45 A SAMPLE
6010- 20 54 45 58 54 20 46 49 TEXT FI
6018- 4C 45 20 49 4E 53 50 45 LE INSPE
6020- 43 54 45 44 20 57 49 54 CTED WIT
6028- 48 20 44 4F 55 42 4C 45 H DOUBLE
6030- 2D 54 41 4B 45 27 53 20 -TAKE'S
6038- 48 45 58 2F 41 53 43 49 HEX/ASCI
6040- 49 20 46 45 41 54 55 52 I FEATUR
6048- 45 2E 20 4E 4F 54 49 43 E. NOTIC
6050- 45 20 48 4F 57 20 45 41 E HOW EA
```

# APPLE MECHANIC

SHAPE EDITOR/HI-RES FONT DISK

by Bert Kersey

\$29.50 Normal Apple II/II+/Ile compatible and unprotected  
Includes Peeks & Pokes Chart and Apple Tip Book #5

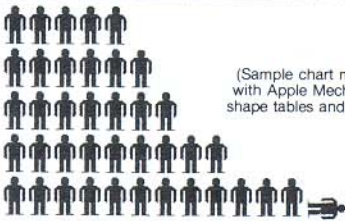


Apple Mechanic's features and functions range from hi-res animation to title pages to computer music to "disk zapping". Combined with our 60-page documentation/Tip Book, this is one of the best Apple software bargains anywhere.

## Shape Editor



Your Apple is capable of displaying and manipulating hi-res drawings that are stored in memory in the form of "shape tables". These drawings are called to the screen from your programs with Applesoft's DRAW and XDRAW commands. Shape tables are excellent animation tools used in a variety of applications, from games to animated titles, charts and graphic presentations.



(Sample chart made with Apple Mechanic shape tables and type)

Projected Population, 1985

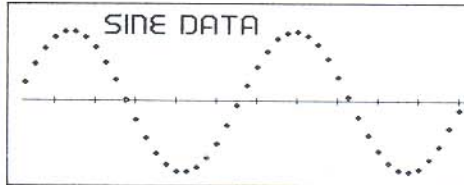
Apple Mechanic's Shape Editor makes shape construction a snap. You plot your drawing from the keyboard as it is simultaneously displayed in same-size and enlarged forms on the hi-res screen. Your shape is then automatically converted into shape table data and stored on disk for you. The hassle is gone and your creativity is released (that's what computers are for, right?).

The Shape Editor's keyboard-plotting system is simple and fast. A correcting feature lets you erase by "backspacing" over your in-progress drawing. Any shape you don't like may be redrawn. A shape may be "pre-plotted" on the screen and then traced with slight changes for animation purposes.

## No Charge for using these routines in your programs.

Apple Mechanic will professionalize your programs. If you are writing programs for sale, you may use Apple Mechanic's routines and type fonts WITHOUT CHARGE. Just give Beagle Bros credit on your disk title page and in your documentation—

"HI-RES TYPE FROM APPLE MECHANIC  
COPYRIGHT (C), 1983 BEAGLE BROS"



## A Hi-Res Learning Tool

The Apple Mechanic disk features three Demo programs that teach a ton about using shape tables and hi-res in your Applesoft programs. The documentation gives you a complete rundown of Apple's hi-res and shape table commands, including some not covered in your Applesoft manual. Tip Book #5, part of the documentation, has tips on "More Room for Hi-Res Programs", "Hi-Res Flix", "560-Plot Hi-Res", and so on.

## Hi-Res Character Editor

Apple Mechanic lets you create and edit hi-res "shape fonts" which may be typed directly on the screen or be accessed from your Applesoft programs. Six 96-character fonts are included on the Apple Mechanic disk (see *Apple Mechanic Typefaces*, next page, for more).

**BLOCK:** ABCabc  
**WESTERN:** KLMN  
**apple:** ABCDEFG  
**STENCIL:** ABCDE

Sample Type from the Apple Mechanic Disk

Shape Font benefits are many—Proportional spacing (more characters per line, easier to read); fast printing speed; no Vtab or Htab restrictions (characters may be placed *anywhere*, rotated if you want); and the ability to "Xdraw" words over multi-colored backgrounds.

**SCREEN COPY MAY BE  
PRINTED EXACTLY WHERE  
YOU WANT IT.**

## Apple Mechanic Gives You More—

Apple Mechanic gives you 495 sectors packed with the programs mentioned here, plus many more—

- SHAPE EDITOR
- CHARACTER EDITOR
- 6 SHAPE TABLE TYPE FONTS
- SHAPE ANALYZER
- XTYPER (type directly in hi-res)
- HI-WRITER (type from your programs)
- 3 LISTABLE HI-RES DEMOS (learn to program hi-res with Applesoft.)
- PAGE COPY (hi-res image shifter)
- BYTE ZAP
- SONG SUBROUTINES (music to use in your Applesoft programs)
- TWO-LINERS
- TEXT TRICKS (We couldn't resist.)

## DISKS SOLD, 1987

(Sample chart made with Apple Mechanic shape tables and type)



(Graphics dump software not included.)

## Byte Zap

(also on the Apple Mechanic disk)

Byte Zap is a disk inspector utility that lets you inspect and rewrite any byte on a disk. Sectors may be displayed on the screen in their entirety in one of five formats. You can cursor-cruise through each sector with bytes simultaneously translated into their Hex, Decimal and Ascii equivalents.

You may change any byte on a disk by entering a hex or decimal number or Ascii character (including flash, inverse, normal, control and lower case).

**OTHER "DISK ZAP" PROGRAMS ON THE MARKET CANNOT COMPARE WITH BYTE ZAP IN TERMS OF EASE-OF-USE, EDUCATIONAL VALUE AND PRICE!**

Many pages of tips are included for performing disk alterations such as—restoring deleted files, modifying DOS, inserting headings in catalogs, renaming files illegally, making file names invisible, changing greeting program names, changing disk volume headings, altering DOS commands & error messages...

# APPLE MECHANIC TYPEFACES

26 SHAPE TABLE FONTS  
by Bert Kersey

\$20.00 Normal Apple II/II+/IIE compatible.  
Unprotected. Requires Apple Mechanic disk.  
Includes Peeks & Pokes Chart

**H**ere are more hi-res fonts for Apple Mechanic's *Xtyper* and *Hi-Writer* programs. There are 26 fonts total, both large and small, all proportionally-spaced and positionable anywhere on either hi-res screen.

Most are full 96-character fonts, ranging from Ordinary to *Artistic*, many with special graphic characters.

Each character (from "!" to "□") of every font (from "Ace" to "Zooloo") is editable with Apple Mechanic's Font Editor. You may add or alter special characters (arrows, boxes, etc.) to a font, and re-save it under a new name.

SAMPLE FONTS  
(26 Typefaces Total)

PACEB EOODNBO  
 IBROADWAY: ETA  
 ICHOMP: ETAONA  
 ICOMPUTE: ETAD  
 ILEFT-SHADOW: E  
 IOUTLINE: ETAON  
 IPENDMAN: Etounr  
 IFATSO/SMALL: ETANRISHI  
 IJAGGED/SMALL: ETANRISHD  
 IOUTLINE/SMALL: ETANRIF

Note: APPLE MECHANIC and APPLE MECHANIC TYPEFACES may be used in your programs without charge. Just give Beagle Bros credit; see note on the previous page.



## Also on the Disk

Our useful **Beagle Menu** utility, described under *Beagle Bag* (page 6), is on the *Typefaces* disk too. It could become the most-used program in your Apple library.

# ALPHA PLOT

HI-RES APPLE GRAPHICS/TEXT PROGRAM

by Bert Kersey and Jack Cassidy

\$39.50 Normal Apple II/II+/IIE compatible and unprotected  
Includes Peeks & Pokes Chart and Tip Book #4.



## Type a Picture.

Alpha Plot is a program that lets you draw and label an endless variety of hi-res pictures, charts and graphic displays. It also lets you manipulate, copy, compare and even combine pictures. All hi-res images may be saved to disk, to be retrieved by your Applesoft programs (no royalty fee required if you sell your programs).

With Alpha Plot's easy-to-use keyboard plotting system (paddles/joystick optional, not required), you can quickly create images on the screen, plotting in any hi-res color or reverse (the background opposite at any point).

Color Mixes too. Lines, circles, ellipses and boxes (outlined or filled with color) may be plotted with one or two key-strokes. All pictures may be saved to or loaded from disk. Later, you may load Alpha Plot hi-res images from your Applesoft programs.

## Hi-Res Text

Alpha Plot lets you type upper and lower case directly onto the hi-res screen in four sizes, from normal to giant (4-times normal size). No extra hardware is required. No Htab or Vtab restrictions either. Type all kinds of color titles and labels *anywhere on the screen*, even *SIDEWAYS* if you want—an effective feature for graphs.

Alpha Plot's proportionally-spaced hi-res text gives a professional appearance to your graphic presentations. People DO notice the difference.

## Traceable, Erasable Lines

Alpha Plot's optional "Rubber-Band" Cursor projects a line between two points so you can make visual adjustments before you draw. "Reverse" lines may also be drawn and then, if you want, be completely erased without disturbing background details.

## Two Pages, Two Drawings

Alpha Plot lets you work on and compare two hi-res drawings at once. The two hi-res pages can be instantly switched in memory, putting Page One's image onto Page Two and vice versa.



ALPHA PLOT Self-Portrait Dumped to Printer

Note: To transfer hi-res images to paper, you need a special printer and "graphics dump" software such as *Zoom Grafix* or *The Printographer*; ask your software store. Beagle Bros does not publish graphics dump software... yet.

## Image Manipulators

Two drawings may be superimposed in four different ways (opaque, transparent, etc.). Any rectangular segment of a hi-res drawing can be *moved* to any location on either hi-res screen. You can, for example, center finished images on the screen, or imprint your trade mark or name on all of your hi-res pictures.

An instant Negative of any section of the screen is a useful Alpha Plot feature. Hi-res images can even be converted to Lo-Res and back!

## More Pictures per Disk

With Alpha Plot's *Scrunch* routine, you can store hi-res images in as little as one-third normal disk space (11 sectors, for example, instead of the normal 34), depending on the complexity of each image.

DISK VOLUME 254

\*B 034 PIC.NORMAL

\*B 011 PIC.SCRUNCHED

\*B 034 PIC#2

\*B 019 PIC#2.SCRUNCHED

## Hi-Res Tips

With Alpha Plot, you get a 40-page documentation book, which includes a nice collection of Apple Tips—shape table and animation tricks, a collision graphics demo, and hi-res program listings, all designed to help you make the most of your Apple's amazing graphics features.

# BEAGLE BAG

12 GAMES ON ONE DISK

by Bert Kersey

\$29.50 Normal Apple II/II+/Ile compatible. Unprotected. Includes Peeks & Pokes Chart

## Compare Beagle Bag

Compare Beagle Bros' big game disk with *any* single-game locked up disk on the market today. The games are a blast, the price is right, the instructions are crystal clear, *and* the disk is Copyable!

## More Games per Buck

Don't settle for a one-game Apple disk. Beagle Bag's got TWELVE great games by the Applesoft Ace, Bert Kersey— *Text-Train, Slippery Digits, Wowzo, Magic Pack, Buzzword...* More hours of enjoyment for your money than *any* of the competition. See the excellent Beagle Bag review in the January 1983 issue of *Softalk* (page 148), which says, in part:



"...Beagle Bros has turned out an innovative package— The games require quick thinking, but they're not mere tests of reflexes.

"...At any price, the 20-page manual is worth a few bucks by itself. It's funnier than *Mad Magazine* and shorter than *National Lampoon*..."

SOPHIE, THE BEAGLE BROS BEAGLE

## List and Learn

Beagle Bag's games are all List-able so you can see what makes them work (many of our customers have reported learning programming skills from our games). Every program on the disk may be loaded and saved from disk-to-disk, and even customized if you want. And hitting Reset doesn't cause a memory-scrambling re-boot. Unlocked software is the *only* way to fly... even for GAMES!

## Beagle MENU Too

On our Beagle Bag and Typefaces disks— BEAGLE MENU displays your normal (or ProntoDOS) disk catalogs, 20 file names at a time, showing only the file names you want (for example, only *Apple-soft* files, or only *Locked* files). No need to catalog files you don't want, even though they still exist on the disk.

To Run or Brun a program, move the cursor from file name to file name, then hit Return. That's it! Beagle Menu features Space-on-Disk, supports double drives, and has on-screen instructions.

# BEAGLE BASIC

APPLESOFT® ENHANCER

by Mark Simonsen

\$34.95 Requires Apple IIe (or II/II+ with RAM Card) Unprotected. Includes Peeks & Pokes Chart and Tip Book #6.

## RAM Applesoft is better Applesoft!

Normally, Apple's Applesoft language is changeable—what they give you is what you get. But Beagle Basic puts Applesoft into RAM (*changeable* memory), letting you customize and enhance it. Beagle Basic's commands and functions may be added at **Zero Memory Cost**, because they replace only obsolete cassette commands (SHLOAD, RECALL, etc.).

## Re-word BASIC to suit your style.

Beagle Basic lets you rename Applesoft commands and Error Messages (see *DOS Boss* for making *DOS* changes). Beagle Basic lets you literally *re-write* Applesoft for program protection, encryption, or even foreign language translation...

