Juiced.GS

Fueling the spirit

KFest 2001 brings a call to arms

Coverage begins on Page 6

Rallying for the cause: *The KFest Vendor Fair produces interesting moments as the last official event of the festival, including the annual Juiced.GS team picture. From left is Tony Diaz showing off his new Friends II CD, Eric Shepherd showing off his self-control, Max Jones showing off a Roast memento, Ryan Suenaga showing off his trophy PowerBook, Howard Katz showing off the Blatant Plug sign, and Geoff Weiss just showing off. That's Ken Gagne wandering aimlessly into the left side of the picture.*

A new look for future of Juiced.GS

"When you come to a fork in the road, take it."
— Yogi Berra

Let's be honest. When I launched Juiced.GS on Jan. 1, 1996, I hoped the publication would be able to generate enough of a following for it to survive for two or three years. In my wildest imagination, I would not have expected the newsletter to still be alive today.

But, six years later, here we are. Although the subscription list continues to grow shorter with each passing year, there are still more than enough people supporting Juiced.GS to keep it going into the foreseeable future.

As I type these words today, our subscriber list is a solid 190. Each and every subscriber either pays for an annual subscription or contributes something of great value to the success of Juiced.GS. Some subscribers, in fact, do both.

Each year at about this time, I face the decision on whether or not to continue publishing for another year. Frankly, that decision has not been difficult. And as I began looking ahead to 2002, it was obvious the decision would still not be difficult.

Juiced.GS needs to continue. And I'm pleased to report that indeed it will. The newsletter will be published in 2002. I hope you will all be with us once again.

But there will be some changes, dear readers, that I need to explain.

Pardon the cliché, but Juiced.GS has been a labor of love. And a very time-consuming and labor intensive endeavor as well. That began to take its toll on me in the past year following my promotion to the position of editor-in-chief of the Tribune-Star in Terre Haute, Indiana.

The new job has progressively demanded more of my time and energy, and it became clear to me last spring that something needed to give. Ceasing publication was not in my plans. In fact, that was to be the option of last resort. Fortunately, other options quickly began to emerge that I believed would both satisfy me and the dedicated subscribers who made this newsletter succeed

for so long.

As was announced at KFest 2001, Syndicomm will become publisher of Juiced.GS on Jan. 1, 2002 and will be responsible for managing content and business matters. Eric Shepherd, owner of Syndicomm and a longtime friend of the newsletter, has appointed Ryan Suenaga to be editor-in-chief next year, and I will remain as associate editor to assist with various tasks and make sure the transition is smooth.

I'm thrilled that Ryan will be the editor. Since publication began, Ryan has been a faithful contributor to Juiced.GS and has had an enormous impact on its success and longevity. The depth of his knowledge about the Apple II is invaluable to the community, and he's a terrific writer as well.

Eric's role will be primarily to manage the business side of things. With Syndicomm a well-established business, he already has the infrastructure to take over financial management of the newsletter. No one is better prepared to keep the newsletter going than Eric and Syndicomm. And with Ryan performing editing duties and keeping content on track, Juiced.GS will be in good hands for years to come.

Let me re-emphasize on thing. I am not leaving the Apple II community. Nor am I abandoning Juiced.GS. I have no intention of doing either. I am merely scaling back the time and energy I devote to publishing the community's only remaining printed newsletter.

My role as associate editor will, I anticipate, be an aggressive one. In addition to working with Ryan as he takes reins as editor, I will continue to do page layout duties. I've become pretty proficient with GraphicWriter III through the years, so it makes sense for me to keep performing those duties.

We'll be telling you a lot more about the transition in the next issue.

The process of renewing subscriptions will change somewhat, and we'll be working on those details in weeks to come.

Meanwhile, I hope everyone is as excited as I am that Juiced.GS will be published in 2002.

— Max Jones, editor and publisher

Letters from the Land of Rom

Dear Juiced.GS ...

I just subscribed to your publication (the check is in the mail).

Now, I just bought my first IIGS and I want to restore/upgrade it;. however, I have been a PC user all my life. So as you can guess, I haven't a clue as to what parts to get, what to look for, or even how to upgrade the machine I just bought.

Question: Do you have a list that one could work from that includes all the items that one would want in order to make one's IIGS the baddest around?

By the way, I am looking at this as a kind of hobby and I cannot, for the life of me, picture anybody wanting to restore an old, yucky PC, can you?

Kelly Phelps
Seattle, Washington

Kelly,
Old, yucky PCs are not lovable critters. So, no, I can't imagine making one the subject of a hobby.

But forget about that ol' PC and turn your attention to that great IIGS you now have in your possession. These are, indeed, lovable machines than can, with proper attention and care, do wondrous things and bring hours (even years, for us old-timers) of enjoyment.

Your situation is actually becoming more common these days as folks run across used IIGSes and become enamored with them. I think you'll enjoy
that GS, and we at Juiced.GS will do everything we can to help you get your new / old computer in order.

There is still much a GS user can do to be productive - and entertained - with a IIGS. In addition to doing the more traditional chores of word processing, game playing, etc., you will find the IIGS is an outstanding telecommunications terminal. That's right, you can go online and do loads of cool stuff. It may not look as colorful as Netscape or Explorer, but it's exciting nonetheless.

Not all the news is good. Some hardware peripherals necessary to bring the IIGS to its full potential are hard to come by and can be expensive when located.

There is a group of Apple II users working on exactly the type of start-up Apple II survival list you're seeking. What's more, there is an Apple II forum on a new service called Syndicomm that is dedicated solely to our favorite computer and is a great place to hang out and get answers / advice about the IIGS.

I suggest you visit A2Central.com (that's the name of Syndicomm's site) on the Web and get a feel for what's going on. The URL is:
http://www.a2central.com

Meanwhile, you need to take inventory on your IIGS. Let us know exactly what you have in the way of hardware and software. Be as descriptive as possible if you're not real sure what piece you have. Also, let us know what software you have. Details will help. No detail is too much. All will provide clues as to your starting point.

Also, ascertain if your IIGS is a ROM 1 or ROM 3 (look at the bottom of the text startup screen for this designation). That will help us establish a baseline from which to advise you in the future.
— Max

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I just got off the phone with a delightful lady in California who left an emergency "help" message on the Apple II History discussion board.

Robins Electronics (currently "NJ

Letters from the Land of ROM

Systems ,
(http://www.njsystems.net/index.htm)
had in past years supplied toteboards
or scoreboards for television game
shows or telethons. Once personal
computers became available, he
designed and built a peripheral card
for his Apple II Plus, and used that
computer as a controller for some of
these toteboards. Although other
computers (such as the IBM PC) were
also used, he apparently preferred the
Apple II Plus, because of its simplicity
and ease of programming it for this
purpose.

Mr. Robins passed away two years
ago, and his daughter has continued
the company under its new name, NJ
Systems, and still is providing
toteboard controller systems for various
events (the two recent millennium
celebrations had big demands for the
toteboards themselves). One important
application of this technology for many
years has been the national toteboard
for the annual Jerry Lewis Muscular
Dystrophy Telethon held during the
Labor Day holiday. And, every year
that Robins Electronics was hired to
run the toteboard display for the MDA
telethon, it was an Apple II Plus that
was in the background, sending the
commands to the toteboard to display
the current total.

According to Ms. Johnston, the
producers of the telethon this year
wanted to add another digit to their
toteboard display. In order for this to
work, the Applesoft BASIC program
that controlled it had to be edited. A
series of GOSUBs were used to send
each digit of the display to the
toteboard, and Ms. Johnston was
having a difficult time trying to
remember how to change a line of code
in an Applesoft program by using the
command line editing features. She
called Apple Computer, and the person
that she spoke to in technical support
was (of course) no help at all; he didn't
have a clue how to edit lines in
Applesoft or probably even what an
Apple II was.

Looking for help on the Internet, she
came across many Apple II-related
Web sites, and finally hit upon the

Apple II History site, and its
discussion board. After posting her first
emergency message, she started
browsing through the history, and
found the information in the chapter
about the Apple II Plus about using
ESC B to move the cursor back, and
ESC D to move it up, and so on.

By about that time I called her on
the phone, and her husband told me
she had been running around shouting
in excitement because she had found
the info that she needed to fix this
problem and change that line of the
program. We had a great conversation,
and at the end she said that I should
watch the telethon this year; when the
national toteboard displays the grand
totals from around the country, I
should know that I played a small role
in helping the telethon get on the air.

I guess you could call that, "How
The Apple II History Saved The
Muscular Dystrophy Telethon", or
"How The Past Saved The Present" or
something like that.

Steve Weyhrich
Apple II Historian

Steve,
Thanks so much for sharing your
recent experience concerning the MDA
Telethon. It's the kind of wonderful tale
that continues to make Apple II users
proud. — Max

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I have to say these things.
Thanks for the latest issue of
Juiced.GS, which arrived today. It is
pretty much my only way of keeping
any significant contact with the Apple
II community.

We had our last A2 meeting of
AUSOM in February in sad realization
that those of us who attended simply
could no longer justify the time we put
into the A2 here in Melbourne. It was a
joy to see many old faces (and I guess
that is part of our problem in Australia
... all the Apple II users have old and
rapidly aging faces.

A couple of comments in response to
recent articles:
As good as BeOS may be (and I

don't for a moment doubt that) it is not
a practical solution for many of us to
run BeOS to be able to run Bernie II
The Rescue. KeGS is not in the same
ballpark (I hope my Americanism is
correct) as Bernie. I want to be able to
run Bernie on my AMD 1200 machine
... I am sure it would fly! Henrik's
comment about the existence of non-
Mac platforms, whilst amusing, does
limit his marketplace.

In Australia the evidence seems to
suggest that the split is of the order 95
percent PC and 5 percent Mac (and I
suspect that is generous on the Mac
side) and regardless of the quality of a
Mac versus the quality of a PC that is
not going to change. I have to use PCs
for work and any Mac would be just for
fun -- the cost here of Macs makes
buying a laptop purely for fun and not
economical.

I love Tony Diaz' hardware articles.
I don't always understand them, but I
read them and learn.

Having tried for three years to
publish a monthly newsletter on the
A2, I really appreciate your (and your
team's) efforts.

Thanks for many hours of great
reading and news!

Kevin Noonan
Melbourne, Australia

Kevin,
There is no question using a Mac to
run an emulated IIGS is the best
option. However, I've found running
BeOS on a PC (it's as easy as double-
clicking a program icon) is a convenient
alternative. (By the way, Sweet 16 is the
IIGS emulator on BeOS, not Bernie.
And Sweet 16 is an outstanding piece of
work, quite comparable to Bernie in
many respects.)

My experience with BeOS has been
quite good, and I would recommend it
to anyone, especially those who have a
PC and would like to be able to run a
IIGS emulator.

Thanks for your kind comments
about the newsletter, and for your
continued support. It's great to have
subscribers from around the globe,
especially Australia, where the Apple II
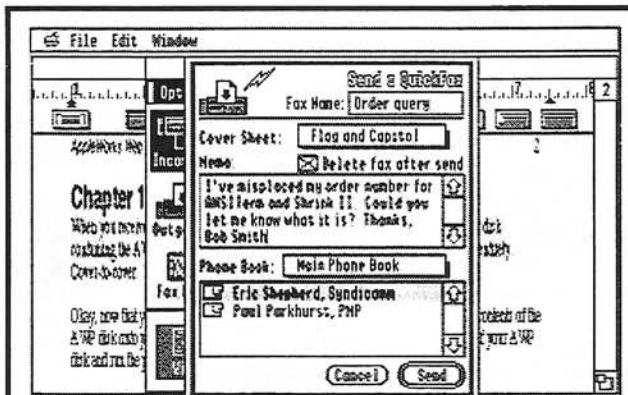*has a large number of users. — Max*

A KFest call to arms

More volunteers sought to fuel spirit

By Max Jones

KFest has long been many things to many people. A conference. A seminar. A computer expo. A developers' workshop. A social event. A family reunion.

KFest 2001 was all those things and more. But the most notable label one could give to this past July's meeting of Apple II enthusiasts is "pep rally".

Perhaps more than any time in the recent history of KFest, the bugle was sounded, summoning all those who still embrace the Apple II community to join in a coordinated campaign to preserve and strengthen it, to help newcomers feel welcome, and to make it grow.

KFest itself is one of the most enduring institutions in the Apple II community, so using the annual gathering as a focal point of launching such a crusade is an important strategy in keeping the community vibrant and strong.

The event itself has maintained its popularity, even as the community itself grew smaller and activity surrounding it became more sporadic. This year, almost 50 people gathered at Avila College to celebrate KFest's 12th consecutive year, and participants generated a heavy dose of enthusiasm and commitment to carry the Apple II community through yet another year.

KFest 2001 saw a changing of the guard in festival leadership. Steve Gozdziewski led the KFest Committee for the first time. Formerly the program chair, Gozdziewski assumed the role of general chairman (also know as Grand Gouda by the KFest faithful) when longtime chair Cindy Adam stepped down at the end of the previous year's event.

Taking over for Gozdziewski as program director was Tony Diaz, the energetic Apple II master technician whose tireless efforts on behalf of the community are becoming legendary.

Stability in the committee is a primary reason KFest remains a viable event. And the continued efforts of its financial sponsor, InTrec Software, provide a strong foundation on which the committee can do its work. Jerry Cline, InTrec's distinguished owner, has been serving on the committee and acting as financial sponsor since 1977.

For the second year, participants were invited to arrive a day before the actual conference began. The vast majority of attendees took advantage of that opportunity and began arriving at Avila on Tuesday, July 24. No formal sessions were scheduled, but there was plenty of activity.

Early birds used the day to get reacquainted with old friends, move into their dorm rooms and arrange their computer setups. Many flavors of computer were on hand. A number of Apple II units, primarily of the IIGS flavor, could be spotted, as well as Macintosh computers and even a few PCs.