```
10 FOUR X = 10 A 20
20 ECRIVEZ X; "BONJOUR"
30 ENSUIVE: FIN
```

Even the new Applesoft commands described below are renameable:

## All-New Applesoft Functions

**ELSE:** Common in many programming languages, but missing from Applesoft until now; ELSE follows If-Then statements, like this—

```
IF X=1 THEN PRINT "YES";
ELSE PRINT "NO"
```

**SWAP:** Normally, to swap two variable values, you need a third variable and an extra split-second. **SWAP X,Y** exchanges values in *one* quick step.

**TONE:** Beagle Basic's **TONE P, L** command plays a note of Pitch P, Length L. It makes music composition simple; no messy Pokes or Calls are ever necessary.

**HSCRN:** Used to find the off or on status of any hi-res dot on the screen. Useful in hi-res animation "collision testing". If you have ever used Lo-Res's **SCRN** command, you'll appreciate this one.

**TXT2:** This new command allows Text Page 2 to act exactly like normal Page 1, for printing, listing, and so on. Animate between pages; store menus, catalogs, etc., on one page while you view another. Switching text pages opens up *all kinds of programming possibilities*.

**MIX, PAGE, RESL and MODE:** No more awkward graphics screen switch Pokes. For example, type "**PAGE1**" or "**PAGE2**" to switch pages, instead of "POKE -16300,0" or "POKE -16299,0" (*never* look-up those darn POKES again!).

## More Programming Enhancements

In addition to the new commands above, any or all of the following "patches" may be instantly added to your Apple, at ZERO COST IN MEMORY.

### BETTER GOTO/GOSUB

GOTO and GOSUB may now be followed by variables and mathematical expressions. Use English-like commands:

```
GOSUB COUNTER
GOTO SONG
```

In the two examples above, "COUNTER" and "SONG" have been assigned line-number values. Mathematical GOTO's and GOSUB's are legal too:

```
GOTO X+10
GOSUB X*100
```

### ESCAPE CURSOR

With normal Applesoft, you aren't able to tell when you are in Escape Mode (moving the cursor). With Beagle Basic, pressing the ESC key temporarily changes the normal cursor to a flashing "+". Hitting a non-cursor-move key retrieves the normal Applesoft cursor.

### A BETTER BEEP

Select a custom tone for your Apple's control-G bell. Beagle Basic lets you customize your Apple, from the Monitor up!

### BONUS UTILITIES

Bonus Text-Screen Formatter and Editor, new one-word Basic commands to replace Apple's awkward text Calls, new commands to scroll text up *and down*, not possible before Beagle Basic. Not to mention...

### INVERSE REMS TOO!

This Beagle Basic option makes program REMarks appear as bold stand-out headlines in your Applesoft listings.

## Plus Apple Tip Book #6

More tips, tricks and valuable programming goodies, all included as part of the Beagle Basic documentation book.

SIX BEAGLE BROS DISKS NOW COME WITH APPLE TIP BOOKS.

EVERY ONE COMES WITH A FREE PEEKS & POKES CHART.



# DISKQUICK

DISK DRIVE EMULATOR  
by Harry Bruce and Gene Hite

\$29.50 REQUIRES APPLE IIe  
WITH EXTENDED 80-COLUMN CARD  
Unprotected. Includes Peeks & Pokes Chart

## An In-Memory "Disk Drive"

**NEW!**

DiskQuick is easy to describe— It makes your Apple IIe think a disk drive is connected to Slot 3. But DiskQuick is much faster, quieter and more reliable. Enjoy the benefits of a second (or 3rd or 4th...) disk drive at less than 1/10 the price.

The Apple IIe's Extended 80-Column Card (required) holds about HALF as much data as a 5¼" floppy disk.

## Normal Commands and Procedures

All normal Applesoft and DOS commands, except INIT,\* are in effect once DiskQuick is loaded. For example, "CATALOG, S3" catalogs files in RAM (Slot 3). "CATALOG, S6" displays your normal disk catalog. Files may be transferred between RAM and normal Apple floppy disks with FID or normal DOS commands.

\*INIT is temporarily replaced by a DiskQuick "WIPE" command which, in effect, clears Slot 3's memory. INIT may be re-instated at any time.

## Silent and Fast

Since no moving parts are involved, DiskQuick operates silently and at superhigh speeds. For example, **Brunning FID takes 2 seconds** instead of the normal 6. A catalog will fill the screen in under a second. See it to believe it.

## Ready When You Are

DiskQuick has many uses. For example, load often-used files like FID into memory when you boot, so they are always available when you need them. Access these files just as you would from disk ("BRUN FID, S3" for example). Swap files from RAM onto disk and vice versa, just as if a disk drive were connected to Slot #3.

## Friendly and Compatible

DiskQuick is compatible with Apple IIe 80-column display, ProntoDOS, GPLE, Double-Take, and all normal Applesoft and DOS commands and procedures. DiskQuick will not interfere with IIe Double Hi-Res graphics.

## Bonus Utilities

DiskQuick comes fully equipped with a set of menu-selectable utilities for mass transfer of files between RAM and floppy disk, "write-protecting" RAM, toggling DiskQuick's sound effects (an optional click that acts as an "In Use" signal), and more.

# DOS BOSS

DISK COMMAND EDITOR  
by Bert Kersey and Jack Cassidy

\$24.00 Normal Apple II/II+/IIe compatible.  
Unprotected. Includes Peeks & Pokes Chart and Tip Book #2.

DOS Boss is a classic utility disk that you will use and enjoy. Applers around the world are using DOS Boss to learn about their Apple, customize their systems and truly personalize their personal computers.

## Rename DOS Commands

For example, change "Catalog" to "Menu" or even "M" to save keystrokes. Or change "Save" to "Keep", or "Load" to "Ribbit", to protect programs. Use your imagination; only you will know your commands.

To make a change, simply Run DOS Boss, select the command you want changed (say "Catalog"), then enter your new command word (say "Cat"), and that's it! Other DOS changes are made with equal ease—

## New Error Messages

DOS's "Syntax Error" can be renamed "Cannot Compute" or "Try Again!"; or "Disk Full" can be "(Burp!"; or just about anything you want.



## Save-Protect Programs

By manipulating DOS, you can make any unauthorized attempt to save one of your programs halt and produce a "Not Copyable (beep!)" message. Easy-to-follow instructions, a strong DOS Boss feature, are included for this and other "snoop-prevention" techniques.

DOS Boss's change features may be appended to any or all of your programs, so that anyone using your disks (booted or not) on any Apple will be formatting DOS the way YOU designed it.



## Customized Catalogs

Why not replace Apple's unnecessary DISK VOLUME heading with your own disk number, title or name? You can with DOS Boss! Include or omit the volume number, as you choose.

Convert catalogs to 2 or 4 columns so that all of your file names appear on the screen at once. Omit or alter sector numbers and language codes too.

## One-Key Program Selection

DOS Boss's Key-Cat simplifies Apple program selection. A single letter will appear next to each file name in your catalog. Pressing the corresponding key will Run, Brun or Exec the chosen program for you automatically. Key-Cat operates with any length catalog and reports Space-On-Disk at the touch of a key.

## Plus Apple Tip Book #2

Beagle Bros is big on documentation; with DOS Boss you receive DOS Boss instructions, clearly-written from a beginner's viewpoint, plus easy-to-understand discussions of how and why each DOS Boss feature works.

**MORE TIPS TOO:** Info on using both sides of your disks, maintaining your drives, sorting words, poking around in DOS, storing disks, 3.3 vs. 3.2...

SOFTWARE DEALERS  
MAY PURCHASE BEAGLE  
BROS PRODUCTS  
DIRECTLY FROM BEAGLE  
BROS (619-296-6400)  
OR FROM ANY APPLE  
SOFTWARE  
DISTRIBUTOR.





## RANDOM ACCESS PRONTO TYPER

ProntoDOS's TYPE command ("TYPE filename") was originally designed to display the contents of only Sequential text files. These three quick pokes let TYPE display Random Access files as well:

POKE 48362,144 (was 208)  
 POKE 48380,56 (was 169)  
 POKE 48381,234 (was 0)

ProntoDOS and the TYPE command must be active when you make the pokes. Two minor problems: Sequential files displayed with TYPE will now end in a string of inverse @'s (zeros). And, since sectors are not allocated for Random file records until something is stored in them, the spacing between records in the TYPE display may seem wrong. If this bugs you, make sure something is stored in every record.

## PRINTER ELEVATOR

If you don't need your Apple IIe monitor stand, use it as a handy over-the-paper printer shelf!

## SORTFILE PAGE BREAK

To make Utility City's Sortfile program skip 16 lines at the end of each page, change Line 2975 and add Line 2980:

```
2975 X0 = 0: FOR X = START TO PH
2980 X0 = X0 + 1: IF PS = "P" AND
      X0 - INT (X0 / 50) * 50 = 1
      AND X0 > 1 THEN FOR X1 = 1
      TO 16: PRINT : NEXT X1: REM
      SKIPS 16 LINES EVERY 50
```

## IIe REVb

As soon as the Apple IIe hit the stands, they changed it. The newer IIe's have the "Revision B" motherboard, capable of "Double Hi-Res" (16-color, 192 x 560) graphics (software required; we're working on it). Look under your IIe's hood, near slot 4. If you see something like: "820-0064-B", you have a Rev. B motherboard. If you don't, see your Apple dealer. The newer IIe's have different keys and a new-style lid too—no big deal.

## SECTOR SAVER

Bsaving 4 bytes less than normal will let your hi-res, lo-res and text screens occupy one fewer sector—256 less bytes!—on the disk.

BSAVE HI-RES,A8192,L8188  
 (instead of normal L8192)  
 BSAVE LO-RES, A1024, L1020  
 BSAVE TEXT, A1024, L1020  
 (instead of normal L1024)

Beware: Some programs look for the standard number of sectors (hi-res=34, lo-res/text=6) in the catalog to identify screen images.

ICATALOG

```
*B 034 HI-RES PIC BEFORE
*B 033 HI-RES PIC AFTER
*B 006 TEXT SCREEN BEFORE
*B 005 TEXT SCREEN AFTER
```



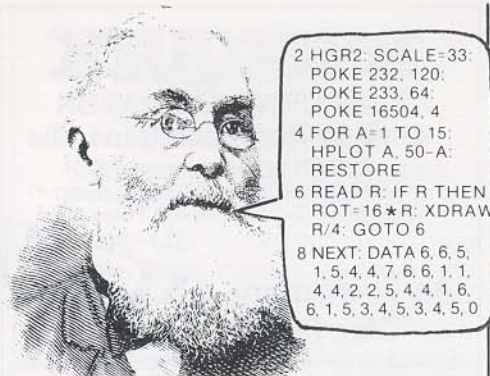
## SCREEN FILLER

This program's sole purpose in life is to fill the screen with any character printed at Vtab 1, Htab 1:

```
5 POKE 768,216: POKE 769,160: POKE
  770,0: POKE 771,76: POKE 772
  ,44: POKE 773,254
10 FOR X = 1 TO 12: VTAB 1: PRINT
  MID$ (" :--+@+-: ",X,1)
20 POKE 60,0: POKE 61,4: POKE 62
  ,254: POKE 63,7: POKE 66,1: POKE
  67,4: CALL 768: NEXT : RUN
```



BEAGLE BROS BULLETIN, Volume 0, Number 4 (our 5th issue). Copyright © 1983, Beagle Bros Inc. The Bulletin is designed & written by Bert Kersey and mailed free to Beagle Bros dealers and software purchasers. Circulation now 130,000 (does anyone out there want a job licking stamps?).