Among the most prevalent pieces of technology was the Mac PowerBook, many of which were outfitted with Airport cards for wireless networking. A number of Airport units (Apple's wireless networking hub) were stationed around the dorm so that those with Macs and Airport cards could move around untethered and remain online via wireless network connections.

Getting the wireless network established and debugged was a major item of interest and effort on Tuesday, as was preparing the Avila dorm for its role as home base for he international Webcasting of KFest 2001.

Many KFest activities were Webcast for the first time last year, but more robust technology was brought in to improve the quality of the Webcasts 2001.

Most early arrivers got together Tuesday evening for an informal trek to Stephenson's Apple Orchard, a delightful family restaurant about a half-hour from Avila College. The facility was able to accommodate the large KFest group and keep almost everyone seated together.

The social value of the early-arriver day cannot be underestimated. The slow pace and loose schedule allow attendees to spend quality time renewing friendships and getting to know newcomers.

The Keynote Address

On Wednesday, remaining KFest participants trickled in and settled into their dorm rooms. Early arrivers took advantage of the day by visiting nearby computer stores and shops, going out for breakfast or lunch, or sleeping in as an act of preparation for the days of

sleep deprivation that lie ahead.

The first formal gathering of the event was Wednesday evening's dinner in the Avila cafeteria. The crescendo of spirit was evident as KFest 2001 was officially under way.

Shortly after dinner, participants gathered in the Ridgway Dormitory's top-floor lounge for the first session of the 2001 conference. KFest Committee Chair Steve Gozdziewski issued his formal welcome, introduced other committee members, reviewed the schedule of events and set the stage for the traditional Keynote Address, which was delivered by none other than Eric Shepherd, a longtime Apple II programmer and writer who now owns and operates the Syndicomm online service.

A call to arms

Shepherd quickly set the theme of KFest 2001 by calling on all attendees to rally to the cause and make a commitment to contribute something special to the Apple II community in the coming year.

"It's time for more people to get involved," Shepherd told his audience. "Everybody has something to contribute. Everyone has some area of expertise. It's absolutely critical that we get more help, that we get everybody involved."

Shepherd envisioned a reinvigorated, well-focused core of people in the Apple II world who use their specific knowledge and experience to strengthen some facet of the community. Such activity is a necessary component for long-term stability in the community, he said, because there is no way for a small group of enthusiasts to keep with demands posed by newcomers to the Apple II.

Newcomers to the Apple II? Is that possible?

Not only is it possible, it's happening. Shepherd explained that a number of new people are emerging with an interest in Apple II computing. In some cases, these people are simply returning to their roots, reclaiming an interest in the computers that provided
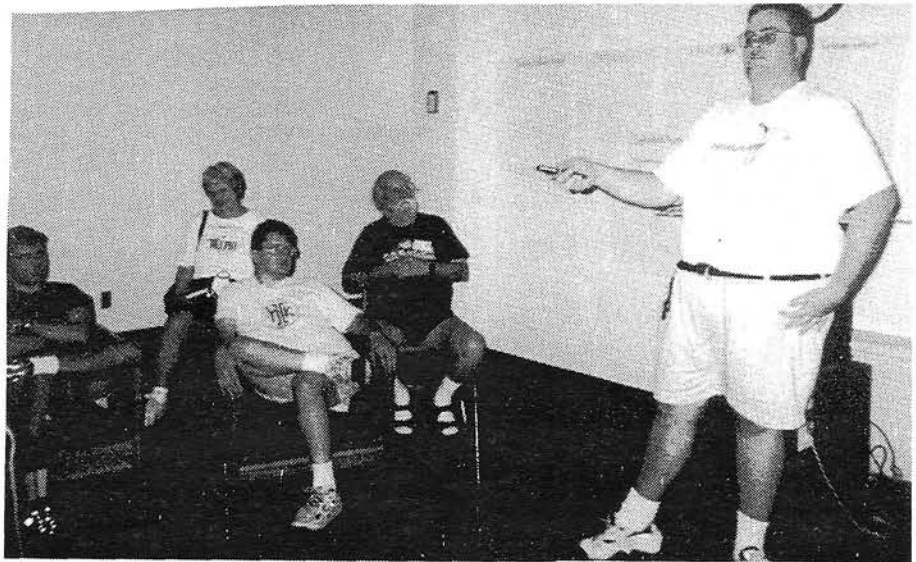
Rallying the Apple II troops: *The annual Keynote Address for KFest 2001 was delivered by Eric Shepherd of Syndicomm. Shepherd called on everyone in the Apple II community to find new ways to contribute time and expertise so that the community will continue to thrive in the future.*

their first computing experience. In other cases, people are obtaining Apple II computers cheaply at yard sales or via online auctions.

One thing newcomers have in common is a need for information and guidance in putting their "new" computer to good use. Providing that sort of service to new users is time-consuming, sometimes difficult, but extremely important if the community is to grow, Shepherd said.

The only way to tap into this growing segment of Apple II enthusiasts is for established folks to help meet their needs and provide direction in any number of ways.

"We need more participation," Shepherd said.

To help jump-start the effort, Shepherd asked his audience for feedback on general areas of interest that could be tapped for greater participation. Large sheets of paper were then taped around the room representing interest areas. Attendees were asked to sign up to help in areas where they felt they could make the greatest contribution.

Among interest groups formed were Lost Classics Project (recovering abandoned software titles and getting them released as freeware); writing tutorials; programming; writing articles for newsletters and online publications; preparing packages for newcomers to help them find their way around the Apple II; and providing assistance to remaining user groups.

Shepherd's comments were well received and rallied the troops to lend their expertise to the cause. By week's end, most of the sheets were full of names and a number of meetings were conducted to initiate plans of action for various groups.

Shepherd also used his Keynote to talk about developments at Syndicomm, which he has continued to build since taking over the operation shortly after KFest 2000. In addition to discussing a few Syndicomm topics, he also announced that Syndicomm would be the publisher of Juiced.GS in 2002. (More details on Page 2.)

Ryan Suenaga will be editor-in-chief, Shepherd said, but the publication will, for the most part, remain an

independent newsletter. Syndicomm's role will primarily be centered on financial and subscription management.

With the KFest 2001 audience duly inspired, the Keynote Address was followed by the annual Juiced.GS Opening Night Reception.

During the reception, the first new product of KFest was unveiled: a second CD-ROM compilation from Juiced.GS titled "Friends II."

The product is a sequel to the "Friends for Life" CD and takes up where the original collection left off. See DumplinGS (Page 18) and the advertisement in this issue (Page 11) for more details.

Day One

The first day of KFest 2001 proved to be full of great information and instruction. It was also full of surprises.

Howard Katz opened the morning with a session about his efforts in obtaining permission to reclassify and release software titles no longer supported by their authors or publishing companies.

Katz has been working hard in the Lost Classics arena for several years and used his session to review the process he uses to get clearance for reclassification. The ultimate goal each time a title is targeted is to reach the copyright holder and convince them to reclassify their work as freeware.

Katz said the process is time-consuming and takes persistence. He asked for volunteers to assist him in his continuing efforts. His session even led directly to the release of a popular series of once-commercial utilities later in KFest.

When discussing possible titles to target, Vitesse's Salvation Supreme package emerged as a potential for reclassification. Joe Kohn, publisher of Shareware Solutions II, said he had been told by an Apple II colleague that Vitesse was interested in releasing its software to the public, but no followup contact had ever been made.

Kohn promised to make that contact

during KFest, and within hours he had clearance to release most of the Vitesse titles as freeware, including the Salvation Supreme series (Wings, Backup, Deliverance, Renaissance and Exorciser).

The only Vitesse titles not included in the release are Faxination and Harmonie. Faxination reverted back to its original author rather than Vitesse, and Harmonie (a IIGS printer driver package) is now published and available from Shareware Solutions II.

Following Katz' productive session, Geoff Weiss presented an informative and entertaining tutorial on using the LANceGS Ethernet card for the IIGS.

Weiss is an accomplished IIGS programmer whose titles include Spectrum Internet Suite, which he co-authored with Ewen Wannop. He walked his audience through the process of installing the hardware and software needed to get a LANceGS up and running.

After a couple of false starts with non-functioning hardware, Weiss finally got a IIGS online and connected to the Internet via the Ethernet card. It was

during the process of making the connection that he uttered what would become the most memorable quote of KFest 2001.

While working to establish a connection, he said he could always tell if the IIGS was online via Ethernet by invoking a command on a piece of software that would cause a crash. That led Weiss to say: "If it crashes, we know it's working!"

The irony of the comment was not lost on the audience, and he wasn't allowed to forget his words the rest of the week.

After lunch, KFest 2001 was treated to its first series of big announcements.

Eric Shepherd told an enthusiastic audience that Syndicomm had obtained the rights to distribute a number of software products that had been missing from the IIGS market for years.

They consist of products once sold by EGO Systems and Parkhurst Micro Products. The titles are:

• Shrink II (a Mac program that manipulates Shrink-It files);

He's got game: *Bruce Baker delivered one of the most popular sessions of KFest 2001 with his in-depth look at the impressive role-playing game, Silvern Castle.*

Cover story: KFest 2001

• Auto Ark (a file compression utility for the IIGS);

• Balloon (A IIGS New Desk Accessory that manipulates Shrink-It files);

• GraphicWriter III v2.0 file translators for AppleWorks GS format and Rich Text Format (RTF);

• AnsiTERM (a full-featured IIGS telecommunications program);

• PMP Fax (fax software for the IIGS).

Shepherd also announced that Syndicomm had obtained exclusive rights to distribute the complete line of Byte Works Apple II products and that they would be available at reduced prices.

Two other sessions rounded out the afternoon.

Geoff Weiss showed some of his latest Spectrum scripts and demoed KEGS (Kent's Emulated GS) for Windows; and Tony Diaz did a hardware demonstration in which he enhanced a TransWarp GS accelerator card.

The official day ended after dinner with a trip to Sean Fahey's Hardware Heaven (Sean's garage) in nearby Paola, Kansas. Sean rescues Apple II computers and components in the Kansas City area and makes them available, free, to KFest attendees. This was the third year Sean opened his garage to scavengers.

Day Two

Friday opened with a fascinating and inspiring session on the intricate game play of Silvern Castle, an Applesoft-based role-playing game by Jeff Fink.

Bruce Baker was the session leader. He adeptly put Silvern Castle through its paces and explained how players can formulate a strategy that is sure to enhance their gaming experience.

Baker, a longtime KFest attendee, had never before led his own session, and it was met with rave reviews. In fact, his Silvern Castle session proved to be among the most popular of the entire festival.

Following Baker's session, Eric

Shepherd demoed Syndicomm Online, giving those unfamiliar with the text-based service a firsthand look. In addition to previewing the Apple II Forum, he told of plans to expand forum offerings and showed a working version of the yet-to-be implemented Web-based forum software.

Three sessions were on the Friday afternoon lineup:

Tony Diaz treated his KFest audience to a virtual tour of his Apple II museum via his Web site, apple2.org; Greg Nelson reminded everyone just what sort of whiz-bang work could be done on an Apple II; and Ryan Suenaga reviewed the four ways the Internet can be routed to the IIGS.

The annual banquet and roast took place Friday evening. The object of torment was the editor and publisher of Juiced.GS (that's right, I was on the hot seat this year).

A roasting panel consisting of Ryan Suenaga, Cindy Adams, Eric Shepherd, Geoff Weiss and Master of Ceremonies Ken Gagne entertained (I use that word loosely) the audience at the guest of dishonor's expense with a series of high-tech presentations.

The roast even featured a musical interlude performed by Eric "Elvis" Shepherd.

The roast was all in good fun, and there is no truth to the rumor the roasted subject has asked that each of the panelists be banned from next year's event, although there certainly are grounds to grant such a reasonable request.

Day Three

KFest 2001's last full day is traditionally a busy one, with product demonstrations and new product announcements dominating the morning hours and a vendor fair taking most of the afternoon.

New CD-ROM compilations of Apple II materials took center stage during the morning demos, with Ken Gagne opening the product parade with news about a two-CD set he had produced in conjunction with Russell Nielsen.

Gagne said the collection is

comprised of almost 1 gigabyte of multimedia files, including music, graphics, games and animations.

Called "Esprit de Apple Corps", Gagne said the collection also holds a new game, Hammurabi, created by Thomas Compter. Hammurabi is a remake of classic Apple II game. In addition to being a traditional text-based game, the new Hammurabi provides a IIGS desktop version of the game.

See the advertisement on Page 15 and DumplinGS on Page 18 for pricing and ordering information.

Joe Kohn of Shareware Solutions II also displayed some new CD compilations, including Brutal Deluxe's DeluxeWare CD-Rom and the French GS Club's Le CD-ROM. See DumplinGS on Page 18 for more details.

Brisk sales were recorded during Saturday afternoon's vendor fair, which was conducted for the first time in the dorm itself. The quarters were cramped, but spirits were high and money was flowing as the KFest faithful showed their willingness to support those who support the Apple II.

The final official event of KFest 2001 was the "informal" evening dinner excursion. KFesters Night Out targeted the famed KC Masterpiece Restaurant.

The final hours

After a late night in the dorms, weary participants in KFest 2001 began to pack up and move out of the Avila dorm Sunday morning.

Although Sunday is always tinged with a bit of sadness at seeing another KFest drift away, there was good news to think about and yet another festival to plan for.

KFest 2002 is already on the calendar, and the dates have been set for July 24-28.

Note: A CD-ROM of KFest video sessions, photos, and text is available from Syndicomm. See Page 18.

KFest after hours ...