```
2 HGR2: SCALE=33:
  POKE 232, 120:
  POKE 233, 64:
  POKE 16504, 4
4 FOR A=1 TO 15:
  HPL0T A, 50-A:
  RESTORE
6 READ R: IF R THEN
  ROT=16*R: XDRAW
  R/4: GOTO 6
8 NEXT: DATA 6, 6, 5,
  1, 5, 4, 4, 7, 6, 6, 1, 1,
  4, 4, 2, 2, 5, 4, 4, 1, 6,
  6, 1, 5, 3, 4, 5, 3, 4, 5, 0
```

## ASK UNCLE LOUIE<sup>®</sup>

**Q.** Dear Uncle Louie— I just bought 3 hamsters named Inverse, Flash and Normal. Trouble is they've made their home inside my Apple IIe. Will this cause any problems?

**A.** Probably not, but leave the lid off for 90 days, or you will possibly void the little critters' warranty.

**Q.** Dear Uncle Louie— My wife complains that I spend too much time with my Apple, and won't even talk to her or the kids anymore. She's probably right; any suggestions?

**A.** Turn around and acknowledge them during the slow parts of programs. Basic sort routines are perfect for this. Name tags for the kids are a good idea too.

**Q.** Dear Uncle Louie— When I connect my giant-screen tv to my Apple II+, the projected image comes out upside down. What would you do?

**A.** Turn the screen over.

## ONERR TRY AGAIN

From TIP BOOK #6 (Beagle Basic)— This program puts a small patch into DOS. In the event of a DOS error (like "File Not Found"), the cursor is put back ON THE SAME LINE as the typed statement that caused the error. That way, you can immediately trace over the statement without re-locating the cursor.

```
10 POKE 42751,76: POKE 42752,240
  : POKE 42753,164
15 REM ASSUMES 48K DOS
20 FOR I = 42224 TO 42235: READ
  BYTE: POKE I,BYTE: NEXT I
30 DATA 165,37,233,4,32,91,251,
  108,94,157,0,0
```

Giving credit where credit is partially due— Don Worth and Pieter Lechner inspired us on this one. We shortened their Bag of Tricks™ tip and moved it to another DOS location so it can be used with ProntoDOS and other DOS modifications.



## UNCLE LOUIE EXPLAINED

That program in Uncle Louie's caption balloon is an interesting one. Line 2 pokes in a one-byte, two-shape shape table. SCALE can be any number from 0 to 255.

The fun comes in when you change the Data statement in Line 8. Here's what the numbers mean:

- 0: Quit
- 1: Move Right without plotting
- 2: Move Down without plotting
- 3: Move Left without plotting
- 4: Plot Up
- 5: Plot Right
- 6: Plot Down
- 7: Plot Left

You can also use decimal values, like 6.5, to plot diagonally! You take it from here.



## BEAGLE BULLETIN BACK ISSUES!

Forget it; back issues don't exist. There is a rumor—just a rumor—that a mint-condition Volume-0 Beagle Bros Bulletin is for sale at The Soft Shoppe in Yuma, Arizona. Reasonably priced too—Ask for Art the Shark.

## CAT POKES

These tricks from Loren Ryter are fun. If you don't agree, you shouldn't be reading this.

To make all of your catalog files to appear to be length X (0-255), do these three pokes:

- POKE 44545,169 (was 189)
- POKE 44546,X (was 231)
- POKE 44547,234 (was 180)

To permit only file names in your catalogs, without the extra information, do these three pokes and stand back:

- POKE 44509,76 (was 189)
- POKE 44510,19 (was 200)
- POKE 44511,174 (was 180)

This little goody will print your catalog sector numbers in hex. Show your Mom!

- \*AE04: 20 DA FD 4C OE AE  
(If you mess up DOS or a disk, forget where you read this.)

## LOOSE ENDS DEPARTMENT

● POKE 44444,0 will cause a "Volume Mismatch" error when you try to catalog. From Dennis McEntire, Milpitas, California.

● "GR:HGR" sets the text window, trapping all printed text below the hi-res screen. Now a HOME command during a hi-res display won't hide your cursor.

● Instead of a program password, you could put some numbers on your paddles and use them as a "combination lock". Make the combination as simple or complex as you like.

● To prevent an unwanted ?Division by Zero error in the expression "PRINT A/B", replace the B with "(B+NOT B)". This takes on a value of 1 if B=0. Thanks to K. W. Miller of Bowie, MD.

## DIRECT:READER

From TIP BOOK #7 (GPLE)—The direct (not in a program) command, "READ A\$" gives a "Not Direct Command" error message because DOS thinks you mean "Read", as in "Read a text file", instead of "Read some data". Stick a COLON in front of "Read" for a quick fix. Type a program line like:

```
10 DATA 1,2,3,4,5,6,7,8,12
```

Now type ".:READ A\$: PRINT A\$" a few times. It works!



## EXEC BEAGLE BROS

In case you missed it, there was an eight-page write-up on Beagle Bros in the October 1983 issue of Softalk. Most of what they said is true.

## VTAB 0: END?

The question is, how do you end a program with the Applesoft prompt and cursor on the top line of the screen (Vtab 1) without setting the text window? Mark Simonsen figured it out; can you?

Answer hidden on page 15.



I JUST LOVE MY APPLE. I RUN THIS PROGRAM WHENEVER I GET A CHANCE!

MOTHER BOARD  
BEAGLE BROS STAFF

```
1 HGR2 : POKE 232,120: POKE 233,
64: POKE 16504,4
3 FOR S = 0 TO 64: ROT= S: SCALE=
91: GOSUB 9: SCALE= 90 + GO:
GOSUB 9: NEXT
5 ROT= M: GOSUB 9: IF GO THEN M =
M + 1 - 64 * (M = 63): ROT=
M: GOSUB 9
7 FOR C = 1 TO 2:S = PEEK (4920
0): NEXT :GO = 1: GOTO 3
9 XDRAW 1 AT 140,95: RETURN
```

## A BETTER RND

If you're tired of Apple's sometimes repeating RND function, try peeking locations 78-79 (\$4E-4F). Instead of X=INT(RND(1)\*N), try this: X=INT(RND(PEEK(78)+PEEK(79)\*256)\*N)

Harder to type, maybe, but quite a bit more random.



## BEAGLE SHIRTS

We purchased some nice custom shirts for our staff and their kids; now everybody wants one. Well, we're not in the softwear business, but since you insist—we've got **Kid's T-Shirts** (S, M or L) and **Adult's Golf Shirts** (S, M, L or XL). These are high-quality Hanes 50% Cotton/ 50% Poly shirts; ecru (beige) with a brown Beagle logo.

If you're undecided between two sizes, request the larger one. Mail \$7 for each T-shirt and \$17 for each Golf shirt (+\$1.50 shipping, any number). Quantities are limited. Sorry, no adult's T-shirts.



Order by mail:  
BEAGLE SHIRTS  
4315 Sierra Vista  
San Diego, Ca 92103

# FLEX TYPE

## VARIABLE-WIDTH HI-RES TEXT UTILITY

by Mark Simonsen

\$29.50 Normal Apple II/II+/Ile Compatible and unprotected.

Includes Peeks & Pokes Chart. 70-column display requires monochrome monitor (not a tv).

Note: Because of a name conflict with another software company, we have changed the name of "Flex Text" to "Flex Type". Same product; new name.

### Combined Hi-Res and Text without Special Commands

Our favorite Flex Type feature is that you can HPLLOT and PRINT on the *same screen* with no unusual commands.

With Flex Type booted, it's just as simple as this:

```
10 VTAB 1: HTAB 20
15 PRINT "DOGFOOD"
20 HPLLOT 0,10 TO 279,10
```

Here, Lines 10 and 15 print "DOGFOOD" on the hi-res screen (looking identical to the text screen). Line 20 draws a hi-res line under the word; a few more commands could draw a box around the word, or a graph.

Type directly on Bloaded pictures too, with Applesoft PRINT statements.

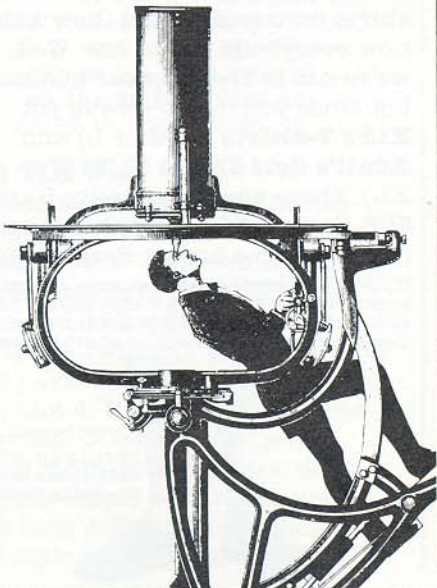
With Flex Type, you are no longer restricted by Apple's four-lines-of-text limit at the bottom of your hi-res pictures.

Flex Type is indeed flexible.

### Character Width Control

Just as a dot-matrix printer produces compressed and expanded type, Flex Type creates the same effect on the

Programmers  
use **FLEX TYPE**  
to mix type **SIZES**  
and type **STYLES**  
ON THE SAME SCREEN.



screen—Display text in normal 40 columns, or produce 20-column Expanded or 56-and 70-column Condensed characters (that's 7/8th's of 80-columns on any Apple II, II+ or Ile, without any extra hardware).

Type sizes may be mixed on the same screen (or even on the same line) for copyfitting and/or emphasis. Simple control-character commands trigger the different character widths.

### Normal Applesoft Does the Job.

Flex Type understands normal Applesoft Basic commands, including HOME, INVERSE, NORMAL, VTAB 1-24 and HTAB 1 through HTAB 70.

Flex Type also supports top and bottom text window pokes and has smooth hi-res scrolling (in both directions with Double-Take), so you can program as you normally would, but with the ability to add text to graphics, or graphics to text.

You can even run your existing Applesoft programs with Flex Type features. (Note: Some of your larger programs may over-write the hi-res screen. Instructions are included for getting around this problem.)

### An Endless Cast of Characters

Upper and Lower Case may be typed in any width without extra hardware. And every keyboard character may be redefined as any symbol you like with Flex Type's Text Character Editor.

Apple's DOS TOOL KIT® fonts are supported too, letting you switch between up to NINE FONTS in memory at once with simple control-character commands.

### Three Screens for More Flexibility

Flex Type lets you toggle between the normal text screen and both hi-res pages (remember, these can now display text), opening up all kinds of new programming possibilities, including "screen-switch" animation... with text!

### GPLe/Double-Take Compatibility

Flex Type is compatible with most features of most Beagle Bros' utilities, including GPLe's global editing and Double-Take's two-way scrolling capabilities.

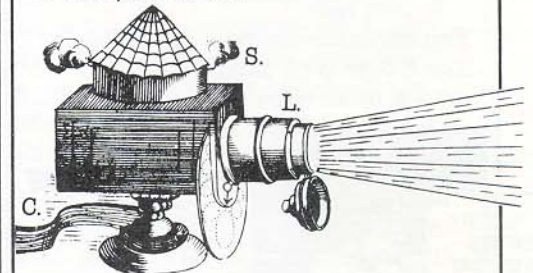
# FRAME-UP

## PRESENTATION UTILITY

by Tom Weishaar

\$29.50 Normal Apple II/II+/Ile compatible. Unprotected. Includes Peeks & Pokes Chart

Frame-Up is our high-speed "slide projector" utility that lets you create professional displays of intermixed hi-res, lo-res and text frames on any Apple. Frame-Up is easy-to-use and FAST, allowing you to load hi-res pictures from disk to the screen in just 2½ seconds! Text and lo-res frames load even faster, providing you with interesting disk-to-screen animation possibilities.



### Next "Slide" Please...

You may use the Apple keyboard (or paddles or joystick) to change frames in forward or reverse order, skipping images if you want. Or presentations may be left unattended, with each frame individually timed to appear and remain on the screen from 1 to 99 seconds. The order and timing of your images may be easily (and instantly) arranged and rearranged.

A handy Text Screen Editor is included that lets you create black-and-white text frames. You can even add type "live" on the screen during your presentations.

### More Pix per Disk

Up to 17 hi-res or 136 lo-res/text pages may be stored per disk. With two drives, you can double these figures without touching a disk.

### Mail Your Presentations

Frame-Up's handy "Display Module" may be copied and distributed to your associates (or mailed home to Mom), so they can run your display, as you designed it, on their Apple or any Apple!

### Easy to Use

Frame-Up features one-key commands, a bi-directional scrolling catalog, on-screen menus and a handy reference chart, which all work together to make Frame-Up simple to use and operate.

Frame-Up is ideal for store displays, presentations to the boss, club programs, trade show booths, product demos, promotions, seminars, conventions, classes, and just plain showing off your Apple.

# PRONTO-DOS

HIGH-SPEED DOS UTILITY

by Tom Weishaar

**\$29.50** Normal Apple II/II+/Ile compatible. Unprotected. Includes Peeks & Pokes Chart

**ProntoDOS** triples the speed of Apple's Disk Operating System, adds many optional DOS features, and lets you load high-speed DOS into the Language Card for 10 Extra K of valuable memory!

Here are sample ProntoDOS timings compared with normal Apple DOS 3.3:

| Function                   | Normal  | Pronto |
|----------------------------|---------|--------|
| Load a hi-res image . . .  | 10 sec. | 3 sec. |
| Bsave a hi-res image . . . | 12 sec. | 6 sec. |
| Load 60 sectors . . . . .  | 16 sec. | 4 sec. |
| Save 60 sectors . . . . .  | 24 sec. | 9 sec. |
| Load language card . . .   | 13 sec. | 4 sec. |

(Text Files: no change)

## INIT New Disks or Update Old Ones

New, unprotected, high-speed disks (as many as you want), are created with the normal INIT command. Or your existing disks may be *updated*, with all data remaining intact. Booting ProntoDOS or any of your updated disks automatically installs high-speed DOS in your Apple.

## Pronto DOS-Mover

ProntoDOS's "DOS-Up" program moves DOS to your Apple II or II+'s Language Card (RAM Card) or Apple Ile standard high-memory, freeing up a whopping 10,000 EXTRA BYTES (that's 10K) of programmable memory space.

## TYPE Your Text Files

ProntoDOS allows you to add a handy new "TYPE" command that reveals the contents of your Text Files. For example, the command "TYPE INFO" will print all text (to screen or printer) stored in the Text File named "INFO". **See the tip on page 8 regarding Random Access files.**

## More Data per Disk

ProntoDOS gives you 15 extra sectors of disk storage space—almost one full track of data! This is space normally wasted by Apple DOS.

## New DOS Features

With ProntoDOS in memory, all disk catalogs will optionally feature a Free-Space-On-Disk display, every time you Catalog; a great benefit. ESC can be designated to escape from a file being Read or Exec'd. Control-C will cleanly exit from the middle of a long catalog...

ProntoDOS is compatible with *all* DOS Commands, GPLE and most of your (and our) unprotected programs.

**NEW!**  
(Formerly Synergistic, now Beagle Bros. UPDATES—SEE NOTE BELOW)

# GPLE

GLOBAL PROGRAM LINE EDITOR

by Neil Konzen

**\$49.95** Normal Apple II/II+/Ile Compatible and unprotected. Includes Peeks & Pokes Chart and Apple Tip Book #7.

## A "Word Processor" for Applesoft Programs

GPLE is *The* classic line editor for the Apple. It lets you edit Basic program lines *fast* without awkward cursor-tracing and "escape editing" methods. We believe every Apple should come with GPLE.

GPLE is installed in memory when you boot, remaining "invisible" to your programs and unaffected by even the most "destructive" commands, such as FP and INT. You may install GPLE in normal 48K memory or in the Language Card (built-in on all Apple Iles).

## Insert and Delete

Now you can make almost instant changes to any Applesoft or Integer Basic program line. GPLE lets you instantly jump the cursor to the change point in the line and insert or delete text. Other code in the line moves aside to make room (what you see is what you get). If you make a mistake, you can restore the line to its previous condition with a simple command.

Control-characters are easy to insert and delete too; they show up as inverse when being edited.

With GPLE, it is no longer necessary to trace the cursor to the end of the line you are editing. No matter where the cursor is, hit Return, and that line is entered into memory.

## Global Search & Replace

GPLE finds any word or variable in a program *fast*, letting you change that line, delete it, or just look at it. Here are some **examples** of GPLE's Global capabilities:

- Look at all lines containing a GOSUB.
- Edit or delete all lines with a REM.
- Locate all occurrences of the variable X (in any line range).
- Replace all X-variables with ABC's.
- Quickly change all "Hello" strings to "Good-Bye's".

All Global functions may be performed on a specified range of lines or an entire program.

## Definable ESC Functions

GPLE lets you define an ESC-keypress followed by any other key to perform any keyboard task. For example, **ESC 1** can catalog drive 1, **ESC L** can do a "HOME: LIST", **ESC N** could type an entire subroutine... *Anything* you want, whenever you want it.

A complete set of Escape functions is included with GPLE, pre-programmed and ready to use. Each function may be used as is, or deleted or changed whenever you like. After you create your own "Escape Table", you can save it on disk so it will be in memory the next time you load GPLE.

## 80-Column Compatibility

All GPLE edit and global features support Apple Ile 80-column cards *and* most 80-column cards on *any* Apple Ile, II+ or II.

Double-Take, ProntoDOS, DOS Boss, Flex Type, etc.,—and, of course, all of your Applesoft and Integer Basic programs—get along quite well with GPLE.

## GPLE DOS Mover

GPLE comes with its own "DOS Mover" program that lets you move DOS to the Language Card (built-in on all Iles) for an extra 10,000 bytes (that's 10K) of programmable memory. GPLE itself may be located on the Language Card or in Main 48K Memory.

## Plus Apple Tip Book #7

Learn more about your Apple—GPLE comes with more tips and tricks from Beagle Bros, many involving GPLE. Hours of good reading and Apple experiments.

## GPLE UPDATES:

Until recently, GPLE was published by Synergistic Software and retailed for \$64.95. It is now published exclusively by Beagle Bros for \$49.95.

GPLE is basically the **SAME PROGRAM AS BEFORE**, but with Apple Ile 80-column compatibility. For an updated version, send your ORIGINAL GPLE DISK and \$5.00 to:

Beagle Bros  
Attn: GPLE Update  
4315 Sierra Vista  
San Diego, California 92103.

HEY, THERE'S  
NO WAY I'M  
GOING TO PROGRAM  
WITHOUT GPLE.



# TIP DISK #1

100 TIP BOOK TIPS ON DISK  
by Bert Kersey

\$20.00 Normal Apple II/II+/Ile compatible.  
Unprotected. Includes Peeks & Pokes Chart  
AND Apple Command Chart.

Tip Disk #1 is a big diskfull of Apple programs of all kinds. Everything from a word-list alphabetizer to fun with numbers to hi-res screen trickery.

And best of all, you don't have to type all of those programs from the early Beagle Bros Apple Tip Books. Here they are, typed for you, tested and ready to run—There are **100 programs total**; from Tip Books 1, 2, 3 and 4.

Many of these programs are useful, while a few are totally useless (but entertaining). All are interesting, LIST-able and COPY-able. And each program teaches another elusive fact about making your Apple do one of its multitude of things.

Also included on Tip Disk #1 is a fascinating collection of Apple "Two-Liners", clever little programs from our customers around the world (and elsewhere).



SINCE I GOT MY  
BEAGLE BROS COMMAND  
CHART, I'VE ACQUIRED  
NEW VIM AND VIGOR!

(an unsolicited  
endorsement)

## Free COMMAND CHART with each Tip Disk #1

Each Tip Disk #1 comes with a free Peeks & Pokes Chart (of course) and an 11" x 17" APPLE COMMAND CHART, an alphabetical listing of all Applesoft, Integer Basic & DOS commands and their functions, typeset and printed on heavy-duty stock. Now you can see all commands at a glance and experiment with ones you maybe never new existed.

CHR\$(83);  
CHR\$(73);  
CHR\$(84);  
CHR\$(161)



## PHOTO FACTS:

**Q.** Regarding the Beagle staff photo in the October 1983 Softalk, page 67: (1) What is that thing around Jack Cassidy's leg? (2) Is that a bent tennis racket on the wall? (3) Why do all three clocks say the same exact time?

**A.** (1) A leg iron. (2) Yes. (3) They are extremely accurate.

# NEW!

# SILICON SALAD

INCLUDING TIP DISK #2

by Bert Kersey and Mark Simonsen

\$24.95 Normal Apple II/II+/Ile compatible and unprotected.  
Includes Peeks & Pokes Chart and Apple Command Chart.

**Silicon Salad** has something for everyone (except folks without Apples). First of all, it's a disk, not a salad. Like Tip Disk #1, this disk has Apple Tip Book Tips, and then some. Take a look:

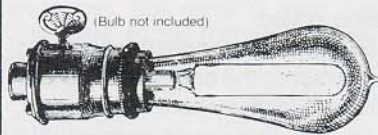
## MORE TIP BOOK TIPS

Silicon Salad has all of the programs from these recent Beagle Bros Tip Books:

- Tip Book #5 (Apple Mechanic)
- Tip Book #6 (Beagle Basic)
- Tip Book #7 (GPLE), and
- Tips & Tricks Chart #1 (Double-Take)

Here is just a small sample of what you get in the way of Tip Book programs:

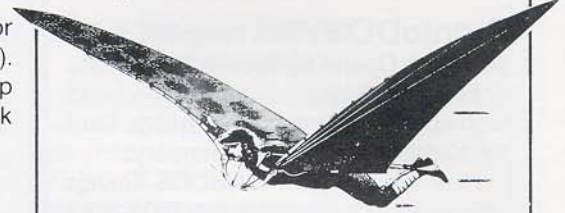
- A hi-res **Text Imprint** routine that takes *anything you print* on the 40-column text screen and imprints it instantly, pixel-for-pixel, onto the hi-res screen.
- A routine that lets you **Brun Hi-Res** pictures (instead of Bload). The single command, "BRUN picture", will cause the image to appear on the page you specify, automatically revealing that page with the screen split or full. The page and split/full-screen commands are invisibly imbedded in your hi-res picture.



- An Applesoft **Error Trapper** that lists the offending program line and highlights the illegal statement.
- A super-fast **Word Alphabetizer**. Beagle Bros held a contest last year for the fastest Basic sorter, and this one won.
- A 40-column **Text Formatter** that transfers anything and everything on the text screen into Applesoft Print statements that can be added to your programs.
- **Beagle Blackjack!** Written in Applesoft, and just as much fun as the real thing. People have fun customizing this one.
- A **Help Screen** trick that lets you store menus and such on text Page 2.
- **Plus** (of course) much more!

## TWO-LINERS TOO

It seems like the Applesoft Two-Liners just keep getting better. These little gems, mailed in to Uncle Louie by Beagle Bros customers from around the world, can teach you a bunch about programming efficiently in Applesoft. At the Very least, they are all Very entertaining.



## BONUS UTILITIES FROM THE BEAGLE ARCHIVES!

Mark Simonsen and Bert Kersey started digging around in the Beagle Bros back-up vault and realized they had all kinds of "mini-utilities" that hadn't been used on any Beagle disk before. These programs have all been re-worked and polished to Beagle Bros standards and tossed into Silicon Salad.

**DISK SCANNER:** This machine language program scans a disk, looking for and reporting flawed sectors. Bad sectors, if any, are automatically "sealed off" so your programs won't try to use them.

**KEY-CLICKER:** This one makes your Apple emit a faint click with every keystroke (you define the click). Many computers use this feature.

**DOS-KILLER:** You only need DOS on disks that you are going to boot. This program removes DOS to create "data disks". The best part is that you gain 32 more free sectors of space.

**TWO-TRACK CAT:** Normally you can only store 105 files on a disk. Now you can store twice that many!

**PROGRAM SPLITTER:** Is hi-res in the way of your Applesoft programs? Use this routine to make programs "jump over" either or both hi-res pages, and make the most efficient use of memory.

**UNDELETE:** Reveals and undeletes accidentally Deleted files. This one could prevent a bundle of trouble.

## THAT'S NOT ALL

But that's all we're going to tell you about.



SO TELL ME,  
HI-RES HARRY—  
WILL THOSE  
PICTURES EVER  
GO AWAY?

SURE,  
WATCH—  
JUST YELL  
"HGR!" AS  
LOUD AS  
YOU CAN.

# UTILITY CITY

21 UTILITIES ON ONE DISK

by Bert Kersey

\$29.50 Normal Apple II/II+/Ile compatible and unprotected.  
Includes Peeks & Pokes Chart and Apple Tip Book #3.

**Utility City** is twenty-one useful and entertaining Apple utilities, programmed in the Beagle Bros style by the Beagle boss himself, Bert Kersey.

Take a look at U-City's programs. Each one works like a charm, but—in case you're interested—you can *change* each program to fit your needs. Or simply *study* each one to see what makes it tick. Unlocked software is the only way to fly.

## The Programs

**BIGLINER:** Renumber program lines to 65535 making them inaccessible. Protect your copyright messages or subroutines.

**FILENAME ZAP:** Create trick file names; inverse, flash, mixed and/or *invisible*; to make files inaccessible or to dress up your catalog displays.

**SCREENWRITER\*:** Compose and format Apple text layouts (title pages, menus, displays, etc.) on your monitor. Type directly in inverse, flash, normal and upper/lower case. Words may be moved; centered or flush left or right. Move entire blocks of copy too. Print your finished layouts or store on disk.

\*No relation to Sierra On-Line's *SCREENWRITER II* (an *EXCELLENT* Word Processor, by the way).

**MULTI-CAT:** Send long catalogs to your printer or CRT in multiple columns (3, 4, 5...) and in any column-width (40, 60, 80...). Sector numbers and file-type codes may be included or omitted.

**TEXT DUMP:** Transfers any 40-column text screen to your printer. Use alone or append to your programs.

**SORTFILE:** Sort, store and update simple one-field lists on disk. Listable, customizable, and expandable.

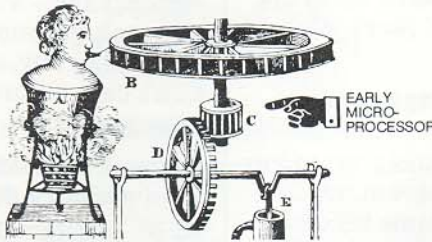
**RUN COUNTER:** Appended to Applesoft programs. Posts on the screen the number of times a program has been Run, each time it's Run.

**DATE COUNTER:** Similar to Run Counter (above)—reports the last DATE an Applesoft program was Run.

**REM ZAP:** Makes Rem statements temporarily inverse in your program listings. Just a gimmick, but an interesting one. (Beagle Basic has a *real* Rem inverser.)

**LINE SEARCH:** Find program lines in memory for program repair or "illegal" alteration. Supports hex and decimal.

**KILL-CAT:** Lets control-C (or any key you choose) make a clean break in long disk catalogs.



**DOUBLE LOADER:** Run any Applesoft file while your current program stays intact (no need to save, load and re-load).

**CONNECT:** Append programs together or attach subroutines to programs without retyping them.

**KEY-CAT:** Select and run programs from catalog with one keystroke (no need to type file names). Features an instant Space-On-Disk report too.

**INT CONVERTER:** Convert Integer Basic programs to Applesoft. Integer Basic language is required.

**HEX/DEC/BIN CONVERTER:** Convert from or to hex while your current program stays intact. Reports positive & negative decimal values as well as hex.

**COMMAND ZAP:** Put invisible functioning Applesoft commands into your listings (for program protection) and create attractive flush left List headings.

**CHR\$ POKER:** Find locations and values for poking characters onto the screen. An interesting teaching tool.

**BFIND:** Reports the most-recently loaded binary file's start address and length in hex and decimal. An Exec file; no need to save and re-load.

## Utility City's XLISTER

**XLISTER:** Convert your normally confusing Applesoft listings into a set of clear step-by-step instructions. After loading your program, just type "Exec Xlister" to list all or part of a program. Each program statement appears on a new line, properly spaced in the chosen column-width. Every statement following an IF is called out. For-Next loops are indented ala Pascal. Xlister is useful for de-bugging or for making archive printouts (with *page breaks*) of your finished work.

### Normal Listing:

```
10 REM U-CITY XLISTER DEMO
15 GR : HGR : HOME
20 FOR X = 20 TO 279 STEP 20: FOR
   Y = 20 TO 191 STEP 20: HCOLOR=
   3: H PLOT X,Y: IF X = 180 - Y
   THEN F = 2: H PLOT X - F,Y TO
   X + F,Y: H PLOT X,Y - F TO X,
   Y + F
30 HCOLOR= 6: IF X = 100 OR Y =
   100 THEN H PLOT X - 10,Y - 1
   0: H PLOT X + 10,Y + 10
40 NEXT Y: HTAB 1 + INT (X / 7)
   : PRINT INT (X / 20); SPC(
   2): NEXT X: PRINT : HTAB 15:
   PRINT "END OF TEST";
```



Note: Another re-formatted list utility is featured on our *DOUBLE-TAKE* disk (page 3). *Double-Take's* "New List" routine is much faster than Xlister, but does not feature page breaks and indented loops.

Below is a demo program "Xlisted" in 40 columns (you may select *any* column-width.)

### NOTICE THE FEATURES—

- Each program statement appears on a new line, thus unscrambling the listing.
- The asterisks indicate that a statement will be executed only if the "IF" is true.
- Each For-Next loop is indented. The example contains a nested loop with double indentation.

### Xlisting:

```
10 REM U-CITY XLISTER DEMO
15 GR
   : HGR
   : HOME
20 FOR X = 20 TO 279 STEP 20
   : FOR Y = 20 TO 191 STEP 20
   : HCOLOR= 3
   : H PLOT X,Y
   : IF X = 180 - Y THEN F = 2
   * : H PLOT X - F,Y TO X + F,Y
   * : H PLOT X,Y - F TO X,Y + F
30 HCOLOR= 6
   : IF X = 100 OR Y = 100 THEN
   H PLOT X - 10,Y - 10
   * : H PLOT X + 10,Y + 10
40 NEXT Y
   : HTAB 1 + INT (X / 7)
   : PRINT INT (X / 20); SPC( 2)
   : NEXT X
   : PRINT
   : HTAB 15
   : PRINT "END OF TEST";
```

# BBROS Q&A:

**Q. Can Beagle Basic be used to translate EVERY Applesoft command into another language?**

**A.** Yes. Every command may be changed to any word you want. Error messages too. We get letters verifying this from countries we've barely reard of (sure wish we could read some of those letters!)

**Q. Why do programs that I don't want appear on disks that I initialize?**

**A.** You probably initialized your disk without typing or loading your own greeting ("Hello") program first. Whatever program is in memory at the time becomes the greeting program when you "INIT HELLO".

**Q. Will your various hi-res graphics programs print hi-res on my printer?**

**A.** Not without help. You need two things to "dump" hi-res to a printer: (1) a dot matrix printer with graphics capabilities. (2) compatible hi-res dump software such as THE PRINTOGRAPHER or ZOOM GRAFIX; or a graphics interface such as THE GRAPPLER. Beagle Bros does not publish a graphics dump disk... yet.

**Q. How do I use DOS Boss with ProntoDOS?**

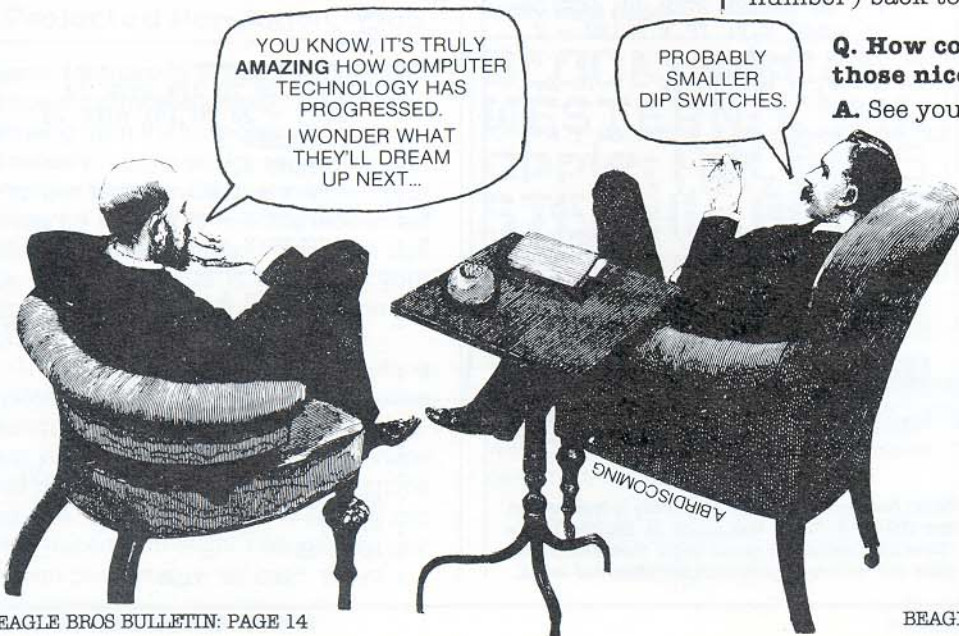
**A.** Boot ProntoDOS, then RUN DOS BOSS (don't boot DOS Boss; you will wipe out Pronto). Make your DOS Boss changes, then initialize a new disk. Or RUN PRONTO UPDATE to create high-speed DOS-Bossed disks. Don't use DOS BOSS UPDATE with ProntoDOS.

**Q. Could there be features on a Beagle Bros disk that aren't mentioned in the documentation?**

**A.** Possibly. Some of our disks have a "Notes" file that discusses recent updates. RUN NOTES to see.

**Q. Do you consider software pirates a problem?**

**A.** Most of our customers support us by not giving our software away. We return that support in the form of quality products for your Apple, low prices and NO aggravating disk protection schemes. Thanks for respecting our unlocked policy. We're sticking with it.



**Q. What do you do with those little grey plastic hole plugs from the back of your Apple IIe?**

**A.** Throw them in a drawer.

**Q. I like your "unprotected" policy. Why don't other companies produce backup-able disks?**

**A.** Plenty of them do. You can find all types of unprotected disks—word processors, spread sheets, etc.—if you look around. Read the ads, and ask your dealer before you buy, so you know what you're getting. Don't base a purchase solely on a product's lack of copy protection, but give it plenty of weight.

**Q. Can I load GPLE, Double-Take and ProntoDOS all into memory at once? If so, how?**

**A.** No problem. For the main memory (48K) versions of GPLE and Double-Take, type these immediate (not in a program) commands after booting ProntoDOS:

```
BRUN GPLE.48
```

```
BRUN DOUBLE-TAKE.48
```

For the Language Card versions, put the following greeting program on a "Pronto-fied" disk, and boot it:

```
10 PRINT CHR$(4);"BRUN GPLE.LC"
```

```
20 PRINT CHR$(4);"BRUN DOUBLE-TAKE.LC"
```

If you want DOS moved, use this greeting program:

```
10 IF PEEK(978) > 189 THEN 30
```

```
20 PRINT CHR$(4);"EXEC DO GPLE DOS MOVER"
```

```
30 PRINT CHR$(4);"BRUN GPLE.DM"
```

```
40 PRINT CHR$(4);"BRUN DOUBLE-TAKE.DM"
```

**Q. I accidentally erased my Double-Take disk. Now what do I do?**

**A.** First, kick yourself for not backing it up. Second, if you have any Beagle Bros disk that won't work for ANY reason (or if you need an update), mail the ORIGINAL DISK to us with \$5.00 (please keep the documentation), and we'll send you a replacement disk. (Of course, if the disk was bad when you got it, no charge.)

**Q. How come I can't successfully use the Exec command from within a program? Crazy things happen when I try.**

**A.** You may issue an Exec command from the END of an Applesoft program. To Exec from the middle of a program, have your Exec file end in a GOTO (line-number) back to your program. It works!

**Q. How come my Apple IIe didn't come with those nice new DOS Manuals?**

**A.** See your dealer; he owes you a set of DOS Manuals. The "older" Apple IIe's were released before these excellent new books were printed.

**Q. I don't know how I "survived" without Double-Take's two-way List and Catalog scrolling. Why do most computers only scroll UP, anyway?**

**A.** Who knows? Our theory is that up-only scrolling evolved from "ancient" pre-CRT times when all computer output was to some kind of printer. Since most printers didn't go in reverse, neither did video displays. Time marches on...



# Permission Granted

We get letters all the time requesting permission to reprint Fred Crone's Beagle Bros disk envelope warnings in various computer journals. Well, you've got our permission; thanks for asking! Here is a copy of the warnings, suitable for reproduction (unprotected!).

WE ONLY ASK that you print these drawings with both of the credit lines at the bottom. If you don't, and Fred finds out, he'll send his goons out after you.



COPYRIGHT © 1983, BEAGLE BROS INC.  
(BEAGLE BROS PUBLISHES APPLE II SOFTWARE.)

BEAGLE BROS / 4315 SIERRA VISTA / SAN DIEGO, CA 92103

BEAGLE BROS BULLETIN: PAGE 15

# Order Form:

Buy Beagle Bros disks at your software store, OR buy directly from us. Use this order form or call our TOLL FREE Order Number (over).

Mail to:  
BEAGLE BROS, Dept. F  
4315 SIERRA VISTA  
SAN DIEGO, CA 92103

Add \$1.50 shipping, any size order. All items are always in stock and SHIPPED IMMEDIATELY via First Class Mail (COD goes UPS, add \$3.00).



"Hmm-mm... ANOTHER package from Beagle Bros... Funny, it doesn't FEEL like cough drops..."

Order by mail, or phone Toll Free:  
1-800-227-3800 ext. 1607



- Check Boxes:
- Alpha Plot ..... \$39.50
  - Apple Mechanic .. \$29.50
  - A.M.Typefaces .... \$20.00
  - Beagle Bag ..... \$29.50
  - Beagle Basic ..... \$34.95
  - DiskQuik ..... \$29.50
  - DOS Boss ..... \$24.00
  - Double-Take..... \$34.95
  - Flex Type ..... \$29.50
  - Frame-Up ..... \$29.50
  - GPLLE ..... \$49.95
  - ProntoDOS ..... \$29.50
  - Silicon Salad .... \$24.95
  - Tip Disk #1 ..... \$20.00
  - Utility City ..... \$29.50

- \_\_\_\_\_
- \_\_\_\_\_

- Add me to your mailing list.
- I'm already on your list.

(If you've registered before or received ANYTHING from Beagle Bros by mail, you are on our list.)

Sub Total: \_\_\_\_\_ Payment: \_\_\_\_\_  
 +6% if California: \_\_\_\_\_  
 Shipping: \$1.50  
 (If Overseas, add \$4 for Air.)  
 TOTAL: \_\_\_\_\_  
 Payment:  
 Visa  
 MasterCard  
 U. S. Check  
 Money Order  
 COD

We only need your Name & Address if they aren't correct on your Mailing Label (over).

NAME \_\_\_\_\_  
 ADDRESS \_\_\_\_\_  
 \_\_\_\_\_  
 CITY \_\_\_\_\_  
 STATE \_\_\_\_\_ ZIP \_\_\_\_\_



Order by mail, or phone Toll Free:  
1-800-227-3800 ext. 1607

VISA/MCARD# \_\_\_\_\_

EXP. DATE \_\_\_\_\_

SIGNATURE \_\_\_\_\_

# GOTO Your Software Store

Most Apple software stores carry Beagle Bros software. If yours doesn't, tell them to get on the stick—They can have any Beagle disk for you within a few days by phoning us (619-296-6400), or by phoning ANY APPLE SOFTWARE DISTRIBUTOR.

## Or Buy From Beagle

Pick up the phone and call our Toll Free Order Desk at any hour of any day (USA only). Our operators are very friendly, but they can't answer technical questions (they think a "Ram Disk" is a Frisbee for goats). They WILL see that your order is SHIPPED IMMEDIATELY. Please be ready with your Visa or MasterCard number and expiration date. (We also ship COD for an extra \$3.00.)

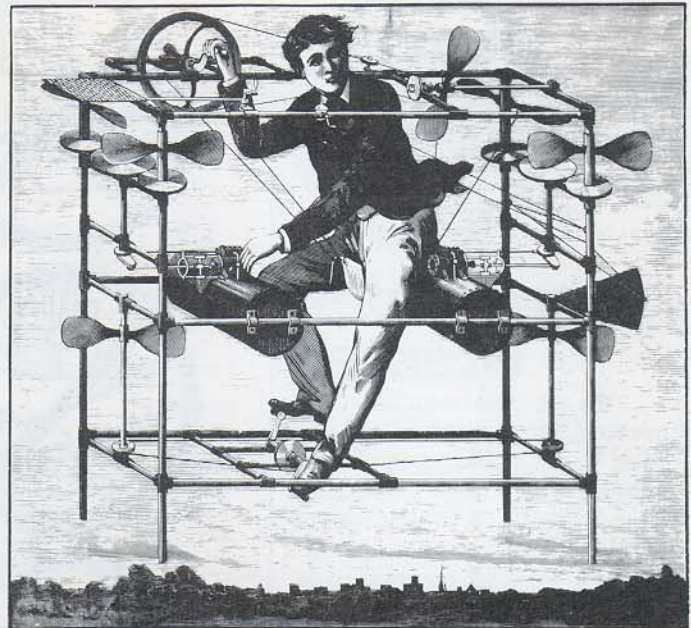
"...AND SEND ME A SILICON SALAD, AND, LET'S SEE... DISKQUIK SOUNDS GOOD... SAY, DO YOU GUYS CARRY ANY KIND OF APPETIZERS?"



Visa, MasterCard and COD Orders only please; Phone Toll Free **ALL 50 STATES, 24 HOURS A DAY**  
**1-800-227-3800**  
**ext. 1607**



(OR ORDER BY MAIL: Order Form on page 15)



You know, if you think about it, this thing will never fly.



4315 Sierra Vista  
San Diego, California 92103

(Address Correction Requested)

Bulk Rate  
U.S. Postage  
**Paid**  
San Diego  
California  
Permit #1391

## THE BEAGLE BROS BULLETIN

IS MAILED TWICE A YEAR TO PURCHASERS OF BEAGLE BROS PRODUCTS. Help us clean up our mailing list— If you received more than one Bulletin this issue, send us your duplicate mailing labels. We'll be forever grateful.