The big draw of KFest is the sessions and the vendor fair. But almost as alluring are the events that go on outside the official schedule, day and night. That's why we think it's important to tell you a little of what goes on during KFest after hours ...

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Sure, KFest is a place where people return, year after year, to enjoy the comraderie and community that has grown around the Apple II.

But that doesn't mean it's not a good place for newcomers.

In fact, there were two first-timers this year. From all reports, they loved the experience and are glad they made the effort and investment to attend.

The two rookies were Mark Percival, who made the trip from near Montreal, Canada, and Keith Leafdale, who made a much shorter trip up from Yukon, Oklahoma.

The attendee who came from farthest was Ewen Wannop, who made the trip from the small town of Box near London in the United Kingdom. The second-longest trip was made by Ryan Suenaga, who dashed in again from Kaneohe, Hawaii. It was Ewen's fourth KFest, and Ryan's seventh consecutive trip to Kansas City.

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The second annual GShisen World Championship Tournament was foremost in the minds of participants in KFest's opening hours. About 20 competitors played the first round, with the top five times advancing to the semifinal round.

GShisen is an extraordinary puzzle game by Kelvin Sherlock that challenges players to not only solve the board, but do it against the unnerving presence of a ticking clock.
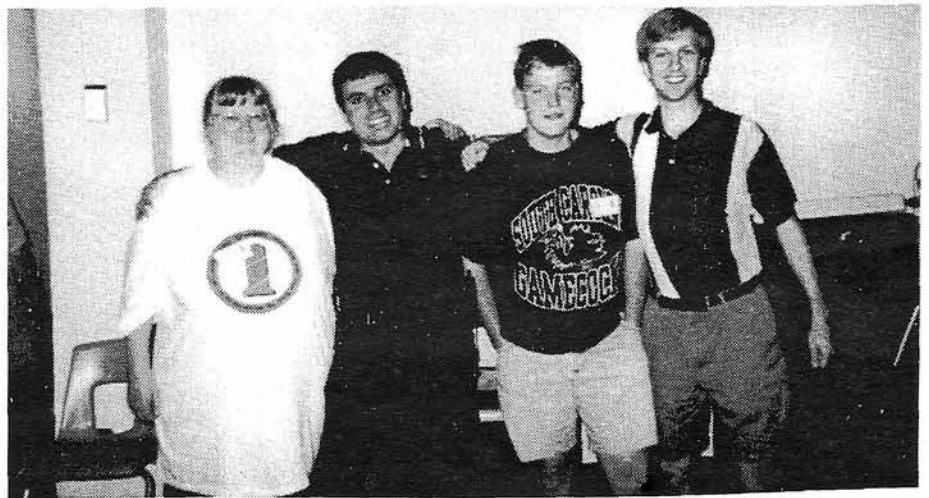
All-star programmers: *The annual HackFest competition at KFest 2001 brought out another good group of programmers for the festival-long competition. This year's contestants were Margaret Anderson, Geoff Weiss, Jamie Hodges and Ken Gagne. Anderson was this year's HackFest winner.*

Three players advanced to the championship round which was played in front of a live audience in the Avila dorm lounge and Webcast around the globe.

Joe Kohn claimed the championship title, with Ken Gagne and Geoff Weiss claiming second and third places respectively.

Here's how the final round stacked up:

1 — Joe Kohn, 5:17
2 — Ken Gagne, 5:37
3 — Geoff Weiss, 7:07

The GShisen Game Number played was 4857, so launch your copy of GShisen and try your hand.

The first-place prize for Joe was a RamFast SCSI card.

The second-place prize for Ken was a discount on the Opus][CD from Syndicomm.

The third-place prize for Geoff was a copy of the new "Friends II" CD-ROM

from Juiced.GS.

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HackFest, a programming competition, enjoyed another successful year. Here are the results:

1st Place — Margaret Anderson
2nd Place — Ken Gagne
3rd Place — Geoff Weiss
4th Place — Jamie Hodges

Among the prizes awarded competitors were software products, an inkjet printer and two $50 cash prizes.

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Was that an Apple III we saw doing its thing in the dorm lounge?

Indeed it was. Tony Diaz, the man who seemingly owns one of everything with an Apple logo on it, set up the Apple III display and ran a software demo for all to see.

Building Bridges

Data transfer to and from your Apple IIGS

By Ryan Suenaga

State of Emulation
Post-KFest 2001

There were no significant releases related to emulation at KansasFest 2001. However, that doesn't mean we have no news for you. Henrik Gudat, Dr. Woof of Bernie][The Rescue fame, has opened up a support forum at F.E. System's http://www.bernie.gs/ site. If you would like to participate, point your World Wide Web browser to:

**http://www.bernie.gs/
Feedback/index.php**

In news related to Apple IIGS emulation, 3Com/Palm (the guys who make great handheld computers) have acquired the intellectual property of Be, Inc., including the BeOS, which is the operating system that Sweet16 runs on. The future of the BeOS is unknown; Eric Shepherd, author of Sweet16, did not comment on what this will mean for the future of Sweet16.

In the meantime, let's look at ways to transfer data between computers; specifically, your emulation machine (usually a Macintosh) and your Apple IIGS.

Floppies

Let me go on the record: by and large, I am not a fan of the floppy disk, at least not anymore. They do have their uses, but not all that many.

So, as you might guess, with certain exceptions (copy-protected games on old 5.25 inch disks being one of them), I'm at a loss as to why so many folks try to exchange data between their Apple IIGS and their Macintosh or Windows machine using floppy disks. Still, since many Apple IIGS users want to try to exchange their data using the floppy shuffle, we'll cover it here.

First, without special hardware on either a Windows box or Apple II, there is no way to put data on a standard 800K or 140K Apple II floppy disk, stick it in the Windows machine, and expect to read it. None. Additionally, with the exception of the Macs that took the Apple IIe Card for the Mac LC series, there's no way to attach a standard Apple II 5.25 inch floppy drive to a Macintosh.

What you can do without special hardware is to exchange 800K Group Code Recording (GCR) 3.5 inch double sided, double density (DSDD) floppies with most Macintosh computers that have a floppy disk drive. This excludes very early Macintosh models with 400K floppy drives, or models with no built-in floppy drive (while recent models with no floppy drives can add on a Universal Serial Bus (USB) based floppy drive, these drives do not work with 800K GCR floppies. They do, however, work with 1440K Modified Frequency Modulation (MFM) floppies.

If you'd like to read and write to now-dying industry standard 1440K MFM 3.5 inch DSHD floppy disks on your Apple IIGS, you will need special hardware; there are several options.

The BlueDisk card from ///SHH Systeme (maker of the LANceGS Ethernet card) will allow you to connect many different types of floppy drives designed for use with x86 computers to your Apple IIGS. Floptical drives, which attach to your SCSI card, also allow you to read and write to 1440K MFM floppies. These were popular in the late 1980s and early 1990's with Apple II users, and a firm named Tulin Technologies (which no longer exists) marketed them heavily to Apple II users. A former employee of theirs, Wing Cheung, is reported to do repairs on them and may have some available for sale.

nd finally, a SuperDrive card will allow you to control a dual format capable SuperDrive (a floppy drive which can deal with both 800K GCR and 1440K MFM floppy disks). Recently, it has been discovered that Shreve Systems again has SuperDrive cards in stock.

If you would like to add hardware to your Macintosh to read and write 140K GCR 5.25 inch DSDD floppies, you must have a Macintosh that can use the long discontinued Apple IIe emulation card originally designed for the Mac LC.

For you Windows users, a device called the "Catweasel" advertises compatibility with Apple II floppy drive formats, but I have never seen one of these in person.

All in all, I keep exactly one working

The Virtual GS

5.25-inch disk drive for the Apple II around, and maybe three 3.5-inch floppy drives.

They get used about once every six months.

Null modem

For those of you heavily into telecommunications, null modem transfer may be appealing. Null modem means, literally, no modem. What you would do here is to run a serial cable that's wired for null modem purposes between the serial ports of two computers and run telecommunications software on each side. You then start the transfer (such as a send zmodem) on one computer and start receiving the transfer (such as a corresponding receive zmodem) on the other computer. When it's done, the file is transferred.

I use this technique a lot myself with my IIe and IIc Plus, but not so much with the Apple IIGS; for that, I use variations on the following networking techniques.

Networking (Appleshare)

One of the best things you can do for yourself if you have a computer that serves Classic Appleshare (as opposed to the TCP/IP version that's becoming more prevalent) is to set up AppleTalk on your Apple IIGS.

Hardware and software for Classic Appleshare is built in to nearly all Macintoshes and the software they run and can be added on through software to Windows machines (and Linux machines, although in its "stock" form it's not compatible with the Apple II). We won't go into the details of setting it up here, as it's been covered in several articles, most notably in a back issue of GS+ Magazine.

Once you have Appleshare up and running, it'll be very easy to exchange files with another computer. All you have to do is mount the volume on your IIGS and you'll be on your way.

Networking (TCP/IP)

Marinetti now gives us the ability to transfer files by TCP/IP, usually using File Transfer Protocol (FTP). You could set up your Macintosh or Windows machine as an FTP server (one way to do this is by running the program Netpresenz on your Macintosh) and run a client program on your Apple IIGS (gwFTP or SAFE).

You can then transfer files between the IIGS and other computer easily.

A variation on this theme is electronic mail. Simply pack up the files you want to transfer and send an e-mail to yourself, then receive the e-mail with the other computer.

Large removable media

The final way we will discuss moving data between two computers is with large removable media, such as a Zip Disk. This is like moving files with floppy disks, just bigger and faster floppy disks. You can accomplish this by having a Zip Drive on both the Apple IIGS and the other computer. Simply save a file on the Zip Disk on one computer, eject the disk, and place it into the Zip Drive on the other computer.

One tip with large removable media: you probably want to do all of the formatting and partitioning of the media on the computer other than the IIGS. I have had very little success with transferring data on large removable media formatted and partitioned on the IIGS.

Next time we'll discuss more emulation topics. I invite questions, letters, comments.

Let's keep the Apple II going by infiltrating the majority.

Emulation forever!

Glossary:

DSDD: Double Sided, Double Density. Used to refer to the typical floppy disks that an Apple II would use.

DSHD: Double Sided, High Density. These types of floppy disks have more capacity than the type usually used on an Apple II and special hardware is needed to use them.

USB: Universal Serial Bus. A high speed serial interface used on x86 and Macintosh computers that has become popular in recent years (particularly after the introduction of the Apple iMac).

GCR: Group Code Recording. A data recording method used with floppy disks typically used with the Apple II series.

MFM: Modified Frequency Modulation. A data recording method used with floppy disks that are not typically used with the Apple II series. They can be used with Apple IIs with special hardware.

Floptical: Floppy disk, optically tracked. Floptical drives are one of the ways to read from and write to MFM diskettes on an Apple II.

Mentioned companies:

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*Ryan Suenaga reports on emulation topics for Juiced.GS.*

# Platinum Paint latest Lost Classics success

By Howard Katz

Theres no better way to get people involved than to get them together, and this happened at the 2001 KansasFest.

From the initial presentations to the followup sessions, several people volunteered to help with The Lost Classics Project, and several software packages were released as a result.

First is a favorite of the Editor of
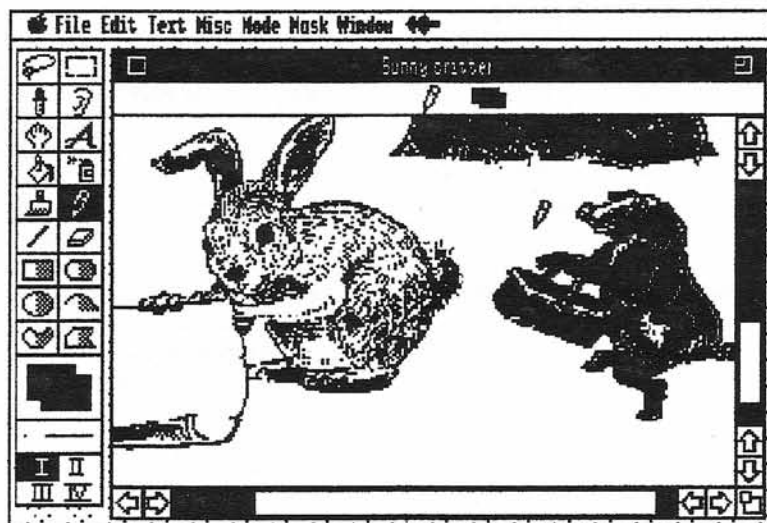
A painter's dream: *Platinum Paint by Matt Reimer has long been considered the most complete, most powerful and best graphics program for the IIGS. It disappeared from the market, but now it's back.*
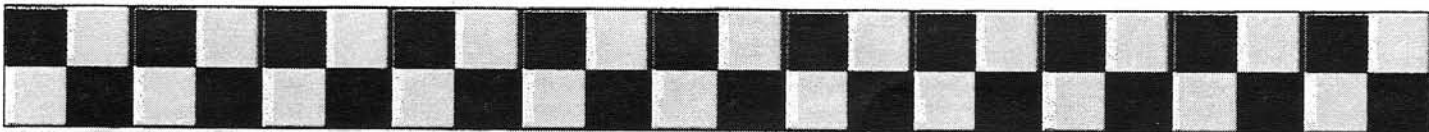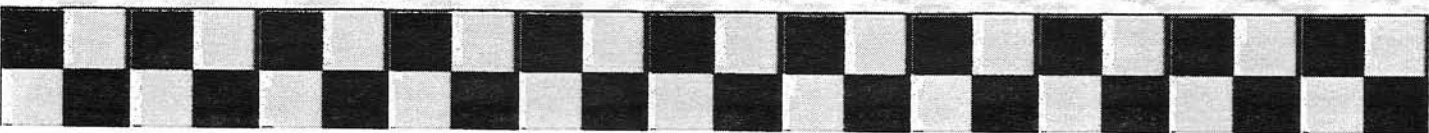
Shareware Spotlight

Juiced.GS, Platinum Paint. This drawing program shows what a powerhouse the IIGS can be when it comes to paint programs. It was a showcase program from Beagle Bros and is now released as freeware by the author, Matt Reimer.

Do you own an Applied Engineering product? Thanks to Tony Diaz, almost all of the AE software is now freeware. This includes the hardware testing utilities for all their cards including all the RAM cards, the AppleWorks expansion software for AW version 2.x and 3.x as well as the utilities and programs that came with such products as the TimeMaster II H.O. card. (Anyone still use this to draw a clock to the screen?) The one piece of software whose status is still being clarified is AEs ReadyLink communications program.

At this point in time, were unsure about its status, so it won't be released as freeware, if at all, until a later date.

As always, utilities are a mainstay of Apple II users, and thanks to Joe Kohn and Burger Bill Heineman most of the Vitesse Salvation series of software has been put into the freeware category. This includes Deliverance, Wings, Backup, Renaissance and Exorciser. The two Vitesse products not released are Harmonie (now being distributed by Joe Kohn and Shareware Solutions II) and Faxination.

You may have noticed that the flow of releases hasn't been heavy lately. Up until now there's mainly only been Mitch Spector, Gareth Jones and me working on releases, and what with real life intrusions, we three found ourselves swamped.

However, KFest has given The Lost Classics Project around 10 people who are in the process of working on various programs, plus volunteers Shawn Beattie and Greg Nelson who are also helping scan in some of the manuals used by the various programs. There's a lot of Apple II software still out there to be gotten legally, however. YOU can help -- think of a title you would like to see released and then drop me an e-mail at a2.howard@syndicomm.com.

With your help, the Apple II will continue to thrive.

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Here are a few other programs available to Apple II users for download from Internet sites, as well as from the Juiced.GS Collection Shareware 2001.Summer two-disk set.

... Operation Lambda, freeware game by Bret Victor. The formerly commercial game offers a series of progressive puzzle boards.

... Opening Line, freeware by Bret Victor. This formerly commercial boot utility customizes the IIGS startup screen with words and graphics.

The Juiced.GS Collection Catalog

The Juiced.GS Collection offers new two-disk sets of shareware, freeware and public domain software and files each quarter. Past disk sets remain available.

Most of the files on these disk sets are compressed into GS-Shrinkit archives to get the most out of available disk space. GS-Shrinkit v1.1 (available on Shareware '95) is required to unpack these files.

Juiced.GS Collection disk sets are available for $7 in the U.S., Canada or Mexico, $11 elsewhere in the world. Send checks or money orders in U.S. funds to:

Max Jones
Juiced.GS Collection
2217 Lakeview Drive
Sullivan, IN 47882

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Shareware 2000/01 *Back Issue Index*

Shareware 2001/Winter

Here is some of what you'll find on Shareware 2001/Winter:

Silvern Castle Update v7.2; Yahtzee NDA; Spectrum Create-a-PDF v1.1.1; Arachnid Preview Release 3; The Lamp; KFest information; A2Central.com information; A2 News and Notes.

Shareware 2000/Fall

Here is some of what you'll find on Shareware 2000/Fall:

System.II; DreamGrafix; Photonix; Zipper v1.1; AnteTris; DuelTris; The Lamp; A2Central.com information; A2 News and Notes; and more.

Shareware 2000/Summer

Here is some of what you'll find on Shareware 2000/Summer:

Silvern Castle Update v5.1; Spectrum Create A PDF v1.1; HyperCard IIGS Appointment Book update; DiskMaker; ImageMaker v2.0; Sedistic; GS ROM Grabber; Arachnid Preview Release 2; The Lamp; and more.

Shareware 2000/Spring

Here is some of what you'll find on Shareware 2000/Spring:

Silvern Castle Update v5.0; Spectrum Create A PDF; HyperCard IIGS Appointment Book; BeagleBasic; Programwriter; BeagleDraw, QuickFix; Outliner; TimeOut SideSpread; TO.DeskTools; TO.FileMaster; The Lamp. ($7 in U.S. Canada, Mexico, $11 elsewhere in the world.)

Shareware 2000/Winter

Silvern Castle Update v4.0; Super Mario Brothers Demo update; UltraMax; Talk Is Cheap; TimeOut Graph; The Lamp; GSoft program files; Y][Kfest logo files. ($7 in U.S. Canada, Mexico, $11 elsewhere.)

Shareware '99 *Back Issue Index*

Shareware '99/Fall

WebWorks GS; Shifty List; Silvern Castle v3.0; KickStart; AppleSoft games collection by Jeff Fink; The Lamp; GSoft resource files; Graphics of the season; AWGS 2000 calendar template; TrueType fonts; and much more.

Shareware '99/Summer

Silvern Castle v1.0 (and v2.0 upgrade); SpeedRead Plus v3.2; EasyDrive; Afterworks; TaiFunBoot; The Lamp; Kfest '99 keynote, photos and Y][Kfest program in GSoft BASIC; Graphics of the season; GShisen v1.2; AppleWriter; One Touch; TrueType fonts.

Shareware '99/Spring

SixPack; ImageMaker 1.1; Q Labs titles (Repairworks, SpellCopy); AmperMacros; AboutTime; DiskTools; TO.Statistics; TO.ShrinkIt; MahJong.GS; Super Mario Brothers Demo; The Lamp; DeskToFile; DreamVoir; TimeZone; TrueType fonts; and more.

Shareware '99/Winter

Change-A-File and Resurrection; Imagemaker 1.0; gsAIM 1.1; other Sheppyware titles including ProBOOT 5.3, and upgraded versions of Tsukue and Cleaner Cleanup; LaunchBox; CPU Speed; Multi GS; FEXEC; Timemaster GS; custom icons; TrueType fonts; movie sounds; graphics; The Lamp; and more.

Shareware '99/Winter, Shareware '99/Spring, Shareware '99/Summer, and Shareware '99/Fall two-disk sets are $7 each ($11 overseas).

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Shareware/freeware titles from Juiced.GS ...
Animasia 3-D — $12 ($15 overseas)
A 3-D manuals on disk — $3 ($5 overseas)
Wolfenstein 3D — $12 ($15 overseas)
ProSel-16 Y2K fix — $5 ($8 overseas)
Twilight II 2.0 (Beta) — $8 ($10 overseas)
BeagleWrite GS — $5 ($8 overseas)

IIGS gets a little help from 'Friends'

KFest 2001 produced a wonderful array of new and recovered products for the Apple II, so many that the plate is almost overflowing for this serving of DumplinGS ...

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Juiced.GS was the first to announce a new product for the Apple II during KFest 2001.

The grand announcement came during the opening night reception hosted by Juiced.GS

The new product is the "Friends II" CD-ROM, a compilation of shareware, freeware and public domain software and files made available to the Apple II community in 2000 and 2001. (See advertisement, Page 11.)

The new CD-ROM serves as the second volume of the wildly popular "Friends for Life" CD released during the spring of 2000. "Friends II" takes up where FFL left off, offering all the floppy disk compilations produced the past 16 months and graphic images of back issues of Juiced.GS.

In addition to the disk compilations, "Friends II" contains some specialty titles of Apple IIGS software, some of which were formerly commercial products reclassified and released by their authors.

Among those great specialty titles are Bret Victor's flashy game Operation Lambda and cool startup utility Opening Line. Kim Howe's impressive HyperCard-based role-playing game Shipwrecked is also on the CD, as is a huge collection of IIGS animation files.

Those who use IIGS emulators for the Mac or PC, or those who would like to explore the world of emulation, will find the "Friends II" CD especially friendly. The CD is equipped with the most recent version of Bernie][The Rescue -- Version 3.0. Several already-prepared disk images of many of the CD's main features are included as well, which will make getting going with emulation easier than ever.

"Friends II" is formatted for HFS and usable from any Macintosh, or any PC running BeOS. A PC running the Windows operating system must be equipped with the proper software for reading HFS disks in order to handle the CD. A IIGS requires System 6.0.1 with the patched HFS FST installed.

The CD-ROM is decorated with a custom label and ships with a jewel case. "Friends II" CD-ROM is now shipping.

The "Friends II" CD-ROM is $15, which includes shipping to anywhere in the world. To order, send check or money order in U.S. funds to:

Max Jones
Juiced.GS
2217 Lakeview Drive
Sullivan, IN 47882

Credit card purchasing is also available at the Juiced.GS Online Order Processing Site on Kagi. The URL is:

http://order.kagi.com/?2ZM

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Here's a rundown of other products announced during KFest 2001 and ordering information.

From Syndicomm:
• Shrink II (a Mac program that manipulates Shrink-It files);
• Auto Ark (a file compression utility for the IIGS);
• Balloon (A IIGS New Desk Accessory that manipulates Shrink-It files);
• GraphicWriter III v2.0 file translators for AppleWorks GS format and Rich Text Format (RTF);

DumplinGS

• ANSIterm (a full-featured IIGS telecommunications program);

• PMP Fax (fax software for the IIGS).

• Byte Works products (Entire Apple II catalog, including Orca programming languages, Quick Click Utility series and Opus II CDs).

• KFest 2001 CD-ROM (Session videos, graphics and important text files that will bring the recent event closer to home).

For a complete rundown on pricing and ordering details, visit the Syndicomm Web site at:

http://www.syndicomm.com

From InTrec:

• Jerry Cline announced new pricing on ProTERM A2, a powerful Apple II telecommunications program.

ProTERM A2 is available for $19.95, with the extensive manual coming on disk rather than in printed form.

ProTERM Mac's price has also been reduced to $50. Contact InTrec's Web site (www.intrec.com) for more information, or send e-mail to sales@intrec.com.

From Gamebits:

• Esprit de Apple Corps, a two-CD set of music, graphics, games, animations and other features, including a new version of the popular game, Hammurabi. $25 (shipping included).

E-mail orders to sales@gamebits.net, or postal orders to Gamebits, P.O. Box 703, Leominster, MA, 01453.

From Shareware Solutions II:

• DeluxeWare CD by Brutal Deluxe. See the Shareware Solutions II Web site for more details:

http://www.foxvalley.net/~joko

Or, contact Kohn via e-mail at joko@foxvalley.net.

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Syndicomm Online continues to be a beehive activity.

In mid-August, shortly after the completion of KFest 2001, Syndicomm announced that all members of its online service would be granted access to features formerly available only to "Enhanced" customers who were paying an additional fee.

These features include the ability to set up a personal web site and access to the Lynx text-based web browser, through which both the World Wide Web and Usenet newsgroups are available.

These additional features are now available at no extra charge. Meanwhile, "Enhanced" customers' rates have been reduced to the Standard rate of $10 per month or $25 per quarter.

With the added features, members have space for up to 10 megabytes of combined e-mail and Web site storage. Members can create their Web sites using any FTP program or FTP-enabled Web site builder package. The Syndicomm Online Lynx web browser is SSL-enabled and provides access to Web sites as well as Usenet newsgroups.

In late August, Syndicomm announced the grand opening of its new online store for Apple II products. With Syndicomm-produced titles such as the KFest 2001 Multimedia Pack in addition to the many new products licensed from other sources, the online store promised to be a one-stop shopping experience for Apple II software.

"Our online store is the next step in our plans to enhance our customers' shopping experience," Eric Shepherd, owner of

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II Be Named Later

For everything else, there's KansasFest

By Ryan Suenaga

Registration fee with repeater discount and early arrival: $225.

Two T shirts: $30.

Tickets to the West Coast: $462.

Train rides in California: $60.

Round trip plane ride from California to Kansas City: $200.

Eating, drinking, and not sleeping while spending a week hanging out with the last survivors of the Apple II generation in the heat of the Kansas City summer: Priceless.

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Ryan Suenaga, world traveler and computer enthusiast, writes for Juiced.GS from his Personal Polynesian Paradise, aka Kaneohe, Hawaii. In addition to being a leader in the Apple II community, he is a pediatric social worker.

Syndicomm, stated in a press release. "We have more products to be added to the store soon, including the APDA product line, and we'll have mail-in forms for people not comfortable shopping online."

The Web address for the online store is:

http://www.syndicomm.com/products

Syndicomm Online (the online community) is currently available only by Telnet. A World Wide Web accessible interface will be available soon. Syndicomm is located in Tracy, California.

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More of the Apple II's rich history is on display at the Steve Weyhrich's History Page on the World Wide Web. Steve announced recently that he had been granted permission to reproduce two two-part articles about or by Steve Wozniak, co-founder of Apple Computer Inc. on his Apple II History site.

One is a two-part interview with Wozniak that was done by BYTE Magazine in 1984, and the second is a two-part transcript of Woz's speech to the Apple World convention in 1986, done by Call-A.P.P.L.E.

Steve's page can be found on the Web at:

http://www.apple2history.org

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Former Apple II programmer Bret Victor has written a piece of software that will be of interest to Apple II users.

It's not a IIGS program, but it is related to the IIGS. It's called "deMODifier", and it converts SoundSmith music files to ScreamTracker 3 modules.

In Bret's words, the service his program provides is "a good thing because most modern MOD players (on all platforms) play ScreamTracker files.

Thus, everyone can now use a non-IIGS to listen to (and even edit) their SoundSmith music."

The program runs under Windows and UNIX, but Bret says he sure someone out there could port it to the Macintosh without much trouble.

DeMODifier is available for download under the Windows section of Bret's Web site:

http://www.ugcs.caltech.edu/~bret

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Have some news or a cool Apple II Web site you want to publicize? Juiced.GS wants to know about. Send us an e-mail with details at juicedgs@earthlink.net.

Juiced.GS

Max Jones
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Sullivan, IN 47882

First Class